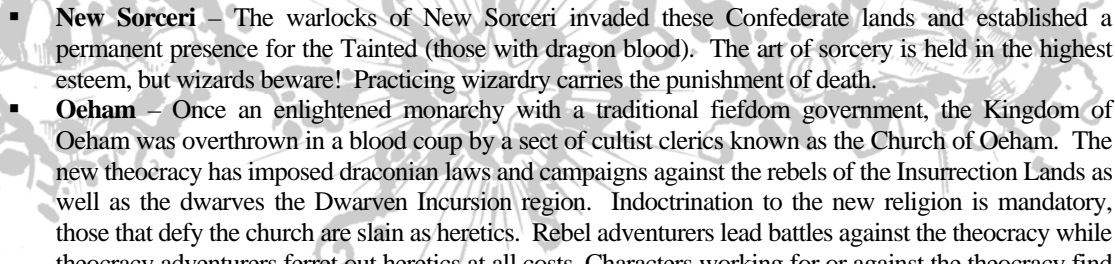




## A Synopsis of the Northern Realms

- **Abadi** – Magocracy of wizards where natives are well educated, even in the magical arts. Visit Te, the City of Flight, and view its levitating towers or petition the immortal Librarian in the Cave of Perpetual Knowledge for answers to ancient mysteries.
- **Baronian (Barbarian) Plains** – The tribes of these lands worship animal spirits, are suspicious of arcane magic, and very very territorial. Follow the wolves with the Wolf Clan or hunt dire bison with the Beast Men Clan. Beware your elders too, because in this land older creatures are driven mad with sociopathic rage.
- **Confederation of Baronies** – The Confederation is a melting pot of many cultures. Visit the merchant run metropolis of Nualo to catch a ride on one of its aerial ships trading at its sky port. Or, run with the war hobgoblin mercenaries of the Red Reaper Barony. In the market for a slave? The beholderkin within the levitating sphere of Oculus have plenty of halfling servants to sell. And all adventurers can test their mettle against the denizens of Undercity, a dungeon that spans across the entire countryside of the Confederation.
- **Dwarven Incursion** – Tired of the unpredictable actions of humans, dwarves have taken over the surface lands of a once prosperous human monarchy! Some dwarves have even abandoned their subterranean roles and taken to the surface life, changing their behavior and racial traits! Travel to Giant Pass for bounties on the evil giants that threaten the area. Better yet, try to invade the Stone Forest to find the legendary stone trees that sprout gems like fruit!
- **Frigid Plains** – The cursed earth of the cold Frigid Plains is an awful place to dwell. But for a few ambitious or foolhardy folks, facing the dangers of cannibalistic barbarians, frenzied undead, giants, evil frost elves and other menaces, has its rewards.
- **Frostlands** – Frostlanders are accomplished traders, explorers and raiders. From the Viking-like frostmen to the Norse-pantheon worshipping dwarves of Thor’s Hammer, the folks of the Frostlands are a tough lot. Adventurers can face the medusa of the Blue Garden, if they wish to face turning into a statue of ice. Or, they may explore White Fang mountain in hopes of finding the Passage to Ysgard.
- **Goblin Incursion** – Goblincur is home to the goblinoids released from the Great Cleft during the Holiest War. Ruled by the tyrant King Brut and his sorcerer Lord Wyrdtusk, the Goblin Throne is renown for its raiding parties of nations far and wide. Adventurers best beware an ambush from a Goblin Throne raiding party! Perhaps the adventurers are goblinoids. These adventurers can be tasked with protecting the Goblin Throne from the monster-generating black ichor from the Great Cleft.
- **Horvathian Territories** – The atrocities of the pleasure-seeking Glutton Lord are enough to turn the stomachs of most villains, let alone good-doers. Adventurers must contend with the power of the dire boar riding Knights of the Tusk and the trained boars of the Terrorist Boar Handler. These units have ensured the power of the Glutton King for ages. Magic-users must be especially cautious, the lands of the Territorites are cursed requiring effort in casting the simplest of cantrips and orisons. But for those that cater to the fickle desires of the Glutton Lord, the monetary rewards are extraordinary.
- **Ice Lake** – This mysterious arctic realm holds the evil ice elves of the Ice Kingdom. The ice elves carve their cities from the waters of a sea long ago frozen. They plot to plunge the entire world into an icy hell.
- **Insurrection Lands** – Political strife, brother-against-brother civil war, international intrigue . . . all can be found in the war-torn Insurrection Lands. Opportunities to adventure for wealth, fame, power or idealism are easily found here. Join forces with the mercenaries of the Blood Stars and carve out your own lands! Fight along side the exiled Oehamian prince to win back the lost power of the Oehamian Kingdom. Ally with Gallantry to bring about a new era of enlightened government. Or, join the Diamond Alliance to build a new foothold of power for its wealthy but secretive backers.
- **Magnum House** – The natives of Magnum House are all part of a business machine. Capitalism and monopolization are the number one concern for the guildmembers of the largest, most powerful and famous guild in the Lands. You can do nearly anything within this city-state, as long as it does not interfere with the nation’s profits. Explore the enigmatic powers of the Xeon Stone. Head towards the Bottomless Pit and visit the largest tavern in the Lands, and it caters to adventurers from around the Lands!

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- **New Sorceri** – The warlocks of New Sorceri invaded these Confederate lands and established a permanent presence for the Tainted (those with dragon blood). The art of sorcery is held in the highest esteem, but wizards beware! Practicing wizardry carries the punishment of death.
  - **Oeham** – Once an enlightened monarchy with a traditional fiefdom government, the Kingdom of Oeham was overthrown in a blood coup by a sect of cultist clerics known as the Church of Oeham. The new theocracy has imposed draconian laws and campaigns against the rebels of the Insurrection Lands as well as the dwarves the Dwarven Incursion region. Indoctrination to the new religion is mandatory, those that defy the church are slain as heretics. Rebel adventurers lead battles against the theocracy while theocracy adventurers ferret out heretics at all costs. Characters working for or against the theocracy find plenty of adventure here!
  - **Old Gnomie (Gnomia)** – The mechanical, clockwork and construct derived city of the nigh extinct lands gnome is now a rusting parody of its former glory. Today Old Gnomie is a forbidden place protected by xenophobic centaurs. Despite the threat of its protectors, golems and clockwork constructs, the city is still a place for treasure-hunters. Adventurers may even discover a secretive community of lands gnomes beneath the city's ruins protected by half-golem, half-gnome warriors!
  - **Sorceri** – The Destroyer-worshipping Witch Queen epitomizes evil, using her Sorceri to constantly work against the Creator-worshipping wizards of Abadi in an epic struggle of good versus evil. Here the old ways of the Days of Dragon are embraced and remodeled to fit the worship of the Destroyer. Dragon lineage is everything to a Sorcerite, and many have dragonkin blood in their veins. Sorcerites are renown for the Taint, and characters from this area easily acquire sorcerous magic. The nation is well protected by a virtual wall of tower-lurking warlocks. Adventures that by-pass these towers may live to see half-dragons, dragon disciples, draconic kobolds and seeker dragons.
  - **Wandering Plains** – Two subraces of centaurs have dominated these druidic lands. They strive to protect their druidic ways with a xenophobic culture. Under the tutelage of the new Centaur King, however, the Kentoural (nomadic centaurs) have become less suspicious of others to the point of becoming adventurers. The sylvan Kinnara centaurs are more guarded than their nomadic kin, though a few have become adventurers as well. Players may become adventuring centaurs of these balanced subraces without suffering from a level adjustment!
  - **Xophe** – This bard controlled city-state holds art in the highest esteem. Once home to a Song Dragon, the nation of Xophe is now renown for being masters of the