

The Continent of Thrapsus: A Fractured World

After the unfortunate burning of the Great Library at the Tercento city of Ferisia, most centralized knowledge regarding the Continent of Thrapsus was lost, forgotten, or reduced to unreliable rumors and local hearsay. The aim of this chronicle is to correct that profound loss. This work relies on dedicated chroniclers from each land, who have supplied the recorded histories, maps, and local lore of the continent's myriad inhabitants to the newly constructed Great Library. The collected documentation offers a detailed, ground-level perspective on a complex and often hostile world. Thrapsus is a land of intense diversity and perpetual conflict, home to multiple warring animal taxa, including various mammalian, reptilian, and insectoid peoples, alongside the elusive and difficult-to-classify Fey-kind.

The relationships between these diverse species are rarely congenial. While some alliances of convenience exist, they are fragile and often temporary. The mammalian species, for example, exhibit as much animosity toward each other (such as between the Ratogs and the Pig-Orcs) as they do toward obvious external threats. Similarly, rigid caste systems and ancient feuds define internal relations among races such as the K'tharr, the Saurians, and the Kethrul Turtlelians.

Wars: Warfare across Thrapsus is conducted with technology ranging from the Iron Age to the early Medieval period. Factions are armed with standardized weaponry such as swords, shields, pikes, and bows (both longbow and crossbow). Armor is functional; chainmail, leather, and fur are common, while heavy plate armor is rare but present in elite human and dwarven units. Most races employ some form of mounted troops, necessitating widespread use of anti-cavalry weapons such as pikes, halberds, and glaives. Siege weaponry, including catapults, drill-rams, and battering rams, is universally deployed against fixed fortifications.

Religion and Magic: The spiritual landscape of Thrapsus is varied and fragmented, and it rarely serves as a unifying force. Major powers like the Saurian Empire operate under strict theocracies centered on solar deities, while others, like the Mouse Empire, exhibit little central religious authority. Dwarven factions vary wildly, from the rigid, pragmatic faith of the Mining Coalition of Midivar (which bans arcane magic outright) to the innovative, magic-embracing Kingdom of Dun Kareth. Orcs venerate the practical, often brutal, forces of nature, such as the Eternal Chill or The Great Forge, linking belief directly to survival and environmental conditions. Magic exists across the spectrum; some races rely on innate talents (Knoots, Fey-kind), others utilize disciplined martial magic (Saurians, Dun Kareth Dwarves), while others fear or ban it entirely. This diversity means that what one culture calls a divine blessing, another calls a dangerous, unnatural aberration to be hunted and destroyed.

Trade and Commerce: Trade and commerce across Thrapsus are defined by scarcity, suspicion, and necessity. The burning of the Great Library disrupted most centralized trade routes, leaving commerce in the hands of regional powers and dangerous independents. Critical goods—metals from the dwarven realms, unique Piran mounts from the K'tharr, specialized crops from the human heartlands, or salvaged goods from the Roaring Wastes—are highly prized. Trade hubs like Kethryl's Crossing (Centaurs) and Siltbound Crossing (Frog Folk) exist in highly guarded neutral zones. Alliances are frequently formed based purely on access to vital resources or strategic goods, such as the Karskaro Orcs trading military service for essential forged goods from the Trolls. While every faction desires the stability of trade, the constant threat of banditry, political instability, and open warfare means that trade is always conducted with caution and heavy armed escort.

This guide provides an overview of the key powers that shape this fractured landscape—from the industrious Dwarves of Midivar and the resilient Humans of the Lanshir Savanna to the reclusive Crocodylians and the high-flying Eeeks. The following entries detail a world where endurance, cunning, and localized strength matter more than grand empires, offering the reader an unfiltered look at survival on the Continent of Thrapsus.

Index of the Lands of Thrapsus and Their Peoples

The individual listings following this index include general details of the areas and people groups. More in depth supplementary pages will be provided as additional information is received from various chroniclers around the continent.

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The Ardex Wastes — Land of the Sitan Giants

The Ardex Wastes encompass a massive desert region defined by broken stone flats, deep, shifting sands, and wind-carved plateaus. The environment is exceptionally harsh, receiving minimal rain and offering virtually no natural shade. This brutal landscape is known to be impassable to most desert-dwelling races; the only true masters of this domain are the Sitan Giants who dwell within it.

Geography and Demographics

The Wastes present significant geographical challenges to outsiders. The Sitan Giants are towering folk, typically standing between ten and fifteen feet tall. Their distinctive physiology includes green-hued skin and four fully functional arms. Their builds favor immense endurance and resilience over speed.

A notable biological aspect of the Sitan is their lack of obvious sexual dimorphism; males and females are indistinguishable to external observers, a subtlety the Giants have no cultural inclination to explain to other races. The natural use of all four limbs allows for formidable versatility in labor and combat. In battle, a Sitan Giant can wield up to four single-handed weapons simultaneously, making close combat engagements extremely short and overwhelmingly lethal.

Political Structure and Way of Life

The Sitan maintain a semi-nomadic existence, driven by the necessities of survival. Their way of life revolves around tracking seasonal grazing grounds and migrating between the scarce, known water sources. Clan movements follow ancestral paths marked by specific stone cairns and bleached bone poles—markers that are meaningless to outsiders but vital guides for the Sitan migrations. Settlements are functional gathering points built from salvaged bone and shaped stone slabs, rather than permanent cities. Authority rests not on hereditary claim, but on a clan's proven ability to defend a specific water source or gathering point when necessary.

Military Doctrine

The Sitan military doctrine focuses on hit-and-run tactics, endurance warfare, and overwhelming close-combat capabilities using their four arms. They are masters of their terrain, making pursuit nearly impossible for non-native forces.

Mounts: The Sirex

The Sitan ride the Sirex, massive eight-legged, horse-like beasts bred exclusively for stamina across vast distances, not obedience. A Sitan rider must maintain a constant, strong grip on the reins; if the grip is lost, the Sirex immediately determines its own destination. Both Giants and Sirex are capable of traveling for extreme lengths of time without food or water.

Neighbors and Enemies

The Sitan operate with minimal external interaction, primarily focused on defending their territory:

- **Lanshir Savanna (West):** Human agricultural and herding communities exist on the border. The Sitan maintain a cautious tolerance, engaging in rare, highly guarded trade exchanges.
- **Khar-Mol Mountains (North):** The northern border is a perpetual conflict zone against the Karuun (Sitan Apes). Both races constantly fight over mountain passes, ancient stone sites, and resources exposed by the shifting sands. This border war is a conflict of attrition where neither side seeks total conquest but neither will concede ground once bloodshed begins.

How Others See Them (Outlook)

The Sitan Giants do not "rule" the Ardex Wastes in a manner other races recognize. They endure it, move through it, and eliminate anything that threatens their survival or attempts to take their resources. Most external powers perceive the Wastes as an uncrossable barrier and leave the Sitan to their harsh existence.

Notable Settlements and Points of Interest

- **Key gathering sites and vital water sources within the Wastes:**
- **Varakh-Duun (Capital):** A massive, central stone-ring encampment used as the primary location for inter-clan councils and large-scale war musters.
- **Sirexfall:** A heavily fortified resting ground located near critical migration paths, specializing in the demanding breeding and training of the Sirex mounts.
- **Ashkarn Hold:** A southern gathering site established specifically to guard the desert approaches from the relatively lush Lanshir Savanna.

Known Oasis

- **Redglass Pool:** A water source rich in minerals, possessing a sharp taste, surrounded by naturally hardened sand formations.
- **Talar's Eye:** A highly visible, circular spring protected by ancient stone markers, often used as a key navigation point.
- **Windbreak Wells:** A cluster of vital shallow water sources naturally shielded by large, protective rock spines.
- **Hollowgreen:** A rare, partially shaded oasis featuring low scrub and distinctive bone-white trees, providing a crucial refuge point in the central wastes.



The Ashbound March - A Goblin-Hobgoblin Holding

The Ashbound March defines a rugged geopolitical region where rock significantly outweighs soil, and sheer survival instincts supersede notions of comfort. It is a land of broken mountains, wind-scoured plateaus, and extensive gray wastelands where very little flora can survive without a struggle. This unforgiving climate and topography naturally favor durability and resilience, making it an intrinsically defensible zone occupied predominantly by integrated Goblin and Hobgoblin populations.

Geography and Demographics

The very landscape of the Ashbound March functions as its primary defense. External forces find the terrain strategically challenging: natural trails are unstable and prone to rockfall, potable water sources are scarce and typically located deep underground, and severe, sudden weather events can strip a camp bare in an afternoon. This brutal environment acts as a constant natural selection mechanism, favoring the hardened inhabitants who have held the territory for generations.

The Goblin and Hobgoblin Folk

The population is composed of two symbiotic species: Hobgoblins & Goblins. While both share the territory, their biological differences dictate a crucial division of labor that ensures the March's functionality and is essential to the March's survival:

- Hobgoblins: The Gallowskrie Goblins, or more commonly called Hobgoblins, operate as the March's primary scavengers, miners, and raiders. Their superior physical toughness and larger size allow them to move quickly across the harsh terrain and engage in highly effective warfare.
- Goblins: Form the backbone of the Holding. They focus on constructing & maintaining critical fortifications, organizing labor efforts, and training the military forces necessary for long-term defense and expansion. The Goblin populace is divided into three distinct bloodlines:
 - The Blood-Eyed (Scouts & Officers): These are human-Hob-kins. Often possessing eerily human-like features, they lack the physical mass of the Gallowskrie but possess a chillingly cold, calculating tactical intelligence. They act as the battlefield marshals, overseers, and master spies, orchestrating the movements of the lower castes with ruthless efficiency.
 - The Muzzle-Breeds (Infantry): Born of the deepest subterranean trenches beneath the March, these beast-faced troops sport low-slung, heavily prognathic snouts and prominent jaws. Driven by insatiable aggression, they form the front-line infantry, and are unleashed into the thickest meat-grinders of Thrapsus to tear through enemy.
 - The Keen-Snouts (Sappers & Production): The common goblins of the upper cave networks, these possess oversized skulls and hyper-sensitive noses. While weaker, their supernatural sense of smell allows them to sniff out hidden mineral veins, detect incoming enemy miners, and locate traps. They typically serve as the engineers and archers.

Political Structure and Way of Life

Governance in the Ashbound March is functional rather than ideological, driven entirely by mutual defense and dire economic necessity. There is a documented lack of cohesive unity; constant argumentation and infighting are common occurrences between the two species.

Military Doctrine

The Ashbound March utilizes a formidable, terrain-specialized defense where Goblin standing forces hold fortifications while Hobgoblin raiders employ ambush tactics. Their military strategy focuses on leveraging the harsh environment and intricate tunnel systems to eliminate enemy advantages.

Religion and Magic

Information regarding religion within the Ashbound March is scarce. Belief systems are tied to abstract concepts of endurance, survival, and the unforgiving nature of the rock itself rather than specific deities. The practice or tolerance of organized magic is not detailed in current records.

Neighbors and Enemies

The Ashbound March maintains a highly defensive and antagonistic stance toward most external powers, a necessity driven by their harsh territory (located in the North-West of the continent).

- Humans (Roaring Wastes): To the West lie the chaotic human bands of the Roaring Wastes. Interactions are characterized by opportunistic raiding and skirmishing over scarce resources.
- Orcs and Goblins (Various): The March frequently contends with various independent Orc and Goblin warbands that border their territory to the north and east. While temporary alliances sometimes form with nearby Goblin-kind, these are fragile and driven purely by immediate necessity or a powerful mutual enemy. The more organized Orcs, such as the Mon-Ogers of the Kraghvor Expanse to the far north, represent a persistent, existential threat.

How Others See Them (Outlook)

Generally perceived as an undesirable, costly territory offering few rich resources. The prevailing outlook among the inhabitants is enduring survival rather than military expansion. Most observers ultimately conclude that attempting to conquer the March is neither economically nor strategically viable, as the cost of engagement consistently outweighs the potential reward of holding the land.

Notable Settlements and Points of Interest

The key settlements are fortified strongholds that capitalize on the defenses of the harsh terrain:

- Ironmaw Crag (Capital): Built directly into a massive, split mountain face. Its forges burn day and night, producing weapons and armor engineered purely for durability and function over aesthetics. All major administrative and strategic decisions originate here; amidst debate.
- Skerrik Rift: An expansive city sprawled throughout a naturally shattered canyon. Its complex network of rope bridges, tunnel warrens, and scrap-built towers makes conventional large-scale assault nearly impossible without causing catastrophic structural collapse.
- Brasshollow Keep: Located on the eastern wasteland border, this fortification functions as the toll point and customs station for the only reliable caravan route entering the March.
- Redstone Warrens: A Goblin-controlled subterranean network located beneath a field of jagged red rock spires, serving as the central staging area for scouting missions and raiding parties.
- Gravewind Hold: An exposed, high-altitude stronghold existing specifically for observation and defense of the mountain passes, by slowing down any army attempting to push through.



The Buried Reach of Molthrak — Land of Grubvurmkind

The Buried Reach of Molthrak is a humid, decaying land where the ground never fully dries and nothing remains on the surface for long. Thick tropical growth covers almost everything, and beneath this dense canopy lies an endless web of tunnels. This is Grubvurmkind territory. Intruders usually do not see them first; they feel the subtle shift of the soil, or hear movement below their feet before an engagement begins.

Geography and Demographics

Grubvurmkind live in small, highly clannish groups spread across the Reach. There is no traditional sprawling empire, but the entire land is thoroughly claimed underground.

What the Grubvurmkind Are (Society and Culture)

All Grubvurmkind originate from the same source: the ooth, or Oothecas, of the rarely seen ovoviparous female. What determines whether an offspring develops into a land-bound Grubvurm or a flying Stinger is completely unknown, as anyone attempting close study has failed to survive and report back. After emerging, grublings mature rapidly. They are universally aggressive, hungry, and dangerous in large numbers, a factor most observers fail to understand before it is too late.

The two castes are functionally symbiotic and equally intelligent:

- **Grubvurm:** The primary builders, diggers, and fighters. They construct tunnel fortifications and utilize manufactured weapons and tools. Their independently moving eyes grant them an unusual advantage in combat, allowing for dual weapons, split focus, and no hesitation.
- **Stingers:** Less common, Stingers remain above ground, nesting in dense canopy shade. They serve as scouts, harass intruders from the air, and relay information between clans, but they do not craft or use tools.

Neighbors and Enemies

The Grubvurmkind maintain hostile or indifferent relations with all neighbors in their isolated, tropical region of Thrapsus (North-Western coast):

- **Humans (Roaring Wastes):** The hostile human factions in the Roaring Wastes represent the primary land-based external threat to the east, leading to frequent skirmishes.
- **Other Races:** Due to their secluded geographical location and the inhospitable nature of their swampy terrain, the Grubvurmkind have virtually no direct contact with the Elves, Dwarves, or most other distant factions of Thrapsus. Their primary concerns are internal survival and local territorial defense.

How Others See Them (Outlook)

Grubvurmkind maintains a strictly isolationist and non-expansionist posture. They do not expand openly into surrounding territories and rarely engage in formal negotiations with external powers. Instead of diplomacy, they rely on the natural hostility of the land itself to discourage casual visitors. Any entity that pushes too deep into their territory is dealt with aggressively and directly. Their strength lies not simply in their potential numbers, but in superior positioning, seamless coordination between castes, and the critical fact that the ground itself works entirely for them. Engaging them in open battle on the surface is a tactical choice they make only when it suits their advantage; true conflict occurs underground, where they hold absolute mastery. This ensures the continued autonomy of the Buried Reach of Molthrak against all external threats.

Notable Settlements and Points of Interest

- Grubvurm settlements are defined by tunnel density and surface control rather than traditional buildings. Names usually correspond to landmarks above them.
- Ulm-Reth (Capital): Lies beneath a massive collapsed tree field. It is where the deepest tunnel networks intersect, where clan leaders meet, and where tool-making is most advanced.
- Hethkraal Loamden: A major Grubvurm stronghold known for advanced weapon shaping and reinforced tunnel design. Many clans send members here to learn specialized digging and combat techniques.
- Vorun Pitreach: Sits close to the surface and functions as a primary defensive settlement. Most incursions into Molthrak are eliminated here first.
- Skaalroot Underway: Controls a stretch of especially fertile soil, supplying grublings and food stores to surrounding clans and remaining heavily guarded.
- Drelvik Maze: An older tunnel-city that has collapsed and been rebuilt multiple times, used deliberately to confuse and lose enemies underground.
- Thessk Bloomreach: Located under towering fungal growth, this zone is unique for its open cooperation, with Stingers nesting above while Grubvurm maintain tunnels below.
- Korrath Sinkline: Exists near a constantly shifting swamp basin, requiring temporary tunnels. The local clans are known for their adaptability and fast relocation skills.
- Nesh-Graave Hollow: Avoided by outsiders and many locals alike, this area is believed to be near one of the breeding ooths' lairs. Patrols here are frequent and extremely hostile.



The Fen — Territory of the Frog Folk

The Fen, or the Quagmire, is a vast, challenging territory situated between the fragmented remains of the Mouse Empire and the lands under the rule of the Frog Queen. It is slow ground characterized by deep mud, dense flooded reeds, stagnant pools, and semi-solid islands that shift dramatically with seasonal flooding. This environment is anathema to outsiders but a vital, thriving home for the Frog Folk who live within it.

Geography and Demographics

The Quagmire itself functions as a massive, natural defensive barrier. The Frog Folk, generally small in stature (barely three feet tall), compensate for their size through mastery of their environment and specialized warfare tactics. The Throne City of Bogfrog sits far from the Quagmire's treacherous edges, protected by deep water, layered defenses, and a network of patrols.

Political Structure and Way of Life

The Fen is ruled by a monarchy led by the Frog Queen, whose authority is executed via the Frog Princesses and a central war council based in Bogfrog. Authority is centralized, focusing purely on the management of border defenses, military patrols, and resource control.

Military Doctrine

The Frog Folk army is built around specialization, poison, and localized magic, rather than conventional strength:

- **Equipment:** Armor is light to allow for swimming and agility, often reinforced with layered chitin or scales. Weapons favor reach (pikes, polearms) and are frequently coated in local, potent toxins.
- **Warlocks:** Warlocks provide a significant military advantage by binding charm-magic into the local beasts and terrain itself.
- **Creature Integration:** The military integrates local fauna:
 - **Herded Beetles:** Giant carnivorous beetles are used to break enemy formations.
 - **Charmed Grass Snakes:** Released in large numbers to cause chaos and panic among invaders.
 - **Giant Toads:** These large amphibians fight as willing, intelligent allies and mounts, rather than mere beasts of burden.
- **Tactics:** Movement through water is second nature, allowing forces to appear and disappear with ease. They force enemies to fight on unfavorable, soft ground where traditional formations collapse.

Neighbors and Enemies

The primary external conflict stems from perpetual skirmishes with the neighboring Meadow Mice Folk. These conflicts often start as small border clashes over hunting grounds or ruined outposts. However, historical grudges and issues of pride can quickly escalate these minor conflicts into full-scale open warfare.

How Others See Them (Outlook)

The Frog Folk do not seek expansion beyond the natural borders of the Fen, but they defend every inch of their territory with zeal. The Quagmire serves simultaneously as their shield, weapon, and home. The prevailing outlook is a practical warning to outsiders: any military force attempting to take the Fen must fight the land, the charmed beasts, and the Frog Folk themselves simultaneously. Most incursions fail before they clear the initial mudflats.

Notable Settlements and Points of Interest

The key settlements are strategically designed strongholds built for defense and control of the Quagmire environment:

- The Throne City of Bogfrog (Capital): Built on layered stone hummocks and ancient logs, Bogfrog is exceptionally difficult to reach and nearly impossible to successfully siege. It is defended by deep, confusing moats, hidden causeways, and permanent beast pens. It houses the monarchy and the central war council.
- Glimmerfen Hold: A heavily fortified military hub where the aggressive Herded Beetles are trained, maintained, and housed. It functions as both a stable and a major armory.
- Murkhollow Gate: A critical border fort controlling the safest (a relative term) approach through the Quagmire. It is infamous as a location where numerous Mouse Folk armies have mysteriously vanished.
- Siltbound Crossing: A vital trade and supply settlement constructed on semi-stable ground. It is one of the only locations where outsiders are permitted entry, always under close watch and strict limitation.
- Croaksunder Bastion: An aggressive forward fort located near contested Meadow territory. This is the frequent flashpoint where skirmishes begin and where warlocks are strategically deployed in force.



The Gloomreach — Dominion of Trolls

The Gloomreach defines a harsh, broken edge of the Continent of Thrapsus. The land rises into jagged ridges and volcanic stone, giving way to deep ravines and perpetually shadowed valleys. This unforgiving landscape is the dominion of the Giant Trolls, towering beings who stand well over ten feet tall, and all of their multitude of various Troll-kin. They are heavy-boned and possess massive physical strength, built entirely for crushing force rather than speed or finesse.

Geography and Demographics

The topography of the Gloomreach is integral to the Troll way of life. The region is dominated by geographical features that limit sunlight:

- Darkfold Ravines: Deep channels that cut through the land, where little to no direct sunlight reaches, even at high noon.
- Skarthane Bluffs: Natural fortifications that overlook the crucial trade paths moving through Thrapsus, providing ideal ambush points and lookouts.
- UMBERGROWTH: Sparse forests of twisted blackwood that cling to sheltered slopes, offering vital cover for daylight lairs and hidden camps.
- The Searing Flats: A high plateau of exposed, pale rock near the volcanic border. This area is avoided by Trolls during the day due to the intense reflected sunlight and heat, serving as a natural neutral zone.
- Gloomwater Marsh: A low-lying, stagnant marsh region fed by runoff from the bluffs. The thick, murky fog that perpetually hangs over the water makes it a favored transit route for Troll scouting parties, even near dawn or dusk.

While the Giant Trolls do not petrify in daylight, they intensely dislike bright sunlight, which dulls their senses and makes them highly irritable and aggressive. Consequently, almost all Troll planning, movement, and fighting happens under the cover of darkness.

Political Structure and Way of Life

Troll society is organized around a simple metric: strength and proven success in raiding. A powerful Giant Troll leader, known as a Warlord or Chieftain, will gather lesser Trolls under their direct control. These clans operate within a functional hierarchy where might makes right, but contractual obligations (like mercenary work) are respected for pragmatic, economic reasons.

Raiding forms the primary economy; acquiring resources through force is preferred over cultivation. Farming is non-existent within their culture. Trade comes second, used to acquire goods they cannot easily steal.

Military Doctrine

The Troll military doctrine emphasizes brute force, night assaults, and opportunistic raiding. They often coordinate effectively with Karskaro Orc warbands, whose volcanic homeland borders the Gloomreach. This relationship is entirely practical: the Trolls supply massive brute force and nocturnal combat expertise, while the Karskaro Orcs provide essential forged goods and food stocks acquired elsewhere.

- Tactics: Raids focus on easy targets: livestock, tools, and captives (often sold or used for labor).
- Mercenary Work: Trolls frequently engage in mercenary contracts. They fight hard when paid, adhere to the terms of the contract, and withdraw once compensation is secured. Betrayal is rare, not out of inherent honor, but because it negatively impacts their future earnings and reputation as reliable, albeit brutal, mercenaries.

Neighbors and Enemies

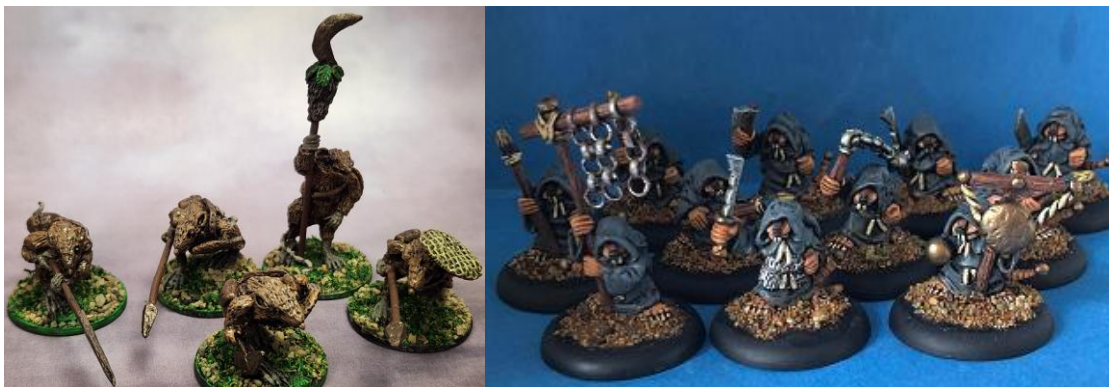
The Giant Trolls tolerate few neighbors, but the relationship with the Karskaro Orcs is a crucial alliance of convenience. Both societies understand siegecraft, patience, and the effective use of psychological fear in warfare. As long as the Continent of Thrapsus remains politically fractured and unstable, the Gloomreach will continue to thrive and remain well-supplied through predation.

Observers note that when the night in the Gloomreach grows unnaturally quiet, it usually indicates that a large-scale, coordinated operation is being planned.

Notable Settlements and Points of Interest

Key locations within the Dominion are functional strongholds centered around war and trade:

- Bruthel-Gloam (Capital): A massive cliff-hold carved into the Darkfold Ravines, serving as the central hub for war councils, negotiating mercenary contracts, and the vital division of spoils.
- Nightcrag: A forward stronghold established to watch the passes leading toward Karskaro lands, monitoring activity day and night.
- Skulk Hollow: A settlement located deep within a ravine known for the specific training of highly effective night-raiders and ambush specialists.
- Goremark: A primary trade den where Karskaro Orc caravans safely exchange food stocks and manufactured arms for loot, captives, and raw materials.
- Deepthrum: A breeding and mustering pit used to gather and organize lesser Trolls before major military campaigns.



The Gnawlands of Vrekshaal — Enclave of the Ratogs

The Ratogs rule a harsh stretch of ground called Vrekshaal, a broken land of stone ridges, scrub flats, and half-buried ruins where absolutely nothing goes to waste. The populace stands about as tall as humans but possesses broader chests and arms, built densely and thickly like creatures forged for survival in the face of collapse and starvation. Outsiders often joke about "rodents of unusual size," but among the Ratogs, this physical stature is simply the standard form of a person—efficient and sturdy.

Geography and Demographics

Vrekshaal sits strategically between the volatile Craterfang Hills and the shifting channels of the Murkflow River, with the dense Blackrindle Woods marking its western edge. The physical realm expands far beyond what surface maps suggest; beneath the difficult scrub-flats runs a massive, organized maze of old tunnels, quarries, and reinforced warrens that comprise the true bulk of the Ratog holdings. The environment is one of efficiency and density.

Political Structure and Society

Ratogs possess a high birth rate, and their numbers are significant, a fact reflected in their societal organization. Command is centralized under King Ray-Gon, who governs with a practical philosophy: lives are valuable resources to be managed and deployed effectively, but they are never truly expendable in the pursuit of survival.

Society operates with a clear hierarchy and efficient use of all available labor:

- Lesser Rodent-Folk: Vrekshaal integrates other species—including molekin, vole clans, and tunnel-creepers—into support formations and shock waves, bolstering Ratog armies when needed.
- Efficiency as Virtue: To outsiders, Vrekshaal feels crowded, tense, and perpetually moving. To the Ratogs, this density is simply efficient. No space is wasted, no scrap of steel is ignored, and life, while abundant, is utilized with purpose.

Military Doctrine

The Ratogs prioritize pressure, mobility, and ranged combat over prolonged, close-quarters slugfests. Their military approach emphasizes efficiency and rapid disengagement if an encounter bogs down.

- Tactics and Armament: Ratog warfare favors layered missile fire (bows, crossbows, sling engines, and catapults) over heavy armor and shields. They operate fast skirmisher units and chariots drawn by giant war-rats.
- War-Rats: Giant rats are ubiquitous in Vrekshaal. Some serve as mounts for scouts and nobles, others haul wagons or guard tunnel gates. The largest are bonded to specific handlers and trained from birth; killing one is considered a deliberate act of war against the enclave.

Neighbors and Enemies

The primary external pressure comes from the eastern border, which grinds against the edge of the Saurian Empire along the mineral-rich banks of the Murkflow River.

- The Saurian Conflict: Both the Ratogs and the Saurians vie for critical resources: salt deposits, fresh water access, and the valuable subterranean fungus beds. Treaties between the two factions fail quickly and consistently. Raids and counter-raids are routine, perpetual conflicts. The Ratogs perceive the Saurians as predictable but dangerous; the Saurians view the Ratogs as swarming vermin with pretensions of royalty. Neither side anticipates a lasting peace.

Notable Settlements and Points of Interest

Key locations within Vrekshaal are functional centers of industry, trade, and defense:

- Gnarr-Keep (Capital): A massive, layered fortress-city cut deep into the Craterfang Hills. It houses King Ray-Gon's court, extensive armories, and the controlled breeding vaults for war-rats.
- Skittercross: A major trade and caravan hub located at the shallowest, most guarded crossing of the Murkflow River.
- Woldnook: A surface town backed by deep warrens located near the Blackrindle Woods, primarily known for training and organizing the lesser rodent auxiliaries.
- Clatterfen Hold: A marsh-edge settlement that strategically controls several large catapult platforms overlooking the eastern approaches toward Saurian territory.
- Ratchase: A focused breeding and training ground for chariot teams, surrounded by reinforced racing lanes and training courses.
- Burrowdeep Annex: An expansive underground city built beneath ancient surface ruins, serving as a critical fallback stronghold and supply reserve that has never been breached.



The Gorhask Plain — Land of the Pig-Faced Orcs

The Pig-Faced Orcs call their homeland Gorhask Plain, though the description is misleading. Around a central core of open land stretch heavy forests, low hills, and wide grazing lands that perfectly suit their dual way of life. The populace are physically imposing: larger and stronger than humans, broad-backed and thick-armed, built for sustained hard labor and even harder fighting. Outsiders naturally focus on the intimidating tusks and snouts; the Pig-Orcs, in turn, focus keenly on any perceived encroachment on their territory.

Geography and Demographics

The topography of Gorhask supports a split existence. The region is bordered by the dense Raventhorn Weald and the swampy margins of the Gurren Fen.

Two Ways to Live: Society and Culture

Pig-Faced Orc society efficiently breaks down into two broad, yet overlapping, cultural groups:

- **Corser Tribes:** Resembling wild boars in both build and temperament, these are the hunter-gatherers of the deep woods and fens. Their camps are temporary, but their collective territorial memory is long and fiercely defended.
- **Agrarian Tribes:** The more settled-looking Pig-Orcs who favor permanent village life. They meticulously farm the open land around the Haskroot Downs and the slow bends of the Velkrun River. Their fields are carefully defended, and their vital granaries are never left unwatched.

Intermarriage between these groups is common and normalized. A warrior raised in a Corser camp might eventually settle down into a farming life, and a field-born Orc might join a forest raid without anyone in the society viewing this transition as unusual.

Political Structure and Conflict

There is no lasting, unified political structure in Gorhask. At any given time, at least two major tribes exist, alongside several smaller ones. Alliances are fluid and situational. Depending on the season, tribes might engage in peaceful livestock trade, feuding over essential grazing rights, or full-scale civil war, tearing down each other's halls. External alliances shift easily, particularly when another race offers weapons, coin, or the opportunity to engage a mutual enemy.

Religion and Magic

Some tribes maintain shamans known as Mud-Readers. These individuals claim the ability to bargain with primal spirits intrinsically tied to the soil, bloodlines, and the beasts of the land. While outsiders do not recognize their practices as conventional spell-casting, recurring patterns of success mean even skeptics afford the Mud-Readers a measure of respect and attention.

Military Doctrine

Pig-Faced Orcs fight with a brutal, functional discipline. Their military structure leverages their natural strength and specialized war beasts:

- Equipment: Fur and leather armor is common, reinforced with bone or scavenged metal.
- The Tusker Advantage: Their greatest asset is the Tusker, a massive, ill-tempered war beast bred from giant boar stock. Tuskers serve as powerful mounts, chariot-pullers, and living battering rams. The sound of Tusker hooves breaking a charge is known to shatter enemy lines.

Neighbors and Enemies

The Gorhask Plain is located centrally in the north of Thrapsus and is surrounded by potential rivals and prey:

- Mouse Empire: To the immediate North and West lies the fractured Mouse Empire. The Pig-Orcs view Mouselings as prey, leading to constant raiding and conflict.
- The Fen (Frog Folk): The swampy margins of the Gurren Fen border Gorhask Plain to the East, leading to frequent clashes over territory and resources with the Frog Folk.
- Ashbound March (Goblins/Hobgoblins): Goblins and Hobgoblins reside in the broken mountains to the South-West. Relations are fluid, shifting between temporary alliances and open feuding depending on the season and resource availability.
- Karuun: The Karuun Enclaves lie to the East, beyond the Fen, acting as a powerful but distant presence whose territory the Pig-Orcs occasionally clash with.

How Others See Them (Outlook)

To outsiders, Gorhask appears chaotic and inherently violent. To its people, the system is highly efficient: only the strong survive, the weak must adapt quickly, and the "line" of acceptable behavior is a constantly moving target. No one forgets this foundational truth.

Notable Settlements and Points of Interest

Key locations function as centers of trade, defense, and breeding within the Plain:

- Graskhollow (Capital): A fortified market-city at the heart of Gorhask Plain, where tribal leaders meet to bargain, trade, and occasionally engage in political assassination.
- Rivenroot: A Corser stronghold buried deep in the Raventhorn Weald, designed to be hard to find and nearly impossible to assault successfully.
- Velkrum Ford: A river-town that controls the main crossing of the Velkrum River and nearly all external trade entering the region.
- Hogspire Fields: An agrarian hub surrounded by extensive farms and the crucial Tusker breeding pens.
- Brindlewatch: A hill settlement overlooking the Haskroot Downs, renowned for training the fastest chariot warriors in the plain.
- Mudreach: A loose, sprawling settlement on the edge of the Gurren Fen, where many shamans gather and where territorial disputes frequently originate.



The Karuun Enclaves of Hrethfall: Enclave of the Karuun (aka Sitan Apes)

The Karuun are a powerful, reclusive race that arrived on Thrapsus in a sudden migration marked by intense smoke and fire, settling in the eastern highlands due to a lack of alternatives. They named the region Hrethfall, a broken stretch of stone ridges and cold valleys north of the Vaelrun River, bordering the frozen Kraghvor Expanse.

Geography and Demographics

Hrethfall grades from river valleys into the sheer faces of the Khar-Mol Range and the frozen north.

The Karuun themselves appear as towering, furred brutes, resembling something between a bear and a great ape, with coloration ranging from black to gray to white. This comparison is misleading; their society is disciplined, quiet, and profoundly inward-looking. They build into mountains and cliffs, sealing their roads to keep outsiders guessing about their true strength and origins.

- **Physiology:** Karuun physiology makes them brutally resilient, capable of absorbing punishment that would kill most humanoids outright. This natural biology is often mistaken for magic or divine blessing.

Political Structure

Governance is highly centralized within the four major stone holds and is managed by the Clade Circles. This ruling council is composed of the eldest and most respected representatives from the primary lineages. While consensus is valued, a clear hierarchy exists for resource and military decisions. The ultimate political goal of the Karuun is not expansion, but survival and quiet endurance—a sustained recovery until their population numbers can fully stabilize after their original, catastrophic migration to Thrapsus. This rigid system prioritizes collective resilience under constant external pressure.

Military Doctrine and Technology

The Karuun prioritize stability and defense. They rarely hire themselves out due to low numbers, but when they intervene, their action is decisive.

- **Technology:** Their weapons generally appear mundane, but some observers claim to have seen them glow with power. The Karuun encourage this assumption, preferring misunderstanding over revealing the limits of their capabilities.
- **Tactics:** Skirmishes are sharp and fast, designed to break the momentum of an aggressor rather than conquer territory. They do not pursue enemies deep into hostile terrain like the tundra, nor do they engage in costly open charges.

Neighbors and Enemies

The Karuun (located in the North-East highlands) are pressed by formidable rivals on three fronts:

- **Mon-Ogers (Kraghvor Expanse):** To the immediate North, across the frozen Vaelrun River, lie the Mon-Oger Orcs. This is a perpetual war zone defined by conflict over migratory paths and access to stable ground during lean seasons.
- **Sitan Giants (Ardex Wastes):** South of the Khar-Mol Mountains is the territory of the Sitan Giants. This border is volatile, marked by constant fighting over mountain passes, ancient stone sites, and buried resources exposed by shifting sands.
- **Gorhask Plain (Pig-Orcs):** To the West, across the Fen, the Karuun occasionally clash with Pig-Faced Orcs over territory and resources.

How Others See Them (Outlook)

To nearby kingdoms, the Karuun are little more than a rumor with teeth: reclusive mountain giants with potent weapons and no interest in standard faiths or thrones. The Karuun want only to endure quietly, but the world consistently presses in on them.

Notable Settlements and Points of Interest

All major Karuun settlements are carved directly into the stone:

- **Vrakk-Tor (Capital):** Built into a sheer cliff face of the Khar-Mol Range, Vrakk-Tor houses the governing Clade Circles, armories, and the remnants of their foundational knowledge vaults. No non-Karuun has seen its inner halls.
- **Stonewake:** A lower valley stronghold near the Vaelrun River, used for trade, scouting, and monitoring river traffic. This is the primary point of contact for outsiders.
- **Keldrun Deep:** A vast cavern-settlement used for training, fabrication, and weapon upkeep. Its entrances are masked by natural stonefalls.
- **Whitecrag Bastion:** The northernmost stronghold, built specifically to face threats from the Kraghvor Expanse, doubling as a listening post and forward defense position.

{ Image Needed }

The Kethrul March — Lands of the Turtlelian Tribal Clan

The Kethrul March is a unique territory situated along the volatile southern edge of the Saurian Empire, where low wetlands harden into stone-backed hills. This is the domain of the Turtlelian people. Turtlelians are broad-shelled, thick-limbed humanoids, standing well taller than humans and naturally armored from the moment of birth. They move slowly, speak carefully, and rarely act without extensive discussion. Outsiders consistently mistake this deliberate pace for hesitation; it is not. Once a Turtlelian clan decides on a course of action, they pursue it with unbreakable determination, regardless of the cost.

Geography and Demographics

The Kethrul March is a land defined by the stark contrast of slow-moving water and immutable hard ground.

- Rhel Basin Flow: The primary water source that splits into wide marshes before cutting south through the Taloros Wetstone Hills.
- Karnath Reedwoods: These grow thick near standing water, their tough, fibrous stalks providing essential materials for cordage, armor padding, and layered roofing for settlements.

Turtlelian settlements are inherently heavy and permanent, built from stone and shell to endure sieges and the passage of time rather than avoid conflict. The population is resilient, patient, and highly organized around clan structures.

Political Structure and Way of Life

Clans govern by a council system, a process that often takes days to reach a decision that other races would settle in minutes. This deliberate approach, while frustrating to allies and enemies alike, ensures total commitment once a path is chosen.

Their culture is centered on endurance and memory. The "Long Feud" defines their external politics and internal identity.

Military Doctrine

The Turtlelian military is built around attrition and measured defense. They do not chase retreating enemies; they wait for the next mistake.

- Tactics: Turtlelians advance in measured, inexorable lines. They utilize locked shield phalanxes to wear enemies down through sheer resilience and overwhelming defensive power. Their natural shell armor is often supplemented with reinforced shields and durable padding.

Neighbors and Enemies

The central conflict of the Kethrul March is the generational war with the Saurian Empire. The feud is rooted in the "Breaking of Ternosk Ford," where a Saurian cohort deliberately diverted the Rhel Basin Flow to flood a Turtlelian burial ground and crush sacred shell-vaults. The Saurians claimed military necessity; the Turtlelians defined it as unforgivable desecration. No formal apology was ever offered, and none would be accepted now. Since that day, every border skirmish is treated as part of this single, unfinished matter.

How Others See Them (Outlook)

The Turtlelians have little interest in expansion beyond the March's borders. They only seek to reclaim what they consider inherently theirs, and they possess the patience to wait centuries to achieve that goal. As long as the Saurian banners fly near the Rhel Basin, the feud remains active—even in years where no blades are drawn in open battle.

Notable Settlements and Points of Interest

Key functional settlements within the March:

- Osh Kethra (Capital): A robust shell-stone city built atop layered burial terraces and council halls, serving as the central hub of governance and ancestral memory.
- Rendcoil: The eastern border fortress watching Saurian movements along the contested boundary.
- Marn Hallow: A marsh-city raised on durable stone pylons and causeways above the shallow water table.
- Thul Barrast: The primary training ground for shield phalanxes and labor cohorts, focusing on discipline and endurance.
- Low-Karn: The center for Reedwood harvesting and armor crafting using the tough local resources.
- Brudden Reach: A river-port controlling the vital southern flow of the Rhel Basin.
- Skelm Watch: A quiet hill settlement used for long-range observation and signal fires watching over the surrounding territory.



The Kingdom of Dun Kareth: Realm of Dwarves

Dwarven populations exhibit significant political fragmentation across the continent. While numerous independent factions exist, the most dominant entities include the Mining Coalition of Midivar, the Kingdom of Dun Kareth, and the Frostbound Holds of Norak-Zhun. Across all diverse factions, a consistent cultural animosity is universally observed toward both Elves and Orcs.

The Kingdom of Dun Kareth presents a vital contrast and significant rival to the Coalition of Midivar. The society deliberately deviates from traditional dwarven stereotypes rooted in material greed, emphasizing creativity, cooperation, and advanced arcane innovation as primary cultural virtues.

Geography and Demographics

Dun Kareth is a structured tripartite realm seamlessly integrated into and around the formidable Thuldovar Mountains. The population is characterized by innovation and mastery of diverse environments:

- The Undercrags: The primary subterranean zone, encompassing vast cavern systems, cities, mines, and powerful magical forges.
- The Branarhills: The intermediate tier, consisting of settlements, fortified towns, and hill fortresses within the rolling foothills.
- The Hearthplains: The fertile surface tier, utilized extensively for agriculture, livestock management, stone-built townships, and complex irrigation systems.

Political Structure

Dun Kareth operates under a balanced dual governance model: the Crown and the High Council. The current sovereign is Queen Valmira Stoneheart. The High Council comprises a mix of elected officials, powerful guild leaders, military generals, and respected arcane scholars. The Council legislates policy and retains a limited but significant veto power over royal decrees.

Society and Culture

Dun Kareth culture values creation, mastery of craft, and endurance above material wealth. Society is founded on strong community bonds, artisanal skill, and magical innovation.

- Arcane Integration: Magic is not feared but systematically studied and refined as a core societal function. Primary areas of magical focus include Elemental Shaping, advanced Stonebinding, and complex Runesmithing.
- Stoneholds: The nobility system is based on lineage and legacy rather than wealth. A "Stonehold" denotes a noble house recognized for generations of leadership, significant construction, or sacrifice to the kingdom. Each Stonehold administers its designated region under the Queen's central authority.

Military Doctrine

The elite IronGuards form the professional core of the Dun Kareth military. Their doctrine emphasizes stringent defense, calculated retaliation, and precision strikes designed to avoid the costs of large-scale territorial conquest. They are highly effective at holding fortified positions and executing targeted maneuvers.

Diplomacy (Neighbors and Enemies)

The Kingdom maintains a foreign policy of Guarded Neutrality:

- **Elves:** Relations are hostile due to recent documented magical incursions. Elven claims often allege dwarven disruption of the natural environmental balance.
- **Goblins/Orcs:** Uniformly hated; classified as pests and eliminated on sight as a matter of standing policy.
- **Humans:** Cautious trading allies. Interaction is generally limited to essential commerce; deeper military or political alliances are typically avoided.

Religion and Magic

The primary deity is the Stonemother, an entity symbolizing endurance, craftsmanship, and the inherent magic of creation. Temples exist in both surface and subterranean environments. Other recognized sects include the worship of the Runefather or the Wyrmlords of the Deep Sky, all rooted in ancestral power and elemental forces.

Notable Settlements and Points of Interest

Key locations reflect the integrated nature of Dun Kareth society:

- **Valmira's Hearth (Capital City):** Located in the central Branarhills, it is the spiritual heart of the kingdom, housing the Royal Palace, High Council chambers, and the largest temple dedicated to the Stonemother.
- **Aethelgard:** Situated deep within the Undercrag, Aethelgard is the primary industrial and magical hub, renowned for its extensive runeforges and the Grand Academy of Arcane Stonebinding.
- **Kurrim Vale:** A fortified frontier outpost near the edge of Orcish territory, housing the primary bastion for the Grey Guard military contingent.
- **Glimmerreach Concord:** A subterranean trade-state of Dwarves who aggressively tunnel beneath volcanic regions to extract rare crystals and conductive minerals, operating within Dun Kareth influence.



The Kingdom of K'tharr: Territory of the Insectoids

The K'tharr people operate within a rigid caste system and a hive hierarchy, primarily divided into two distinct biological classes governed by a singular Queen. This complex society functions with military precision and relies heavily on indigenous megafauna for labor and war.

The K'tharr Caste System

K'tharr society is fundamentally stratified, with roles and power determined by birth and biology.

- **The Sovereign Caste:** Members of this caste constitute the ruling elite of the K'tharr Kingdom. They are biologically larger, stronger, and more physically imposing than humanoids. Sovereigns hold all positions of authority, governance, and high command, maintaining exclusive access to the finest quality armor and weaponry produced within the Kingdom.
- **The Droma-Akt:** The Droma-Akt constitute the vast majority of the K'tharr population, existing in subservience to the Sovereign Caste. Individually weaker than the Sovereigns, they form the bulk of the invertebrate Kingdom's armies. The Droma-Akt are typically equipped with light armor and deployed in overwhelming numbers. As noted in existing records: "They are lightly armored and typically come swarming in their thousands." – extract from Book One 'Insectoid Kingdom'.
- **The Queen:** Sovereignty within the Kingdom is maintained through a strict matriarchal system, governed by the Queen. While regional Queens may manage specific territories, ultimate authority and command likely rest with a single High Queen based in the capital.

Indigenous Fauna and its Utilization

The K'tharr domesticate and utilize several native creatures for labor, transport, and warfare, favoring local megafauna over conventional mounts:

- **Krak:** The most common utilitarian creature. This large, beetle-like insectoid is frequently used as a mount, often fitted with armor plating. Unarmored Krak are commonly used to pull chariots and transport light cargo.
- **Drune:** An even larger, more massive beetle-like insectoid utilized when significant load-bearing capacity is required, such as hauling heavy siege equipment or bearing crewed howdahs.
- **Piran:** These unusual flying fish-like entities serve as the K'tharr air force mounts. They possess the unique biological ability to store hydrogen in specialized internal bladders, rendering them lighter than air for aerial movement. They are highly intimidating when armored and saddled but remain semi-wild; should a handler be incapacitated, the Piran reverts to a primal hunting state, attacking the nearest living organisms.

Neighbors and Enemies

The K'tharr Kingdom is positioned in the central arid plains and mesa regions of Thrapsus, interacting cautiously with several groups:

- **Sitan Giants (Ardex Wastes):** The K'tharr share a border with the Sitan Giants to the South-West. Interactions are rare but generally defined by mutual avoidance, respecting the difficult terrain that separates them.
- **Human Civilizations:** The K'tharr lie between various human lands, including the Lanshir Savanna and potentially the Roaring Wastes to the west. While direct conflicts are infrequent, they remain wary of human expansion and adaptability.
- **Other Races:** Due to their central, isolated geography, the K'tharr have limited interaction with the more distant Elven, Dwarven, or coastal reptilian races, focusing primarily on their own internal hive hierarchy and survival in the harsh plains environment.

Notable Settlements and Points of Interest

Key settlements are strategically engineered hubs vital to the Kingdom's function:

- **Ch'kkra (Capital):** The established capital of the K'tharr Kingdom, engineered directly into the natural defenses of a large mesa. It serves as the primary seat of the High Queen and central government authority.
- **Droma-Kel:** A major military hub and permanent encampment near a strategic defensive chasm, focusing on the training, organization, and deployment of Droma-Akt forces.
- **The Moistworks of Va'sh:** A critical community built around a large, permanent water source, necessary for sustaining the Piran air cavalry population.
- **Sovereign's Carapace:** A wealthy agricultural district responsible for cultivating essential fungi and managing livestock necessary for the Kingdom's survival, strictly managed by the Sovereign Caste.
- **The Weaver's Tunnels:** A vast industrial complex within an extensive cave system, dedicated to resource extraction and the manufacture of armor plating and various webbing materials by Droma-Akt artisans.
- **The Spire of Observation:** A solitary, natural rock spire that has been heavily fortified and integrated with sophisticated organic sensors. It serves as a crucial, long-range listening post for monitoring the movements of potential threats across the Thrapsus plains.
- **Gnath's Breach:** A volatile mining operation located at a fissure where volcanic activity provides rare, heat-resistant minerals used in specialized Sovereign Caste armor. This site is heavily guarded due to its strategic value and inherent danger.

{Image Needed}

The Kingdom of Norak-Zhun - Territory of the Dwarves

Dwarven populations exhibit significant political fragmentation across the continent, with dominant entities including the Mining Coalition of Midivar, the Kingdom of Dun Kareth, and the Frostbound Holds of Norak-Zhun. Across all factions, a consistent animosity is observed towards both Elves and Orcs.

The Frostbound Holds of Norak-Zhun constitute a sovereign kingdom located in the extreme northern reaches of the continent. Their society is defined by resilience, survival in a harsh environment, and a unique adaptation to glacial geography and deep-ice tunneling.

Geography and Demographics

The kingdom is established within the vast, ancient ice cap of the Zodal Glacier and the bedrock beneath it. Construction methods manage extreme cold and unstable ice fields:

- The Glacier Face: The upper tier, consisting of fortified entrances carved into the moving glacier edge and surface lookout posts.
- The Ice Caverns: The intermediate tier, utilizing massive natural and excavated caverns within the solid glacial ice for housing and agriculture.
- The Deep Bedrock: The lower tier, where traditional dwarven mines and forges are established deep beneath the moving ice sheet.

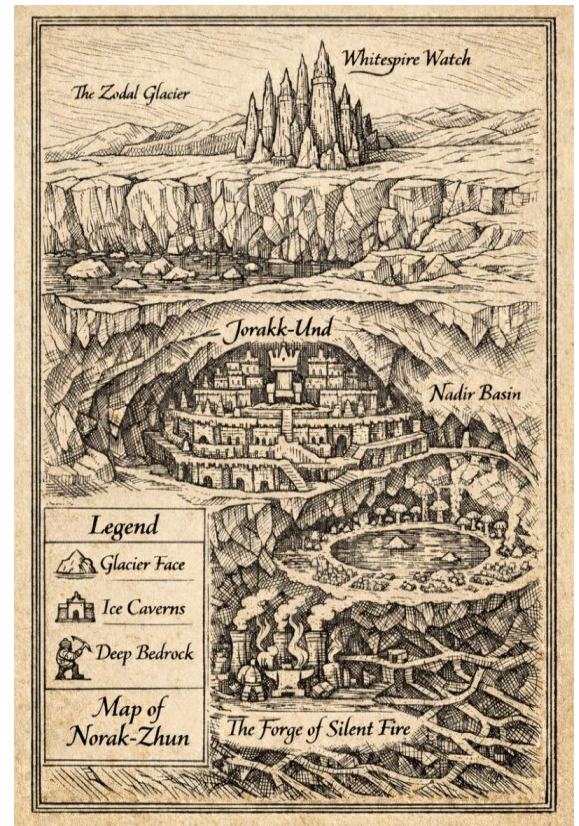
Political Structure

Norak-Zhun operates as a hereditary monarchy under the guidance of the Ice-Thane and the Circle of Elders. The current ruler is Thane Borkir Glacierbeard. The Circle is comprised solely of the oldest living heads of the four original founding clans, who govern by consensus, with the Ice-Thane holding executive authority during crises.

Society and Culture

The culture of Norak-Zhun centers on stoicism, survival, and ancestral memory. The focus is on preserving history and strength in the face of perpetual cold and isolation.

- Ancestral Rites: Strong emphasis is placed on honoring those who successfully navigated the original migration. Oral traditions and runic carving are central cultural pillars.
- Cryo-Artifice: A unique magical and technical expertise involving integrating ice and permafrost into construction. They specialize in shaping magically resilient "Glacier-Stone" for permanent structures and specialized cold-infused weaponry.
- Clan Segregation: Society maintains clear clan lines; loyalty to kin is prioritized just below loyalty to the kingdom as a whole.



Religion

The prevailing belief system venerates the Eternal Frost, an entity representing absolute endurance and the unyielding strength of ice and stone. The religious structure lacks formal temples; devotion is expressed through the maintenance of hearth fires and ritualistic cold-exposure trials.

Military

The military is adapted for extreme cold warfare. The Frost Wardens are the standing army, armored in distinctive pale steel and furs. They specialize in high-mobility skirmishes on ice sheets, ambush tactics within tight glacial crevasses, and utilizing cold-based alchemical weaponry.

Neighbors and Enemies

The Frostbound Holds of Norak-Zhun (located in the extreme South-East corner of the continent) maintain a rigid isolationist policy due to their remote location and harsh climate:

- Humans/Elves: Contacts are avoided. The occasional nomadic human tribes encountered on the outer glacier face are treated with suspicion and generally warned away from the territory.
- Orcs/Goblins: These races are non-existent in their territory, as they cannot survive the deep cold of the Zodal Glacier, ensuring a border free from those specific conflicts.
- Dwarves (Other Factions): While geographically distant from the other major dwarven powers like the Coalition of Midivar, they maintain a cautious, neutral relationship through shared mountain borders and occasional envoy communication.

Notable Settlements and Points of Interest

The settlements of Norak-Zhun are specialized hubs that serve as the political capital, industrial center, primary agricultural zone, and crucial defensive outposts integrated into the glacier's unique geography:

- Jorakk-Und (Capital City): Located in the Ice Caverns tier, it houses the central government and the Throne of the Ice-Thane.
- The Forge of Silent Fire: Situated deep in the Deep Bedrock, this industrial hub utilizes volcanic vents to produce the Kingdom's unique "Glacier-Steel."
- Whitespire Watch: A series of fortified watchtowers along the exposed Glacier Face, dedicated to defense and managing the movement of the glacier itself.
- Nadir Basin: A settlement built around a sub-glacial lake in the Ice Caverns, serving as the main agricultural center for cultivated fungi and mosses.
- The Whispering Ice Fields: A vast expanse of highly unstable, cracking ice on the glacier's surface where high winds create an unsettling, constant moaning sound. It is a favored location for Frost Wardens to conduct advanced ambush training and ritualistic cold-exposure trials.
- The Elder Crevasse: A massive, ancient fissure in the bedrock near the Deep Bedrock tier. It is considered a sacred site where ancestral runic carvings



The Kingdom of Tercento - Kingdom of Humans

Human civilizations across Thrapsus share a remarkable adaptability and a tendency to become significant factors in regional politics. The four largest human groups—the Lanshir Savanna, the Old Empire, the Roaring Wastes, and the Kingdom of Tercento—demonstrate the wide spectrum of human societal organization.

The Kingdom of Tercento is widely considered the largest and most organized human power in existence, and potentially the largest single civilization anywhere on the continent. The Kingdom prefers peace and stability, but its sheer size, strength, and strategic location make this an impossibility; its influence consistently pulls it into regional conflicts.

Geography and Demographics

Tercento spans a massive and varied territory, encompassing fertile heartlands, crucial trade rivers, and contested frontiers. Its populace is vast and highly organized, focusing on efficiency, logistics, and formalized military discipline. Their cities are massive, meticulously planned, and defended by extensive professional armies.

Political Structure and Way of Life

Tercento operates as a highly centralized, bureaucratic monarchy. The government prioritizes logistics, trade infrastructure, and military organization above all else. The lifestyle is ordered and hierarchical, with clear expectations of citizenship and military service. The sheer scale of their infrastructure—from standardized platemail armor for all infantry to vast trade networks—demonstrates a mastery of organization unmatched by their neighbors.

Military Doctrine

The Tercento military is a professional, disciplined force that utilizes overwhelming power as its primary deterrent and tool.

- **Tactics:** They specialize in standardized formations, heavy infantry charges, and coordinated, overwhelming force.
- **Equipment:** Their primary forces utilize heavy platemail infantry and standardized weaponry, designed for direct engagements and crushing enemy morale through sheer discipline and resilience. The frontier city of Marrowfall Bastide, for instance, is designed solely to absorb full-scale invasions and protect the heartland, a testament to their calculated military planning.

Neighbors and Enemies

The Kingdom of Tercento is located on a major landmass in the East/South-East coast, interacting with several powerful neighbors:

- Humans (The Old Empire): The disciplined Old Empire borders Tercento directly to the West. Relations are managed through formal, cautious alliances and trade protocols, characterized by mutual wariness.
- Humans (Lanshir Savanna): The Savanna borders Tercento to the South/West. Interactions involve a mix of trade and tension, as Tercento's structured military views the Sitan's "Swarm" tactics with apprehension.
- Caelthryn (Elves): The Elven realm lies to the North. Tercento maintains cautious diplomatic and trade relations, wary of the Elves' unique magic and isolationist tendencies.
- Mining Coalition of Midivar: The powerful Dwarven Coalition is located centrally in the mountains to the West/North-West. Tercento values the Dwarves as crucial trade partners for metals and gems, carefully managing this vital economic relationship.

How Others See Them (Outlook)

Humanity across Thrapsus does not act as a single force, but its sheer presence shapes the world's power dynamics. Human lands tend to become focal points for conflict, sometimes by accident, sometimes by choice. Tercento endures as the dominant force through sheer organization and logistical superiority, understanding that dealing with one type of human civilization doesn't prepare anyone for interacting with the others.

Notable Settlements and Points of Interest

These cities function as critical administrative, commercial, and military hubs within the Kingdom:

- Valecent Prime (Capital): A vast administrative city where the complex operations of the military, trade commissions, and central governance intersect and are managed with massive efficiency.
- Ferisia: Known as the "pearl of commerce," Ferisia is a major city where trade flourishes and knowledge is highly valued. Amidst ancient walls and bustling streets, a diverse tapestry of trade and adventure unfolds. It is famous for its huge Market Quarter and a significant Dwarven Quarter, reflecting its importance as a center of commerce and diplomacy. It is dominated by the fortress Ironhorn, a massive military symbol of Tercento's defensive might.
- Goldspire Junction: The vital trade heart of Tercento, linking key roads, rivers, and all major supply lines, ensuring the entire kingdom remains fed and armed.
- Marrowfall Bastide: A frontier city strategically engineered to absorb major invasions and protect the core heartland of the Kingdom.
- The Whispering Bridge: A colossal stone bridge near Goldspire Junction that spans a massive gorge. It is an engineering marvel that carries constant trade, designed with acoustic properties that make quiet conversation impossible while crossing, preventing espionage.
- The Ironhorn: The fortress dominating Ferisia, built directly into the side of a mountain peak. Its defenses are a combination of ancient stone and cutting-edge engineering, symbolizing the kingdom's resilience.
- The Fields of Valor: Expansive, rolling plains near Marrowfall Bastide where the main Tercento armies conduct massive, formalized war games and training maneuvers year-round, preparing troops for the inevitable conflicts on the frontier.



The Kingdom of Thistrelle - Territory of Fey-kind

The Fey call their realm Thistrelle, a diverse land spanning forests, deserts, moors, and coastal plains that they control aggressively. Outsiders often underestimate them due to their height (barely three feet tall), a mistake quickly rectified in combat. These are not playful spirits, but a kingdom with borders, armies, and grudges. Most Fey travel on small, tough horses bred for endurance in difficult terrain.

The Fey People: Society and Culture

The Fey are divided by land and lifestyle: Brownies, Fairies, and Pixies make up the bulk of the population. Other Fey types exist but rarely form large communities.



- Brownies of the Sylvan Lands: Stocky, blunt, and practical, living in deep forests. Their armor is heavy by Fey standards, and their weapons are built for breaking defenses, integrating dirt and moss into daily life and gear.



- Fairies of the Desert Waste: Control the arid interior. They construct "Fairy Circles"—stone or bone rings that serve as settlements, rally points, and defensive traps. They fight mostly on foot in close formations, sometimes utilizing chariots.



- Pixies of the Moorland and Coastal Plains: Fast, lightly equipped, and highly mounted. Their strength is mobility across wet ground, salt flats, and broken coastlines at speeds that surprise taller races.

Neighbors and Enemies

The Kingdom of Thistrelle is centrally located on the eastern coast of Thrapsus, interacting with its neighbors through speed and terrain advantage:

- Humans (Kingdom of Tercento): The large human kingdom borders Thistrelle to the South/West. The Fey maintain cautious diplomatic and trade relations with them, wary of their size and expansionist potential.
- Caelthryn (Elves): The Elven realm lies to the North. Thistrelle maintains an alliance with Caelthryn based on mutual respect and shared interests in preserving the natural environment.
- Orcs/Goblins: Various Orc and Goblin populations reside in the western mountains. These factions are viewed as a direct, aggressive threat that the Fey counter through skirmish tactics and avoiding open conflict on unfavorable terms.
- Dwarves: Relations with the central Dwarven factions are strained due to historical conflicts over resource extraction disrupting natural balance.

How Others See Them (Outlook)

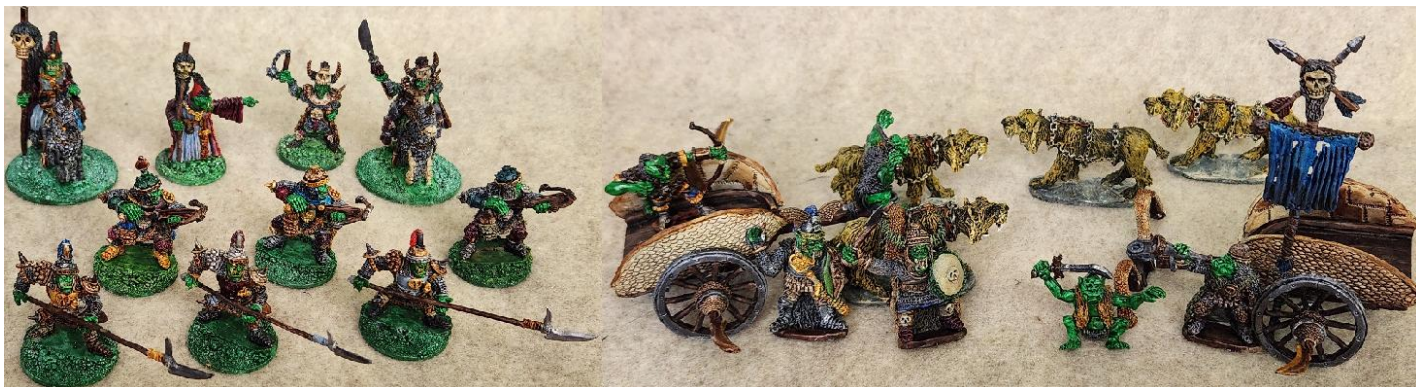
The Fey of Thistrelle do not pick fights lightly, but they do not avoid them either. They rely on speed, terrain mastery, and overwhelming coordination rather than size. Their armies do not match human forces stride for stride; they win by cutting supply lines, harassing flanks, and never fighting on terms chosen by an opponent. Anyone who dismisses them as “small folk” rarely gets the chance to speak of the encounter afterward.

Notable Settlements and Points of Interest

The settlements of Thistrelle are specialized, terrain-integrated hubs that serve as the political capital, primary armory, regional strongholds, and staging areas for trade and military operations:

- Crown-Briar (Capital): Sits at the crossroads of all Fey lands, fortified with layered hedges and earthworks designed to stop larger enemies while allowing free movement for Fey forces.
- Murkroot Hold: The largest Brownie settlement and primary armory, buried deep in the Sylvan Lands.
- Suncleft Circles: The heart of Desert Fairy territory; multiple stone circles connected by hidden routes.
- Ash-Runnel: A desert staging settlement for military musters and trade on the Wastes' edge.
- Brinewhistle Flats: The primary Pixie stronghold along the coast, relying on low towers and highly mobile patrols.
- Hollowmere Run: An inland moorland settlement with a shifting seasonal layout.
- The Whispering Weald: A section of the Sylvan Lands where the Brownies have cultivated specific trees to carry sound across long distances, providing an organic early-warning system and communication network.
- The Glass Oasis: A highly guarded, magical oasis in the Desert Waste that provides a vital, permanent water source for the Fairy Circles. Its waters are rumored to have healing properties when consumed by Fey-kind.
- The Salt Marsh Spires: Unusual natural rock formations in the coastal plains used by the Pixies as elevated watchtowers and signal points to monitor sea traffic and land threats.

- The Sunken Causeway: A hidden, ancient stone path that emerges from the moorlands during the dry season, providing a rapid, secure military route known only to the Pixies for moving forces quickly across the region.



The Kraghvor Expanse - Territory of Mon-Ogers, Green Orcs

Orc populations across Thrapsus are physically formidable humanoids often found in extreme climates. They ally situationally with Trolls, Goblins, and Hobgoblins. Orcs display various skin colors, which often dictate tribal relations. Albinism results in pale yellow Orcs who are universally accepted mediators, providing neutral envoys whose integrity ensures inter-tribal trust.

Two influential Orc cultures are the Karskaro Orcs and the Kraghvor Expanse Mon-Ogers.

Kraghvor Expanse: Geography and Culture

Beyond the northern Cinderfang Range lies the Kraghvor Expanse, a region of permafrost and constant wind. The Mon-Ogers evolved here into larger, broader Orcs adapted for cold, famine, and constant movement. The term "Mon-Oger," derived from an early human description meaning "man-ogre," reflects their combination of tactical intelligence and brute endurance.

Society and Way of Life

Mon-Oger society is built entirely around survival through dominance. Leadership is patriarchal and determined by strength in challenge; war-bands follow an Ice-Jaw chieftain whose authority lasts only until a challenger defeats him.

Their way of life—The Way of the Reaper—centers on hunting migratory beasts, ice-sea fishing, and scavenging. Everything taken is utilized. Their primary craft is intricate bone-crafting, shaping weapons, armor, shelters, and ritual tokens from horn, sinew, and frozen hide.

- **Belief System:** They follow The Eternal Chill, holding that hardship is the only true forge of strength. Spirits are believed to inhabit wind, prey, and the dead. Frost-Speakers earn authority by surviving isolation and exposure trials rather than visions.

Neighbors and Enemies

The Mon-Ogers maintain conflicts on two fronts:

- Karskaro Orcs (South): Mon-Ogers regard Karskaro Orcs as fragile and complacent. To them, fire is a temporary comfort, while cold is a permanent truth. Raids into Karskaro lands are tests of strength, proving that only what can be defended deserves to exist.
- Karuun Enclaves (North Border): At the northern edge of the Tundra along the frozen Vaelrun River are fortified Karuun settlements that control the only stable overland routes. The Enclaves deliberately restrict access to migratory herds and river crossings, blocking key hunting grounds during lean seasons. The Mon-Ogers view this as starvation warfare. Conflict here is direct and brutal, with neither side expecting peace.

Notable Settlements and Points of Interest

The core settlements of the Kraghvor Expanse are semi-permanent functional hubs that serve as the political center, crafting grounds, and coastal hunting post, utilizing surrounding geographic features for survival and ritualistic purposes:

- Skornhaal (Capital): A semi-permanent gathering ground and trial site for chieftains.
- Drathk Bonefields: The primary crafting and trophy grounds.
- Vorrik's Maw: A canyon encampment used for spirit rites and council.
- Icebreaker Strand: A coastal settlement focused on sea hunting and defense.
- Frost-Bite Tundra: Endless wind-flattened plains.
- Glacial Spikes: Migrating ice formations and crevasses.
- Whispering Canyons: Wind-carved ravines used for spirit rites.
- Blackreach Ice-Sea: Frozen coastline rich in huntable life.



The Land of Karskaro - Domain of Turquoise Orcs

Orc populations across Thrapsus are generally larger and stronger than humans, found predominantly in caves, volcanic terrains, or extreme climates. They frequently ally with Trolls, Goblins, and Hobgoblins when mutual interests align. Orcs display varied skin colors—green, gray, turquoise, and red are common—and these divisions often dictate tribal coexistence. Albinism, unusually common, results in pale yellow Orcs universally accepted across tribes, often serving as neutral envoys or mediators whose integrity is paramount in inter-tribal relations.

Two influential Orc cultures include the Karskaro Orcs and the Kraghvor Expanse Mon-Ogers.

Land of Karskaro: Geography and Culture

Karskaro lies within the heart of Thrapsus, a unique domain centered entirely on the active Cinderfang Range. This region benefits from an unusually stable and fertile climate, utilizing pervasive year-round geothermal heat that allows for the deliberate and sophisticated cultivation of the mineral-rich ash soil. This structured agriculture stands in stark contrast to the volatile, nomadic existences found in most other Orc territories across the continent. The landscape itself is defined by the ongoing volcanic activity, which shapes everything from the steam-filled lowlands of the Scalding Vales to the unique Ironwood Jungles—forests of trees whose wood has been hardened by absorbed minerals. This symbiotic relationship with the volatile land dictates their entire cultural approach to stability and permanence.

Society and Way of Life

Karskaro society is a stable, matriarchal, and clan-based system. Each clan is governed by a Hearth-Keeper, who manages land use, forging rights, and resolves disputes, prioritizing long-term stability over conquest.

- Agriculture: They are farmers rather than hunters. Staple foods include Ash-Grains, Flare-Roots, and fire-resistant cave fungi. Hunting is generally reserved for pest control or defense.
- Craft: Their defining craft is Magma-Binding, the shaping of semi-molten stone and obsidian into tools, armor, and structural supports.

Magic

Shamans known as Flame-Weavers guide policy by reading shifts in lava flows and ashfall. Their worldview centers on The Great Forge, the idea that creation and decay are a singular process occurring at different temperatures.

Neighbors and Enemies

The Karskaro Orcs face pressure from two fronts:

- Mon-Ogers (North): Karskaro Orcs view Mon-Ogers with disdain. Mon-Oger raids disrupt irrigation fields and burn Ironwood groves for short-term fuel. The Karskaro view this nomadism as irresponsible sabotage of a stable future.
- Glimmerreach Concord (Subterranean): The Eastern edge of the Ironwood Jungles borders the subterranean domain of the Glimmerreach Concord, a Dwarvish trade-state that tunnels aggressively for crystals. Their mining destabilizes lava chambers and vents, causing surface collapses that destroy Karskaro holdings. The conflict is largely a subterranean war of sabotage and sealed vents.

Notable Settlements and Points of Interest

The primary settlements of Karskaro are functionally specialized hubs, serving as the political capital, industrial core, agricultural heartland, and a strategic defensive outpost:

- Emberfall Hold (Capital): The largest Cinder-Hold and seat of the Hearth-Keepers' council.
- Vaskrud Delve: The primary Magma-Binding forge complex.
- Kelar Ashstead: The main agricultural hub on the Ashreach Plains.
- Thurnok Craghome: A defensive settlement overlooking a southern mountain pass.
- Cinderfang Range: The active volcanic spine of the region.
- Scalding Vales: Steam-filled lowlands of geothermal springs.
- Ironwood Jungles: Dense forests of mineral-hardened trees.
- Ashreach Plains: Broad farmland of volcanic soil.



The Land of Thryssamar: Enclave of the Centaurs

Thryssamar is a broad, untamed land of heavy forests and open plains where most Centaurs trace their roots. While Centaurs can be found elsewhere in the world, this region is their true home. The land perfectly suits their dual nature: deep woods provide cover and tradition, while the wide grasslands offer freedom to roam, speed, and vital hunting grounds.

Geography and Demographics

The topography supports their way of life and deeply influences their culture:

- **The Eldrathen Wildwood:** The heart of Thryssamar, an ancient forest of towering old-growth trees, tangled roots, and resilient wildlife. It is a dark, quiet, sacred place treated with profound respect by all Centaurs.
- **The Savael Expanse:** Beyond the forest spreads this vast area of savanna and rolling grasslands. Large herd animals migrate through here seasonally, and Centaur hunting parties follow these patterns closely. It is within the Expanse that many young Centaurs learn endurance, tracking, and the critical skills of cooperative hunting.

Centaur Culture and Way of Life

Centaurs organize themselves into large kin-groups called Strides. Loyalty is absolute to one's Stride first, but all major decisions are made collectively through broad consensus. They are functional builders, utilizing wood, living trees, and stone only when necessary, and they actively avoid reshaping the land unless absolutely required. Most Centaurs spend part of their lives traveling the world, but many return here later in life. Dying away from Thryssamar is considered deeply unlucky and a cultural misfortune.

Political Structure

While consensus drives decisions across the Strides, the Centaurs lack a rigid, centralized empire in the manner of human kingdoms. Leadership is fundamentally based on respect, demonstrated wisdom, and proven ability to successfully lead a Stride or a significant hunting party. The capital city of Vaeloruun, rather than a seat of absolute power, serves as a vital neutral gathering ground where all Stride leaders meet seasonally to discuss major issues, arbitrate disputes, and formalize treaties through collective agreement. This flexible structure ensures autonomy while allowing for unified action when necessary for the defense of Thryssamar.

Neighbors and Enemies

The Land of Thryssamar is located in the North-East plains and forests, prioritizing defense of their natural boundaries:

- **Elves (Caelthryn):** The neighboring realm to the North is an allied presence, with a shared interest in preserving the natural environment and a history of mutual respect.
- **Humans (Kingdom of Tercento):** The large human kingdom borders them to the South/East. Relations are cautious diplomatic and trade agreements; the Centaurs remain wary of their expansionist tendencies.
- **Orcs/Goblins:** Various Orc and Goblin populations from the central mountains occasionally encroach on Centaur hunting grounds to the West, leading to frequent skirmishes where Centaurs use their speed to counter the threats.
- **Dwarves:** Centaurs have strained relations with Dwarven factions due to historical conflicts over resource extraction and differing philosophies on land use.

How Others See Them (Outlook)

The Centaurs maintain a posture that is defensive of their ancestral lands but strategically non-isolationist. They value respect and balance in their interactions, choosing allies based on trust and honor. They view the expansion of empires with suspicion but are formidable defenders who use their speed and terrain advantage effectively when threatened.

- **Elvish Presence:** The Elves maintain a small outpost called Lirae'Thalan at the forest's northern edge for diplomacy and trade. The Centaurs tolerate it because the outpost operates respectfully, remains useful, and hasn't caused problems.
- **General Outlook:** Centaurs believe in living with the land, not on top of it. They do not seek outward conflict but are formidable defenders who use their speed and terrain advantage to great effect when threatened.

Ancient Lore and Myth

Centaur legend speaks of Astrael the First Treader, a being who ran so swiftly that the land itself learned how to grow beneath his steps. When he vanished, mighty forests rose where his hooves struck deepest, and plains spread where the wind followed him longest. It is believed that as long as Centaurs honor the land with motion, memory, and restraint, Thryssamar will never truly be conquered—only wounded.

Notable Settlements and Points of Interest

These locations serve as functional hubs of Centaur life:

- **Vaeloruun (Capital):** The Centaur capital and closest thing to a permanent city. It sits where forest and plains meet, laid out in wide, open circles rather than streets, serving as the central hub for all major seasonal gatherings and treaties.
- **Hirros Gale:** Located deep in the forest, built around massive hollow trees with ramps and platforms. It is known for its revered storytellers and observers.
- **Talren Savar:** A plains settlement that shifts its physical location over time. It functions as a hub for hunters, messengers, and warbands, where many Centaur scouts are trained.
- **Kethryl's Crossing:** A settlement along a major river that acts as a controlled trade point. Outsiders typically enter Thryssamar through here, if they are allowed in at all.
- **Astrael's Mark:** A massive, perfectly circular depression in the center of the Savael Expanse where legend claims the First Treader vanished. The ground there is perpetually firm and never floods, serving as a sacred gathering spot for grand races and rites of passage.



The Lanshir Savanna - Sphere of the Savanna Humans (aka Sitan Humanoids)

Human civilizations across the Continent of Thrapsus share a remarkable adaptability and a tendency to become a significant regional factor over time. While the major human groups—the Lanshir Savanna, the Old Empire, the Roaring Wastes, and the Kingdom of Tercento—are distinct, they all share a capacity for survival and rapid response to threats.

In the Lanshir Savanna, the inhabitants refer to themselves by various clan names, but external observers consistently use the term "Sitans," which the locals have largely adopted for convenience. The Sitan people thrive where open grassland meets harsh, unpredictable weather, organized into decentralized clans that prefer to avoid attention unless directly provoked.

Geography and Demographics

The Lanshir Savanna is a vast region of tall grasses, scattered acacia stands, and dry riverbeds that experience dramatic flash flooding during seasonal rains. The Sitan people are human height and build, but their life in the challenging environment has honed them for endurance and rapid collective action.

Way of Life and Society

The Sitan way of life is primarily pastoral and agricultural. They do not actively seek conflict, preferring to focus on farming and herding the varied livestock that graze their wide plains. This peaceful existence, however, masks a highly organized and effective defense mechanism.

The Sitan value community cohesion and rapid response over individual heroism. This mindset is deeply ingrained in their societal structure; every able-bodied adult is expected to contribute to the "Swarm" if the need arises.

Political Structure

Political organization is highly decentralized. There is no single king or permanent capital city. Instead, governance relies on a consensus-driven Clan Council that meets seasonally at key gathering sites. Leadership falls to proven war-leaders or respected elders who can command respect and organize collective action, particularly during times of migration or external threat. This flexible structure ensures the entire population can mobilize quickly.

Military Doctrine

When war finds the Sitan, they respond with overwhelming, coordinated force. Outsiders have compared their response to an entire wasp nest attacking an intruder; a comparison the Sitan appreciate and have formalized. They adopted the term "Swarm" for their warbands.

- **Tactics:** The Sitan are tougher than they appear and exceptionally fast when moving in close groups. Precision matters less than overwhelming momentum and collective action. They favor light leather and fur armor to maintain mobility.
- **Engagement:** Their fighting style relies on rapid flanking maneuvers, encirclement, and using sheer numbers to drown opponents. They fight with a deliberate, calculated ferocity that often surprises enemies expecting disorganized rabble.

Neighbors and Enemies

Notable Locations and Points of Interest

Key locations within the Savanna function as crucial centers for trade, defense, and collective organization:

- **Neshkari Drift (Capital):** The seasonal capital city. It is a loose, temporary central gathering site used for crucial Clan Councils, major trade events, and planning large-scale migrations or defensive campaigns. It moves with the seasons to prevent overgrazing.
- **Rathuun Step:** A fortified hill-settlement that overlooks ancient migration routes and the sites of past battlefields. It serves as a vital historical and strategic lookout point.
- **Kesh-Var Plainsreach:** The primary training and mustering region where the complex coordination and rapid-response tactics of the Swarm are refined and practiced constantly.
- **Orrakai Sunscar:** A harsh border settlement located closest to the true desert. Its hardened warriors are accustomed to extreme conditions and form the first line of defense against threats from the Wastes.



The Lowfields of Brindleward - Home of the Hobbits

The Lowfields of Brindleward are a peaceful, fertile land of rolling hills, shallow rivers, and extensive agriculture. This tranquil setting rarely attracts significant outside attention, a fact that suits its inhabitants perfectly. While most outsiders assume the region is strategically insignificant, this perception is precisely why Brindleward has maintained its independence for generations.

Geography and Demographics

Brindleward is a pastoral landscape optimized for farming and subtle defense. The inhabitants, commonly known as Hobbits, typically stand barely three feet tall. They are known for their extended lifespans and a cultural reverence for routine: the rhythms of the planting seasons, communal meals, and maintaining the local peace. While outright conflict is actively avoided whenever possible, any force attempting to push into Brindleward territory quickly finds that a seemingly gentle land can become surprisingly hostile.

Way of Life and Economics

Farming forms the backbone of Brindleward society. Nearly every household tends to a plot of land, orchard, or grazing hollow. The culture emphasizes foresight and security over overt wealth; surplus food is stored, shared throughout the community, and discreetly exported. For the Hobbits, true security is measured not in gold coinage, but in the certainty of a full cellar.

Political Structure

Governance in Brindleward is informal and decentralized. Important community decisions are typically made by consensus during informal social gatherings rather than in formalized council chambers. The capital city of Haymere is deliberately unassuming, serving as a quiet hub where trade logistics and communication networks are managed without fanfare.

Religion and Magic

The Hobbits of Brindleward maintain a pragmatic, localized belief system that eschews grand temples and complex hierarchies, intertwining their worldview entirely with the land they cultivate.

- **Beliefs:** They venerate the Bountiful Soil and the Eternal Seasons, celebrating through communal seasonal festivals. These rites ensure successful crops and healthy livestock.
- **Magic:** They possess a deep respect for a subtle, inherent ability called "Greenwise" or "Hearthbinding," a low-level power used to encourage plant growth or subtly influence local weather. While uncommon, traditional hobbit wizards do exist, their formal arcane training highly valued for protecting the community and enhancing the land's prosperity.

Military Doctrine

Brindleward does not maintain a formal standing army. Their defensive power lies in their expert utilization of the terrain and an extraordinary proficiency with ranged, thrown weapons.

- **Weapon Proficiency:** The local population demonstrates exceptional, almost instinctual, accuracy with everyday items used as projectiles, including stones, sling bullets, darts, and modified garden knives. This skill is derived from generations of routine agricultural work—tossing feed, hunting small pests, and targeting small game—which translates seamlessly into a lethal defense when required.
- **Tactics:** When threatened, Hobbits vanish into the landscape. Their defensive strategy relies on ambush warfare, utilizing hedges, ditches, barns, and established path networks for cover. Incursions are met with a barrage of highly accurate, sustained ranged attacks launched from concealed positions.

Neighbors and Enemies

The Lowfields maintain a diplomatic policy of guarded neutrality with most neighbors, prioritizing trade stability over conflict.

- **Frog Folk (The Fen):** To the East lies The Fen, home of the Frog Folk. The border is a constant flashpoint, with frequent skirmishes over territory often escalating into open war.
- **Gnawlands of Vrekshaal (Ratogs):** The lands of the Ratogs lie to the South-West. Mouselings view the Ratogs as potential predators, leading to mutual suspicion and occasional border conflicts over land and resources.
- **Humans/Elves/Dwarves:** Larger races generally skirt the borders of Brindleward, perceiving the region as strategically insignificant and valuing the Hobbits more as reliable trade partners than as military threats or allies.

How Others See Them (Outlook)

The Lowfields maintain a diplomatic posture of functional neutrality and self-preservation. While they project an image of harmlessness, they possess formidable defensive capabilities. The region relies on general goodwill, reliable food exports, and the quiet understanding that military action against them is rarely worth the inevitable cost. Neighbors usually learn to appreciate the Hobbits as stable, reliable trading partners who rarely raise their voices in regional politics.

Notable Settlements and Points of Interest

The key settlements of Brindleward are integrated seamlessly into the agricultural landscape, designed to be functional and defensible:

- **Haymere (Capital):** The low-profile administrative capital, situated at the nexus of major river and road systems.
- **Tiller's Rest:** The primary agricultural hub, featuring extensive grain terraces and storage burrows capable of sustaining the region during prolonged sieges.
- **Pebbleford:** A settlement renowned for its stonework and the notable accuracy of its sling-wielding residents, located at a critical shallow river crossing.
- **Greenrise Hollow:** Built into a large, sloping hill dedicated to orchards and vineyards, producing the majority of the region's ciders and preserved fruits.
- **Wendlebrook:** Located near eastern wetlands, this quiet settlement specializes in fishing and marsh crops, populated by highly observant residents who monitor border activity.
- **Barrowstep:** Sits on an old trade road, handling most external commerce. The area around it incorporates concealed fighting positions surrounding ostensibly open market areas.



The Marshwood Reach of Gravethane - Region of the Crocodylians

Gravethane is a low-lying, wet realm perpetually wrapped in dense forest and heavy fog. Most of the region is ancient woodland characterized by thick trunks, tangled roots, and canopies that effectively block out much of the sunlight. Beneath this canopy, the ground softens into treacherous marshes and black-water swamps that shift dramatically with the passing seasons. Outsiders simply do not last long here, which is precisely why the reclusive Crocodylians have held the territory for so long.

Geography and Demographics

The topography is highly challenging for non-native species. Forests often grow directly out of the water, with tree roots forming natural barriers and hidden channels vital for navigation. There are no clear, permanent borders; dry ground turns into wet ground without warning, and paths that existed one season might be gone after the next flood.

The swamps are rich ecosystems, teeming with fish, thick-scaled swamp beasts, marsh birds, and any other creature unlucky enough to wander in. Crocodylians are masters of this environment, hunting with extreme patience—sometimes for hours—allowing the land to do half the work by forcing prey into fatal positions.

The Crocodylians (Society and Culture)

Crocodylians are reclusive by choice, functioning as an insular society that minimizes contact with external powers. They maintain no open trade relations, they do not dispatch diplomats to foreign courts, and they feel no cultural imperative to explain their actions or existence to outsiders.

What is known about their intricate culture is centered on efficiency, stealth, and a profound appreciation for silence. Social status within a community is often determined by hunting prowess, strategic cunning, and the ability to contribute to the collective defense of the Reach. They adhere to a strict, pragmatic code of survival, prioritizing the well-being of the collective over individual comfort or ambition. The Crocodylians are widely recognized as the sworn, existential enemies of the Saurian Empire, and this deep-seated hatred defines a significant portion of their external interaction and military focus. Every aspect of their life, from communal nesting sites to the training of the young, is geared toward operating within the unique environmental challenges of the Marshwood Reach and the ongoing conflict with the Saurians.

Military Doctrine

The Crocodylian military doctrine is entirely centered around the advantage of home-ground and ambush tactics. They rarely pursue enemies beyond the immediate boundaries of their wetlands; once an invader leaves the marsh, they are usually allowed to go—assuming they survive the journey out.

- **Tactics:** Emphasis is placed on fear, silence, and sudden, lethal attacks. They utilize the environment to funnel enemies into predetermined killing zones, relying on traps, false crossings, and hidden watch points.
- **Engagement:** Raids along the edge of Gravethane are common, and Saurian patrols actively avoid the swamps unless absolutely forced into the territory.

Neighbors and Enemies

The Marshwood Reach is a secluded region on the western coast of Thrapsus, where the reclusive Crocodylians contend primarily with one major enemy:

- **Saurian Empire:** The sworn, existential enemy of the Crocodylians borders them to the East/South-East, where the Saurian Empire holds sway over river-fed jungles. Raids along this border are frequent, but the Saurians rarely pursue enemies deep into the treacherous swampland unless forced.
- **Other Races:** Due to their extreme isolation and the inhospitable nature of the Marshwood, the Crocodylians have virtually no diplomatic or trade relations with the Human, Dwarven, or Elven factions of Thrapsus.

How Others See Them (Outlook)

The realm is largely a mystery to external powers. Most maps depict Gravethane vaguely, if at all. The Saurian Empire officially labels the region as "hostile and ungovernable." Traders operating near the border call the place cursed, and military scouts view any assignment near the Reach as a potential death sentence. The Crocodylians appear indifferent to these labels, content as long as no one stays long enough to learn their true secrets.

Notable Settlements and Points of Interest

Key locations within the Reach are integrated into the swamp and designed for defense and utility:

- **Kroth-Mirel (Capital):** The Crocodylian capital sits on raised stone platforms above a vast swamp basin. Partially submerged for much of the year, it is nearly impossible to approach unnoticed. It is where the elders and war-leaders gather, though even they remain highly mobile.
- **Vessh Karuun:** Located deeper in the flooded forest along a series of natural waterways, this settlement functions as a major hunting and food-processing hub, supplying the realm with dried meat and preserved fish.
- **Draal Fenhold:** A heavily fortified military settlement that guards a broad marsh corridor known to funnel enemies into predictable, fatal paths, marked by extensive traps and hidden watch points among the trees.
- **Murkath's Bend:** A seasonal settlement that shifts with the floodwaters, primarily used during heavy rains for intensive fishing and laying traps when prey movement is highest.
- **Ssilreth Hollow:** Little more than a cluster of dry-ground mounds surrounded by dense reeds, this location is widely believed to be where young Crocodylians undergo rigorous training in solitary hunting and survival skills.



The Maws of Bolten (Wastelands of the Grotesques): Situated along the North-West coast, on its borders are the Ashbound March to the North, the Gorhask Plain to the North-East, the Ardex Wastes to the East, and the Roaring Wastes to the South.



The Mining Coalition of Midivar - Sphere of the Dwarves

Dwarven populations across Thrapsus exhibit significant political fragmentation. While numerous independent factions exist, the most dominant political entities include the Mining Coalition of Midivar, the Kingdom of Dun Kareth, and the Frostbound Holds of Norak-Zhun. Across all factions, a consistent animosity is universally observed towards both Elves and Orcs.

The Coalition of Midivar functions as a powerful confederation of diverse dwarven clans, merchant houses, and guilds. This union is maintained through shared economic interests, mutual defense pacts, and a unified religious doctrine centered on collective labor and resource management. The Coalition represents an industrial powerhouse and a formidable defensive bulwark against external threats.

Governance and Structure

The Coalition's governing framework is detailed in the Coalition Compact, an agreement designed to facilitate resource sharing, maintain internal neutrality during disputes, and mandate mutual defense. The structure is non-monarchical, deriving authority from a representative body:

- **Council of Shafts:** The primary legislative body, composed of elected representatives exclusively from the Five Founding Clans.
- **High Prospector:** The singular diplomat and adjudicator of the Coalition, a rotating chair of the Council of Shafts elected for a 10-year term.
- **Council of Picks:** Responsible for day-to-day administrative decisions, consisting of 30 elected representatives serving 5-year terms.
- **Grand Convocation:** A general assembly where all Clan Heads gather every 5 years in the Deep Council Hall of Karhark-Vel to review and amend the Compact.
- **Guild Courts:** Neutral arbitration bodies established to resolve disputes between individual clans.

Religion and Magic

The foundational faith is the devotion to Dumora, Lady of the Deep Veins, venerated as the goddess of hidden wealth, endurance, and collective labor.

- **The Sacred Veins:** A core tenet posits that rich ore deposits are divine gifts requiring careful, respectful harvesting. The theological stance strictly holds that individual greed without cooperative structure inevitably leads to societal collapse.
- **Magic and Belief:** Divine magic (clerical power) is tolerated. However, the use of arcane or "pure" magical power is explicitly banned by the Compact.

Military Structure

The Coalition maintains a defensive, rather than expansionist, military posture. Their mountain holds are nearly impenetrable by external forces. The military organization includes specialized units:

- **Emberguard:** The professional, standing army responsible for general defense of Coalition territories.
- **Tunnel Wardens:** Veteran miners retrained for subterranean warfare, specializing in ambush tactics and combat within confined, dark environments.
- **Siege Guild:** A specialized guild that translates engineering and mining expertise into siege warfare application, deploying assets such as drill-rams, collapsible barricades, and sophisticated explosive charges.

Neighbors and Enemies

The Mining Coalition of Midivar is centrally located within Thrapsus' core mountain ranges, maintaining a cautious balance of power:

- **Kingdom of Dun Kareth:** A powerful, rival dwarven kingdom geographically close enough to be considered a primary competitor for influence and resources within the mountain ranges.
- **Kingdom of Norak-Zhun:** The isolated northern dwarven kingdom shares mountain borders, maintaining a neutral, distant relationship.
- **Orcs & Goblins:** The Coalition has historically antagonistic relations with all Orc and Goblin populations that exist near their extensive borders, including the Karskaro Orcs and the Ashbound March Goblins.
- **Elves:** Relations are consistently strained and hostile due to historical conflicts over environmental impacts versus resource extraction.
- **Humans:** The human lands of the Old Empire and Tercento likely border the Coalition's foothills. While not outright enemies, relations are cautious and primarily limited to structured trade of essential goods.

Notable Settlements and Points of Interest

The settlements and key locations within the Mining Coalition of Midivar are functional hubs centered around industry, defense, and administration:

- **Karhark-Vel (Capital City):** The massive, permanent city carved into the core of a mountain range. It serves as the primary administrative seat for the Council of Shafts and the location of the Grand Convocation Hall, the political and spiritual heart of the Coalition.
- **Aethel-Ghar:** A major industrial city renowned for its immense foundries and specialized artisan guilds that produce the Coalition's signature steel alloys and precision components.
- **Duruk-Thon:** A highly fortified trading city located at a major subterranean crossroads, serving as the main entry point for external trade caravans and a hub for the merchant houses.
- **Glimmerdeep:** A thriving mining city built into a system of rich gem and mineral veins, constantly expanding its complex tunnel network deeper underground.
- **The Shattered Pass:** A strategically vital, narrow mountain pass that serves as the most direct—and most dangerous—overland route into the Coalition territory, heavily fortified by the Emberguard.
- **The Deep Veins of Dumora:** A massive, ancient mine complex that also functions as the largest shrine to the Lady of the Deep Veins. It is a place of pilgrimage where vast amounts of raw ore offerings are deposited.
- **The Iron Falls:** A spectacular series of underground waterfalls that power many of Aethel-Ghar's foundries and are carefully managed by the Siege Guild for both power generation and defense.



The Mouse Empire - Empire of the Mouselings

Once a vast domain, the Mouse Empire fell due to internal deceit and noble skullduggery, ushering in an era known as the Dark Ages. Now, the land remains the "Mouse Empire" only in name, a patchwork of roughly 100 tiny but vicious Mouseling kingdoms. These sovereign states constantly fight over grain, borders, and ancient betrayals, with only frequent wars with the Frog Folk to the east offering fleeting moments of unity.

Geography and Demographics

The Empire spreads across fertile open meadows, dense hedgerow forests, and low wooded hills—ideal farming land for those strong enough to hold it.

- **Key Features:** The contested Bristlewind Meadows (heartland), the ambush-laden Sneckroot Thicket (near The Fen), the deep Thornlace Woods, the rocky Graytail Hills, and the vital Skitterflow River (trade route and battlefield). Borders are unmarked and highly fluid.

The Mouselings (Society and War)

Mouselings are small, fast, and aggressively resilient. They rely on numbers, traps, narrow terrain, and relentless pressure. They wear light cloth, padded, or chainmail armor, favoring scaled spears and bows.

- **Military Integration:** They have the support of Giant Opossums and Battle Cats, plus specialized wizards, providing nasty surprises for enemies.
- **Reputation:** Feared by farmers but dismissed by nobles, they are hated by Orcs and Goblin-kind who view them as prey—a notion that usually ends badly for the larger races.

Neighbors and Enemies

The fragmented Mouse Empire is located in the central North of Thrapsus, dealing with numerous local threats:

- **Frog Folk (The Fen):** To the East, the Mouse kingdoms constantly battle the Frog Folk in frequent border wars and skirmishes over territory.
- **Pig-Faced Orcs (Gorhask Plain):** The Orcs reside to the South/East, frequently raiding Mouse territory and viewing the Mouselings as prey, a perception that generates ongoing conflict.
- **Goblins/Hobgoblins (Ashbound March):** Incursions from the Ashbound March in the West are common, leading to brutal, high-casualty border conflicts.
- **Larger Races:** Mouselings operate in a region generally ignored by the larger human and dwarven empires, primarily due to their small stature and highly contested, low-value terrain.

How Others See Them (Outlook)

The Mouse Empire no longer seeks outward conquest; instead, it endures through a perpetual state of internal conflict, a process best described as "grinding." Every internal conflict sharpens the survival instincts of its people and ensures constant tactical readiness. Outsiders consistently underestimate the Mouselings due to their size and fragmented nature, a strategic error that is precisely how Mouseling armies frequently win battles they shouldn't.

This constant internal pressure ensures that the Empire, though fractured, is incredibly resilient. The initial Empire may have fallen, but what remains is a harder, meaner, and highly adaptable collection of kingdoms that have proven very difficult to erase from the landscape of Thrapsus. Their existence is a testament to resilience forged in constant struggle.

Ten Notable Mouse Kingdoms

Each kingdom is sovereign, hostile, and non-dominant within the chaotic Empire:

Gnawholt Warren: Built beneath ancient ruins, known for engineers, traps, and siege tunneling.

Barleyreach: A brutally efficient grain kingdom, constantly under attack but always ready.

Sablethorn Court: A domain specializing in assassins and political sabotage; universally distrusted.

Flickspire: A vertical burrow-city carved into the Graytail Hills, controlling high ground and mountain passes.

Redmire Fold: Closest to The Fen, heavily militarized by constant war with the Frog Folk.

Whiskerfall: Built along the Skitterflow River, using platforms and tunnels for trade and raids.

Kettlebrink: A merchant-kingdom surviving on lies and logistics, selling arms to all sides while feigning neutrality.

Bramblelock: Hidden deep in thorn hedges, famous for ambush warfare in terrain unreachable by larger races.

Coldcrumb March: A border kingdom facing constant Orc/Goblin incursions; survivors are viciously experienced.

Hearthgnaw Compact: A loose alliance of burrow-clans that fractures and reforms every few seasons.

Other Points of Interest

Beyond the established kingdoms, the Mouse Empire contains numerous points of strategic or historical interest that influence regional dynamics:

- The Stonefang Quarry: An ancient, disused quarry in the Graytail Hills. Its complex, multi-tiered structure is now a contested no-man's-land used by all nearby kingdoms for training scouts and staging ambushes.
- The Whispering Wheatfield: A massive central grain field in the Bristlewind Meadows so large that entire warbands can vanish within its stalks, leading to frequent, silent skirmishes for control of the harvest.
- The Tower of the Broken Crown: A solitary, half-collapsed human-sized ruin near the Skitterflow River. It is a neutral ground site where temporary truces are sometimes negotiated, and a symbol of a greater power that once fell to internal conflict.
- The Opossum Dens: A network of deep, hidden burrows located near the Thornlace Woods where the giant Opossum mounts used by the Mouselings are bred and trained. This location is fiercely guarded and vital to military logistics.
- The Blackened Acre: A scarred, burned section of land near the Sneckroot Thicket, perpetually barren since a Frog Folk warlock assault generations ago. It serves as a grim reminder of the cost of war with the Fen and is used as a border marker that neither side crosses casually.



The Old Empire - Empire of Humans

Human civilizations across Thrapsus share a remarkable adaptability, often becoming a significant regional presence. The four largest human groups include the Lanshir Savanna, the Old Empire, the Roaring Wastes, and the Kingdom of Tercento, each a distinct culture forged by different circumstances.

The Old Empire itself is a civilization so ancient that its original name is lost to time. It is a land that now exists quietly, characterized by structure, rigid guard protocols, and a pervading sense of faded grandeur. Visitors are uncommon, strictly monitored, and generally not encouraged to linger within its quiet borders.

Geography and Demographics

The lands of the Old Empire are contained and heavily managed. They do not expand; they consolidate. The architecture of their cities reflects this ethos, appearing meticulously maintained and highly fortified, like places waiting stoically for an inevitable end rather than planning for a vibrant future. The populace is disciplined and adheres strictly to ancient laws and traditions.

Political Structure and Way of Life

Power is highly centralized in the capital, Vaulren Oss, managed by a rigid and enduring bureaucracy that has existed for centuries. Observers frequently note that fewer voices gather in its austere halls every year, suggesting a slow but undeniable decline in both the population and overall political vitality of the realm. The governance is profoundly rigid and bureaucratic, its entire focus narrowed down to mere maintenance and stringent defense against a changing world.

The lifestyle within the Old Empire is highly ordered, structured, and dictated by ancient protocols and laws that prioritize duty and societal function over individual freedom. This environment notably lacks the chaos, vitality, and rapid adaptability seen in other human lands, trading dynamic growth for absolute, stoic permanence.

Military Doctrine

The Old Empire adheres to ancient and proven methods of warfare that prioritize discipline and formation:

- **Tactics:** They fight using the methods of ages past: disciplined ranks, heavy chainmail armor, and tight-held shields. They rely on coordinated movements, endurance, and breaking enemy formations through attrition rather than speed or skirmishes.
- **Garrisons:** Their border settlements, like Brasslyn Ward, are essentially fortified garrison towns, reflecting a perpetual defensive posture against external threats and internal decay.

Neighbors and Enemies

The Old Empire occupies an isolated region in the West/South-West of Thrapsus, interacting cautiously with its immediate neighbors:

- Humans (Roaring Wastes): To the North/East, the fragmented human warbands of the Roaring Wastes represent a chaotic, unpredictable threat that the Empire's disciplined garrisons must constantly defend against.
- Humans (Kingdom of Tercento): The powerful, organized Kingdom of Tercento borders them directly to the East. Relations are formal, cautious trading alliances managed through strict protocols, with both empires highly wary of the other's potential ambitions.
- Other Races: Due to their contained borders and isolationist policies, the Old Empire has limited to no direct contact or conflict with the distant Elven, Dwarven, or reptilian factions of Thrapsus.

Outlook and Relations

The Old Empire projects an image of stoic resignation. They engage in limited trade through controlled channels but otherwise keep to themselves. Their focus is internal, on preserving what little of their grand history remains. Outsiders often perceive a society on the brink of collapse, yet the Empire endures through sheer discipline and an unbreakable adherence to the old ways. They view the chaotic adaptability of other human groups with quiet disdain.

Notable Settlements and Points of Interest

The few key locations within the Old Empire serve critical administrative and defensive functions:

- Vaulren Oss (Capital): A silent stone city with sealed gates and watchtowers that never sleep. It is the centralized seat of power, a fortress designed to outlast the world around it.
- Kethrow Mirehold: A crucial river city that controls the Old Empire's limited remaining trade routes. Outsiders here are watched closely and constantly escorted to prevent information leaks or unauthorized movement.
- Brasslyn Ward: Once a thriving border city, now a heavily fortified garrison town. Its existence is purely military, a testament to lost territory and a bulwark against future incursions.
- Harrowdeep Cloister: A mountain settlement housing the Empire's vast archives, ancient laws, and the few remaining imperial academies. It is a center of learning and historical preservation, dedicated to maintaining the knowledge of the past.
- The Silent Monolith: A massive, ancient stone spire etched with forgotten imperial laws. It stands in the center of an empty plain and serves as a somber reminder of the empire's original reach and the permanence of its laws.
- The Glassvine Yards: Terraced vineyards near Kethrow Mirehold that produce a rare, highly preserved vintage of wine. They are heavily guarded, as the wine is used exclusively in imperial rituals and diplomatic exchanges.
- The Sunken Armory: A partially flooded, ancient subterranean vault beneath Brasslyn Ward believed to hold caches of pre-Dark Ages weaponry and armor, constantly guarded and kept inaccessible to all but a select few engineers.
- The Stone Sentinels: A series of colossal, ancient stone statues of forgotten emperors that line the primary road approaching Vaulren Oss. They are believed to possess magical properties that warn the capital of approaching large armies.



The Realm of Caelthryn: Land of the Elves

The Realm of Caelthryn stretches across a diverse geography, from steep coastal cliffs to dense inland forests and ascending into cold mountain ridges. It is a quiet realm by choice, characterized by a preference for peace over conflict. The Elves of Caelthryn are politically savvy and proactive in their defense, opting to align with reliable partners such as Centaurs, Fairy-Kind, Hobbits, and specific Human groups—factions that have proven capable of keeping their word and honoring agreements.

Geography and Demographics

The topography of Caelthryn is highly varied and utilized effectively by its inhabitants. Elves in the realm are generally taller than average humans, with lean builds optimized for endurance, agility, and precision rather than sheer physical strength.

The Three Elvish Varieties

Caelthryn society is divided into three symbiotic cultural groups:

- **City Elves:** The architects of law, diplomacy, and long-term strategic planning. They inhabit fortified, meticulously planned stone cities that serve as the administrative centers of the realm and the primary locations for hosting foreign envoys.
- **Wood Elves:** Residents of the deep, ancient inland forests—woods massive enough to hide armies. Their settlements are deliberately ephemeral and challenging to locate; most travelers unknowingly pass through Wood Elf territory without ever spotting a permanent structure.
- **Sea Elves:** The coastal and aquatic inhabitants who dwell along the shoreline and beneath the waves. Their cities are constructed on the seafloor or cling to submerged stone shelves just offshore, connecting to the surface world via trade towers and tidal lifts.

No single group holds absolute power; the City Elves manage governance and bureaucracy purely out of necessity, possessing the patience required for complex administrative tasks.

Political Structure

Governance in Caelthryn is a shared responsibility managed by the City Elves, who operate a structured but flexible political system designed for durability and adaptability across the three distinct biomes. Authority is derived from consensus reached by the leaders of the City, Wood, and Sea Elf populations during semi-annual convocations. This structure ensures a unified voice despite the decentralized nature of their settlements. The realm functions effectively as a consensus-driven entity, prioritizing the preservation of the land and people over rigid hierarchical control. Alliances are crucial to their diplomatic strategy, providing essential external buffers and reliable resources when needed.

Military Doctrine

Caelthryn does not maintain a massive standing army but relies on highly adaptable forces that leverage local terrain. Their approach is defensive and opportunistic, designed to make invasion prohibitively expensive.

- **Adaptability:** The military focus is on flexibility and leveraging speed and endurance over brute force.
- **Tactics:** When war inevitably encroaches, the land itself seems to "close in." The Elves employ guerrilla tactics, using the dense forests and complex coastlines to vanish and reappear unexpectedly, often working in concert with allied forces to confuse and corner invaders.

Neighbors and Enemies

The Realm of Caelthryn (located in the North-East coastal region) prioritizes respectful coexistence and careful alliances:

- **Centaurs (Land of Thryssamar):** The immediate neighbor to the South/West, allied through mutual respect and shared interests in preserving the natural environment.
- **Humans (Kingdom of Tercento):** The large human kingdom likely lies to the South/East. Caelthryn maintains cautious diplomatic and trade relations with them, wary of their expansionist potential.
- **Dwarves and Orcs:** Relations with Dwarves are generally hostile due to historical conflicts over resource extraction disrupting natural balance. Orcs are viewed as a direct threat that must be countered wherever they encroach on Caelthryn's borders.

How Others See Them (Outlook)

The realm survives by avoiding confrontation on unfavorable terms. The diplomatic outlook is clear: they do not require the world's affection, only its hesitation. Their goal is sustained peace, achieved through a quiet understanding that dragging conflict across Caelthryn's borders is a strategic miscalculation.

Notable Settlements and Points of Interest

Key settlements demonstrate the integrated nature of Elvish society across the different geographical tiers:

- **Vaelryn Hold (Capital):** Located where the low mountains meet the forest, Vaelryn is a layered stone city. It features strong defenses and wide council halls designed for deliberation and diplomatic negotiation, serving as the central hub for the realm's alliances and governance.
- **Thiramel Watch:** A major City Elf stronghold guarding a primary mountain pass. Its sole purpose is to increase the inconvenience and cost associated with any organized invasion force.
- **Lethisorn Deepbough:** A Wood Elf settlement entirely hidden within an ancient forest basin. The settlement is designed to appear transient and natural, making it nearly impossible to identify or describe accurately afterward.
- **Korravel Shade:** A Wood Elf outpost positioned near the forest edge, acting as a quiet diplomatic and military buffer zone, managing relations and redirecting potential conflicts.
- **Nerithaal Below:** The largest Sea Elf city, situated beneath the deep, clear coastal waters. While only faint lights are visible from the surface, the underwater city is a bright, busy metropolis, heavily patrolled and defended.
- **Tathoren Tidesill:** A bustling coastal Sea Elf trade city, designed to interact with surface dwellers. It is half-submerged and constantly adapted to the tides and weather, providing the primary point of contact for external trade.



The Roaring Wastes: Realm of Humans

Human civilizations across Thrapsus share remarkable adaptability, a trait that allows them to thrive even in the harshest environments. The four largest human groups—the Lanshir Savanna, the Old Empire, the Kingdom of Tercento, and the people of the Roaring Wastes—demonstrate the breadth of human resilience.

The Roaring Wastes are less a formal kingdom and more a desolate, difficult realm where survival is the only law. The Wastes are not ruled; they are endured by fractured bands, ambitious war-leaders, scavengers, and alienated loners who fit nowhere else in the world.

Geography and Demographics

The Roaring Wastes are a difficult, near-desert environment, though not a true, waterless desert. The land is defined by strong, constant winds that scour the landscape, rocky outcrops, and sparse, tough vegetation.

Political Structure and Way of Life

Society within the Wastes is intensely competitive and individualistic. Alliances are notoriously short-lived, while rivalries are long and bloody. Leadership is taken by strength and cunning; authority lasts only as long as a leader can defend their claim.

- **Identity and Aesthetics:** Identity is displayed literally on armor and weapons. There is no uniform style or shared banner. Every warrior presents a walking biography of their past fights, scavenging, and victories.
- **Way of Life:** Scavenging, raiding, and competing for scarce resources define daily life. Survival is paramount, and adaptability is the highest virtue.

Military Doctrine

The people of the Roaring Wastes are exceptional skirmishers and opportunistic fighters. They lack the discipline of the Old Empire or the coordinated "Swarm" tactics of the Lanshir Savanna. Instead, they excel at brutal individualism, utilizing hit-and-run tactics, ambushes, and maximizing the use of salvaged and makeshift weaponry. Their military strength is chaos and unpredictability.

Neighbors and Enemies

The Roaring Wastes occupy the arid western edge of Thrapsus, interacting primarily through conflict and opportunistic scavenging:

- Humans (The Old Empire): The disciplined Old Empire borders the Wastes to the South-East. The chaotic Wastes factions constantly skirmish with Imperial garrisons, viewing their structured rules as a weakness to be exploited.
- Humans (Lanshir Savanna): The Savanna borders the Wastes to the South, leading to conflict over grazing lands and resources, with the Wastes factions engaging in hit-and-run tactics against Sitan settlements.
- Grubvurmkind: The Buried Reach lies in the tropical region to the North-West, where human factions raid and clash with the elusive Grubvurmkind for territory and resources.
- Other Races: Due to their location and the extreme difficulty of their terrain, the Wastes have little to no contact with most of the continent's other races like the Dwarves, Elves, or reptilian factions.

Outlook and Relations

Outsiders view the Roaring Wastes as a chaotic, dangerous place best avoided by sensible travelers. To the people of the Wastes, strength is individual survival, resourcefulness is law, and formal alliances are temporary conveniences that will inevitably collapse when resources become scarce.

Notable Settlements and Points of Interest

These locations are functional hubs of survival and power within the Wastes:

- Splitjaw Rise (Capital): This fortified plateau serves as the closest thing the Wastes have to a capital city. It is a tenuous gathering site where the strongest factions currently coexist without killing each other—mostly by managing a fragile tension.
- Rusthaven Spur: A major salvage settlement built entirely from the wreckage and bones of previous civilizations and failed caravans. In Rusthaven, weapons are traded more frequently and hold more value than food.
- Cinderhook Flats: A recognized neutral zone and dueling ground where major disputes between war-leaders are settled openly through single combat—or often violently escalate into full-blown skirmishes.
- Howlscar Camp: A constantly relocating stronghold that follows storms and migratory beasts across the Wastes, exemplifying the nomadic and opportunistic nature of the inhabitants.
- The Bone Orchard: A desolate valley littered with the sun-bleached skeletons of ancient, colossal beasts. Scavengers pick through the bones for material, but the place is rumored to be haunted by spirits that lure the weak-willed to their doom.
- The Maws of the Wastes: A series of immense, wind-carved caves that serve as a temporary refuge during the worst of the perpetual storms. Rival gangs frequently fight brutal, close-quarters battles for control of the caves when the weather turns lethal.
- The Sunken Convoy: The wreckage of an ancient trade convoy, swallowed by the shifting sands generations ago. It occasionally surfaces during extreme weather events, triggering chaotic gold rushes and fierce territorial conflicts among local scavengers.



The Saurian Empire: Land of Saurians, Zards, and Stracks

The Saurian Empire occupies a hot, river-fed land of jungles, stone uplands, and volcanic ground. It is ruled by the Saurians, a large and physically powerful reptilian people who dominate—but do not replace—other reptilian cultures. The Empire is also home to the Zards and Strack, though many other reptilian peoples live beyond its borders and answer to no one here. The Empire is orderly, secretive, and always preparing for the next campaign. What it lacks in openness, it makes up for in stringent control.

Saurian Hierarchy and Culture

Saurians are the visible authority in the Empire: tall, broad, and heavily militarized. They favor discipline and hierarchy. Their generals wear plated armor, marked by canes and barbed whips that are only partly ceremonial. Rank-and-file troops often wear sleeveless fur tunics, widely believed to be taken from Ratogs, which explains the long-running war between the two powers.

- **Zards:** Smaller, gecko-like, and sharp-minded, Zards handle scouting, craftwork, and diplomacy for the Empire.
- **Strack:** Chameleon-bodied and tree-dwelling, the Strack serve as the Empire's eyes and knives—near-invisible scouts, ambushers, and supply escorts.
- **Social Status:** Though not slaves, both the Zards and Strack serve the Empire by necessity rather than affection.

Religion and Politics

Religion and rule are intertwined through the Seraphate of Xhotl, a solar theocracy that guides imperial policy. Xhotl, called the Burning Scale, is revered as a sun-god of order and survival. The Empire is governed by five High Seraphs, who meet beneath the Golden Canopy, an obsidian and sunstone ziggurat.

The Empire maintains a cautious foreign policy: it tolerates Dwarves and Elves, trades cautiously with Humans, respects beastfolk who honor the land, and hunts undead, void-worshipers, and corrupted lizardfolk without mercy.



Neighbors and Enemies

The Saurian Empire occupies a dominant position in the central-to-south coastal jungles and uplands, actively managing several volatile borders:

- Turtlelians (Kethrul March): The primary and most direct enemy lies to the South, where the two empires share a border along the Rhel Basin, defined by an ancient, unforgiven feud and constant border skirmishes.
- Ratogs (Gnawlands of Vrekshaal): The Gnawlands border the Empire to the West, leading to continuous conflict along the Murkflow River Delta over resources.
- Other Races: While the Empire maintains cautious trade with Humans and tolerates Dwarves and Elves at a distance, their primary conflicts remain focused on the reptilian and mammalian factions bordering their direct territory.

Notable Settlements and Points of Interest

- Xhotl-Kar (Capital): The imperial seat and site of the Golden Canopy.
- Drevik-Spire: A fortified river-city controlling access to the Valley of the Dawn.
- Ashkel Verge: A volcanic settlement supplying arms and mounts.
- Canopy Nests of Virex: A loose constellation of Strack clan-holds hidden in the eastern forests.
- The Valley of the Dawn: East of the imperial core lies the Valley of the Dawn, a long forested basin where the Drevik River feeds dense jungle reaching three hundred feet high; this valley is the homeland of the Strack. Strack clans live high in the canopy in woven wicker homes, their numbers unknown. They serve as imperial scouts and guards, utilizing trained Uintatherium and Daeodon for transport.
- The Fossil Fields (Point of Interest): An expansive upland region known for ancient, massive bone deposits. Saurian engineers and Zard artisans mine these fields for materials used in crafting specialized armor and ceremonial weapons.
- The Screaming Caves (Point of Interest): A network of volcanic caves near Ashkel Verge. Geothermal vents cause the caves to constantly emit loud, eerie wailing sounds, which Saurian shamans use for spirit rites and intimidating enemies.

Historical Notes

They provide all the scouts (both on foot and mounted upon Uintatherium (Uinta Beast) or Daeodon (Hell Pig)). They are lightly armored and usually engage with javelin and bow but are also known to engage in direct combat with a heavy curved sword. They also carry a small shield made from the shell of large snails. They are difficult to combat as they engage in ambush and skirmish style warfare. They have saved Imperial units on a number of occasions during difficult campaigns against the Crocodylian, Insectoid, and Turtlelian tribal clans. They also provide the drivers and guards for the supply columns for the Imperial Army usually with most supplies being carried on their beasts of burden. They have two main supply animals... the Protoceratops being the smaller carrier. When larger loads need to be transported they use the Kannemeyeria.

The Strack live deep in the high forests and live in clan groups and live in the trees in thatched wicker homes. It's not known for sure how Strack there actually are as few have been allowed into their main clan areas. When the Imperial court needs to contact the Strack there are several locations in the valley where large gongs have been established so that Imperial envoys can strike the gongs and then wait for the Strack to arrive. At that point the Imperial envoys will let the Strack know what type of service is required by the Emperor for the annual campaigning season.

...an entry from the Saurian Imperial Chronicles...year 2718



The Shattered Aerie of Veskhari Reach - Sphere of the Eeeks

The Eeek hail not from the nearby Insectoid Kingdom, but from a lost world, a distinction they emphatically maintain. Their current homeland is The Shattered Aerie of Veskhari Reach, a broken chain of rocky spires, wind-cut plateaus, and hollowed stone shelves suspended above the cloud cover nestled into the high mountains on a large island North East of the main continent. This isolated aerie is where they rebuilt after a cataclysmic loss.

Eeeks rarely travel on foot; movement occurs primarily through layered flight paths. Walking is reserved for tight interiors, tool work, or moments when silence is essential.

Origin and Culture

The Eeeks were forced here by an existential threat. They call the culprit “click-click-chirp-click,” a name understood to mean telepathic, hive-minded insect swarms that consume worlds. The Eeeks were never meant to be fighters, but this threat changed them, forcing them to coordinate without a hive mind, fight enemies that hear thoughts, and disappear when holding ground was impossible. They now ally with anyone fighting those swarms, without hesitation.

Society and Leadership

Eeeks are not hive-minded, but they are highly organized. Each clan is tightly organized around a leader known as The Most High. She is never seen publicly, her location (the Deep Aerie) known only to a few trusted escorts whose flight routes constantly change. Most decisions are collective, but the word of The Most High carries final weight, especially concerning survival and long-term planning.

Military Doctrine

The Eeeks' military posture is entirely defensive, shaped by the traumatic experience of fighting the expansive, telepathic swarms that destroyed their original home world. Their approach emphasizes adaptability, rapid deployment, and leveraging the unique vertical terrain of Veskhari Reach:

- **Tactics:** Eeek forces specialize in rapid, three-dimensional skirmishing, utilizing their inherent flight capabilities for aerial ambush tactics and lightning-fast retreats. They avoid static, ground-based warfare whenever possible.
- **Allied Operations:** Hallow-Peek serves as a dedicated staging ground for joint operations, indicating a willingness to coordinate with allied factions, provided those allies can keep pace with Eeek mobility and respect their anti-hive protocols.

Neighbors and Enemies

The Shattered Aerie is a flying domain with a unique location within Thrapsus, isolated from ground-based conflicts but eternally vigilant:

- **K'tharr Kingdom:** The insectoids inhabit the Mountains far to the South West of the Aerie. The Eeeks prefer to avoid contact with other insect species unless forced, maintaining a cautious distance due to past trauma.
- **The Hive (Unaligned/Void Threat):** The existential, unnamed enemy of the Eeeks—a telepathic insect swarm—is considered their sole true enemy, against whom they will ally with anyone, anywhere, anytime, with no questions asked.
- **Other Races:** Due to their airborne, shifting nature and extreme isolationist policy toward ground-bound races, the Eeeks have virtually no diplomatic or trade relations with other Thrapsus factions.

How Others See Them (Outlook)

Other insect races call them "The Death Locusts"—a name earned through brutal efficiency. Eeeks strike fast, retreat cleanly, and do not panic when cut off. Telepathy and intimidation do not affect them, and negotiation ends the moment hive control is mentioned. They didn't choose war, but they learned it better than most.

Notable Settlements and Points of Interest

Eeek settlements utilize the vertical terrain of the aerie:

- **Kreth'Vess (Capital):** Built into the largest stone spire, this vertical city uses open air instead of corridors. Outsiders are restricted to the outer tiers.
- **Loft-Serreen:** A population anchor where young Eeeks are raised and numbers managed; overflow populations are deliberately relocated.
- **Hallow-Peek:** A military staging point designed for fast deployment and rapid evacuation during joint operations with allies.
- **Drift-Naruun:** A temporary settlement rebuilt every few years to test new environments and identify locations for future colonies.
- **The Crystal Spires:** A cluster of naturally occurring crystalline rock formations that resonate when exposed to magic or strong telepathic pulses. Eeek scouts use these spires as an early warning system against hive-minded threats.
- **The Cloud Breaker Chasm:** A massive, perpetually wind-swept void in the center of the aerie that falls below the cloud line. It serves as a dumping ground for waste and a high-risk training zone for high-speed evasion tactics.
- **The Deep Aerie:** The highly secretive, hidden location of The Most High. Its exact whereabouts shift frequently and are a closely guarded secret, known only to a select few trusted Eeeks.
- **The Sunstone Array:** A series of polished stone platforms on the highest plateau of the Reach. They are positioned to reflect sunlight in specific patterns, used for long-range, non-telepathic communication between distant Eeek clans.



The Tidefen Reach of Korrashal - Region of the Knoots

Korrashal is a wet, low-lying coastal realm where the sea perpetually interacts with the shore. The landscape is dominated by tidal flats, brackish pools, and flooded mangrove forests, broken only by raised shell-ridges and occasional patches of solid ground. The Knoots, small, newt-like amphibian humanoids, thrive in this challenging environment, organizing into tight clans intrinsically tied to specific stretches of shoreline or river mouths. Everything they build remains close to the water table.

Geography and Demographics

The land is central to the Knoots' existence and defense:

- The Murresh Tidelands: The majority of Korrashal, these flats flood twice daily and are managed with channels, stone weirs, and vital algae beds that provide most of the Knoop food source.
- The Kelthuun Flow: A slow, wide river providing essential fresh water and fertility to the fen.
- Shelmire Knuckles: Low stone ridges inland where settlements cluster for safety during storm seasons.
- Graveglass Shoals: Dangerous offshore areas perfect for Knoop fishing platforms and early warning against threats.

Society and Strength (Way of Life)

Knoots are small but highly capable. Most adults are equally adept at swimming and walking. Many possess inherent magical talent or use clan-crafted items that weave utility magic into tools and weapons. Magic is viewed pragmatically as a tool first, a weapon second, making its application in battle hard to predict.

- Beasts of Burden: They train giant anoles and salamanders for transport and labor. These slow, steady, and surprisingly disciplined creatures haul harvests, pull sledges through mud, and carry armored riders when necessary.
- Defense: They avoid open conflict when possible but defend their land without hesitation, leveraging their environment and natural magic.

Neighbors and Enemies

The Tidefen Reach is a relatively isolated coastal region (located on the West/South-West coast) with limited interactions with major powers:

- Humans (Roaring Wastes/Old Empire): Knoots share a border region with human territories to the East. Due to their isolationist nature and the difficulty of the terrain, open conflict is rare, focusing instead on mutual avoidance and highly specific, cautious trade arrangements at neutral points.
- Crocodylians (Marshwood Reach): The territory of the Crocodylians lies to the South, in a neighboring marshland. Interaction is minimal, primarily characterized by mutual suspicion and a shared preference for reclusive lifestyles in difficult terrain.
- Other Races: Knoots have virtually no contact with the Dwarven, Elven, or Orcish factions due to the vast geographical distances involved.

How Others See Them (Outlook)

The Knoots do not expand far beyond the Tidefen. They endure because they understand their land completely and defend it with quiet confidence. Outsiders often mistake their small stature for weakness—a mistake they rarely make twice after engaging Knoop defenses.

Notable Settlements and Points of Interest

Key settlements are strategically located hubs of Knoop life and defense:

- Brinecoil (Capital): Sits on the largest shell-ridge at the mouth of the Kelthuun Flow, serving as the center for clan elders, trade quotas, and defense coordination.
- Vellisk Reach: Located deeper in the Tidelands, specializing in the essential algae cultivation.
- Thossam Weirhold: Controls the critical water-gates that regulate flooding along the coast and is heavily guarded.
- Mirekel Hatchway: A combined breeding settlement and magical training center known for producing the majority of Knoots' spellcasters.
- Saaltrin Shoalhome: A floating settlement anchored above the Graveglass Shoals, focusing on fishing, salvage, and early warning systems.
- Drathuun Knoll: Situated at the edge of the Shelmire Knuckles, serving as a staging and supply settlement for land-based threats.
- The Saltstone Quarry: A hard-ground quarry site on the boundary of the Shelmire Knuckles where vital salt deposits and essential building stone are extracted, primarily during the dry season.
- Whisper Marsh: A quiet, maze-like section of the marsh used primarily for training Knoop scouts in stealth, evasion, and silent ambush tactics.



The Warren of New Geründerland (Holding of the Baralizar)

The Baralizar are a reclusive and resilient lagomorphic humanoid race with roots in the mythic realm of Geründerland. They are characterized by their strong communal bonds, intricate subterranean cities, and a fierce protectiveness of their homeland, the Warren of New Geründerland.

Geography & Demographics

The entirety of the Baralizar civilization currently resides on a single, large island positioned in the Celadon Sea, east of the continent of Thrapsus. This island has been named the Warren of New Geründerland.

Habitat: Their primary settlements are not built upon the land but are meticulously carved deep within the island's mountainous interior. These subterranean networks are vast, complex, and designed for defense and efficiency, minimizing their surface presence.

Population: The exact population is unknown due to their isolationist nature, but estimates suggest a dense, highly organized society that prioritizes sustainable growth within their warrens.

Physical Traits: Baralizar stand roughly four to five feet tall, covered in soft fur that ranges in color from stark white to earthy browns and dappled grays. They possess powerful hind legs for jumping, keen senses of hearing and smell, and distinctive large ears.

Political Structure and Way of Life

Baralizar society is a complex matriarchy governed by an assembly of elders known as the Lapan Council.

Government: The Lapan Council, composed exclusively of elder females (Does), makes all critical decisions regarding the Warren's welfare. Day-to-day affairs are managed by the Burrow-Mothers who oversee specific communal warrens.

Social Hierarchy: Society is highly communal. There are no significant wealth disparities; resources are shared. Individual status is determined by one's contribution to the collective safety and productivity of the Warren.

Core Philosophy: Their way of life is deeply influenced by the legend of the Great White Rabbit, emphasizing resilience, caution, and the paramount importance of community survival. They value discretion, hard work, and loyalty above all else.

Military Doctrine

The Baralizar maintain a cautious, defensive military posture. Their doctrine is centered entirely around the defense of their warrens and homeland. They do not engage in expansionist warfare.

The Sentry-Watch: The primary defensive force. These soldiers are experts in tunnel warfare, setting traps, and using the labyrinthine nature of their cities to their advantage.

Equipment: They favor light, flexible armor and quick, silent weapons such as short spears, slings, and specialized throwing blades named Hoppers. They utilize the natural environment extensively, often employing venomous local flora and fauna in their defenses.

Tactics: Incursions are met with tactical retreats designed to lure enemies into pre-prepared kill zones and collapse tunnels behind them. They are masters of guerrilla warfare within their own territory.

Neighbors and Enemies

Located on the volatile borders of the Celadon Sea, the Baralizar face constant threats.

Enemies: The primary threats originate directly across the Strait of Whispering Tides: The Kraghvor Expanse (Territory of Mon-Ogers, Green Orcs). These aggressive, brute-force cultures frequently attempt raids across the strait, driven by a desire for resources and territory.

Neighbors: The Realm of Caelthryn (Land of Elves): The elves maintain a cautious neutrality. While not open enemies, their ethereal nature and the Baralizar's earthy pragmatism lead to mutual suspicion.

Allies: True allies are rare, a testament to their inherent caution. Those few races or individuals who earn their trust are considered allies for life and held in exceptionally high esteem.

How Others See Them (Outlook)

The Baralizar are often misunderstood by outsiders. The races of Thrapsus typically view them as timid, paranoid, or insignificant due to their isolationist nature. The Mon-Oger Green Orcs of the Kraghvor Expanse, however, hold a grudging respect born of frustrating military encounters, viewing them as tricky and frustratingly tenacious opponents who vanish like shadows. Those few who manage diplomatic contact see a deeply honorable, if cautious, people.

Notable Settlements and Points of Interest

- **Warrens-Deep (Capital City):** The largest and most complex subterranean city, carved into the heart of the island's tallest mountain, Mount Pyrgos. It houses the Lapan Council chamber and the primary food reserves.
- **The Sunken Meadow:** A massive, artificially lit cavern system within Warrens-Deep where the Baralizar grow the majority of their food, simulating an open field deep underground.
- **The Watchful Eye Passes:** The heavily fortified mountain passes that serve as the only reliable land-based access points into the core settlements from the coast.
- **The Tide-Hollow Docks:** Located at sea level but carefully concealed within a naturally occurring sea cave system on the eastern shore of New Geründerland. This point is heavily guarded and serves as the sole, clandestine entry/exit point for the rare Baralizar trade vessels that interact with the outside world.