

Chapter 1

Geography

1.1 Dragonomen City-states

The city-states around the Dragonomen Bay are a loose collective, with alliances for the mutual defense. This, and their strong control over the overseas trade, have protected their attractive land from the reach of the Inland Empire.

1.1.1 Dovecoral

Dovecoral is a port on the Dragonomen Bay. Northwest curving west is the Pilgrim's Track; several days away walking along the track lies Monkswisper on the shores of Greennymph Pond. The Coast Road runs north-south through Dovecoral. A day south of Dovecoral along the Coast Road is the Division Point; several weeks to the north lie Outpost at the edge of the Snowwaste. The Trine River provides a water root west of Dovecoral; the main river continues west into the dwarvern lands in the Dragonbone Mountains, and offshoots head to Greennymph Pond and Flamesound. West of Dovecoral on both sides of the river lie the Wisewood. Dovecoral is a cosmopolitan port city with a varied mix of races and a wide variety of industries. It is composed of a large number of independently-ruled quarters that manage city-wide matters by consensus, giving Dovecoral a generally unregulated atmosphere. It is a center of trade for the Dwarfholds and the various druid clans with distant areas, and is the closest thing to a capital the Dragonomen Region has. In addition to the quarters, the Temple of Pelor and the Mages' Guild are major political players.

Southwest from Division Point is the Wyrms Ridge leading to Flamesound at the foot of the Dragonbone Mountains. Southeast turning east from Division Point along the south shore of the bay is Marsh Way. Mudcrown lies several weeks further east. South of Division Point, across the ancient Antiplant Shell, lies the Wormtree Forest.

1.1.2 Flamesound

Flamesound lies on the Wyrms Ridge between Division Point and the dwarvern lands in the Dragonbone Mountains. The Wyrms Ridge road continues southwest towards the dwarvern capital; the Inland Road ends here, coming from the Inland Empire months to the south. The river splits, one branch heading to Crystal Lake and the Arch to the west and another following the Inland Road for a ways. Flamesound is equally divided between dwarves and humans, and is known as a source of goods of fine craftsmanship, particularly weapons and jewelry. Most goods from the Dwarfholds pass through Flamesound on their way to Dovecoral. Flamesound is also known for its hot springs. Its most popular toy is the yoyo, a local invention. It has a large Temple of Moradin, God of Dwarves, and a powerful Merchant's Guild that has a monopoly on money, jewels, and precious metal conversion and also taxes commerce. It also has the chief Temple of Zrank, though the Zrankians hold little political power here.

1.1.3 Wormtree Forest

The Wormtree Forest is mostly impassible, with safe routes marked cryptically in a subtle (some say mystical) manner known only to Wormtree Druids and those they favor. It is filled with an extraordinary concentration of carnivorous plants, and other inhabitants are mainly those that favor such flora. The Druid Track, though not a conventional road, is the main route taken by inhabitants, some of which have taken advantage of its connection to the local ley lines for supernatural transportation. Following the main track, on foot (which takes several weeks) or with magic, will take you south from near Division point past notable landmarks such as the Caves of Obad-Hai, near the centaur village of Springstream Vale, and The Shoulder, a training camp and outpost of the mercenary clan known as Hurn's Body, before ending in Iboku (), an ancient druid town now featuring a (ruined) temple devoted to Dronj. From Iboku, offshoot tracks continue a day south to Eagle Heath or several days east to Sunglitter Glen, which lies between the Wormtree Forest and the Forsaken Marshes. A conventional road also makes Iboku accessible by cart from the Inland Road several weeks south of Flamesound.

1.1.4 The Forsaken Marshes and Mudcrown

East of the Wormtree Forest and along most of the length of the Marsh Way lie the Forsaken Marshes, a huge expanse of swamps, marshes, and wetlands punctuated by a few islands of drier ground. Except for the Marsh Way itself, which runs along the coast at the north end of the Marshes, travel through the marshes is extremely hazardous, due to deceptive ground full of quicksand and sucking mud and also large number of disease-carrying insects and vermin. The main area of safety in the marshes is Mudcrown, a port city through which the Marsh Way passes. South from Mudcrown, the River Track is a maintained road that leads to the sister town of Rivermouth, where the Rensword River becomes navigable.

Mudcrown, although originally built on a natural rocky hill, is now primarily built on reclaimed land. It lies near the coast on the delta of the Rensword River, and its main commercial activity is unloading goods for transport along the River Track to Riverfade so they can be ferried up the Rensword River to the Inland Empire, and conversely with the few exports of the Empire. It is a mostly human city, ruled by an aristocracy headed by a hereditary Grand Magistrate. Taxes on goods entering and leaving provide most of the city's revenue, leaving citizens relatively unburdened by taxes. Guilds are well-entrenched and have governmentally-enforced monopolies; organized crime guilds also exist, but while tolerated do not enjoy the same level of control or influence. Local legends speak of haunted ruins that predate the city located in the marsh nearby, but the treacherous conditions combined with local superstition keep most away.

1.2 Enerhia

East of the Forsaken Marshes lies the hills of Enerhia, a small independent kingdom. While it does not consider itself subject to the Inland Empire, there is an annual exchange of valuable gifts. Enerhia is most known for its intricate mechanical devices ranging from clocks to automata, both entirely mechanical or combined with magic.

1.2.1 Reloh

Reloh is the capital of Enerhia. It is the eastern terminus of the Highland Road, which is what the Marsh Way becomes as it leaves the Forsaken Marshes and enters Enerhia.

Chapter 2

Religion

2.1 Old Gods

The Old Gods are more abstract and seldom interfere directly with mortal affairs except through the powers they grant to their followers. They also resemble the gods in 3E D&D.

Pelnor God of the Sun, Healing, and Light. The High Temple of Pelnor is in Dovecoral.

Obad-Hai God of Nature, Plants, and Life. The Grand Cave is in the Wisewood.

Moradin God of Dwarves, Stone, and Mining. There are many equivalent High Temples of Moradin, including one in Flamesound and one in Capitul in the Dwarfholds.

2.2 Regional Gods

These gods are commonly worshiped in particular parts of the world, and are said, at least by their followers, to sometimes walk among mortals.

Anansi The King of All Stories. Trickster god of spiders. Associated with the remote island of Renogo.

Sae God of Paths, associated with both roads and rivers. Said to actually be many identical gods, or to be able to be more than one place at once. Worshipped in the monastery at Monkswisper.

2.3 Dracontheon

The five dragon gods all appear in the form of scaled, reptilian European-style dragons. Their worship is relatively recent, only becoming significant within the last 500 years. While branches of their churches may be found throughout Hurn, they seem to be most active around the Dragonomen Bay, and dragons claiming to be the dragon gods have been sighted by many in that area.

Wuanji A sapphire glimmer dragon. Goddess of Dreams. Associated with knowledge and deception; aquatic. Followers tend to strive for neutrality and balance, and are governed by consensus when necessary. They often wield tridents. Her Key Temple is located in Seamelon in the Dragonomen Bay.

Uswenaw A white ice dragon. Goddess of Death. Associated with necromancy, death, and war. Followers are organized into a brutal, authoritarian hierarchy, based in her Cathedral just outside Outpost. They tend to wield morningstars.

Zlebar A green thorn dragon. God of Might. Associated with independence, strength, and poison. Followers act independently and are often accused of savage crimes; his church has no known base. They frequently wield bows.

Zrank A gold fire dragon. God of Justice. Followers are organized into a centralized hierarchy with rigid laws designed to benefit those at all levels. The noble longsword is preferred among the clergy, based in the Temple of Zrank in Flamesound. Associated with light and paladins.

Dronj A copper beast dragon. Goddess of Nature and Healing. Followers are disorganized and tend to work independently for the good of nature or the societies they find themselves in. The simple club or staff is the most frequent weapon among the faithful of Dronj, who formerly were based in Iboku. Associated with earth¹ and animals.

¹ aka Hurn