

Regions of the West Marches

Below are short descriptions of the various regions found within the West Marches.

The Surrounding Area

The regions that immediately surround Ferrid Ryna. These are fairly moderate environments, and while there is some existing danger from beasts and monsters, the land is hospitable for the most part. There have even been other small humanoid settlements formed in these areas. Travelers must still remain on guard, however, because these are still areas of untamed wilderness.

Forest of Thieves

Typical Encounter Level: 1-3

Directly to the north of town the vast Grasstides become a thickly wooded temperate forest. The forest is populated by a wide variety of woodland animals as well as the infamous bandits that give the forest its name. The forest is less treacherous than in other areas, and as such, the outcasts and exiles of the region congregate here. Bandit gangs, gypsy caravans, and barbarian tribes can all be found in the forest, and usually pose just as much of a threat as the wildlife.

Notable features: Ruins of Fort Tulip,
Rumored locations: Calradian Tomb

Grasstides

Typical Encounter Level: 1-4

These sweeping plains cover the land all the way from Ferrid Ryna to the border of the Alamure kingdom. The grasslands begin to the south of town where farmers grow their crops and then continue east past the horizon. Herds of buffalo and wild horses can be seen grazing in the grass. The High Road West is the safest route across the plains, but there are many potential dangers that travelers may encounter. Highwaymen, hungry beasts, and roving monsters are all potential threats.

Notable features: The High Road West, The Keeper's Bridge
Rumored locations:

Lowlands

Typical Encounter Level: 1-4

The Lowlands lie to the east and south of town under the shadow of the Jagged Mountains. The Lowlands are a region of marshes and rivers that are full of dense vegetation. There have been a few attempts to settle the region, but a higher presence of monsters and the catastrophic eruption of Mount Heliadore have discouraged any further pioneering into the area. Those who shun society and possess keen survival skills will sometimes find their home here.

Notable features: Ruins of Lightningwood,
Rumored locations: The Ziggurat,

The Areas Beyond

Further away from the city the land begins to turn truly dangerous. Climates shift to conditions that make it difficult for normal beings to survive. Powerful monsters roam the lands guarding their territory. The humanoids who make their homes in these regions are few, tough, and often xenophobic. Despite all this, ventures into these lands can prove to be incredibly profitable. The ruins from long dead civilizations hold lost secrets and treasures. Untapped mines can contain valuable resources such as gold, gems, mithral, and adamantine. Those who survive trips into the Areas Beyond either return rich, or not at all.

Badlands

Typical Encounter Level: 3-6

To the south of the Lowlands the elevation steadily climbs and the environment becomes warmer. The Badlands is an arid plateau rich with minerals left behind by long dry rivers and lakes. The landscape is comprised of geological features such as canyons, ravines, and mesas. Sparse vegetation means wildlife is scarce, but large creatures can sometimes be spotted roaming the rocky formations as they search for food.

Notable features:
Rumored locations: Abandoned Adamantine Mine

Blighted Marsh

Typical Encounter Level: 3-6

Notable features:
Rumored locations:

Novagard Desert

Typical Encounter Level: 4-7

Notable features:

Rumored locations: Temple of the Scorpion

Great Pine Wood

Typical Encounter Level: 4-7

Notable features:

Rumored locations:

Jagged Mountains

Typical Encounter Level: 4-8

This harsh mountain range juts up from the landscape like rows upon rows of sharp teeth and forms a barrier to more northern regions. The high elevation and rocky terrain means farming is impossible. Monstrous races such as goblinoids and orcs make camp in the mountains and will come down to raid the fertile lands below. The weather is prone to sudden and violent changes. Despite all this, some of the most successful treasure hunters in the region have made their fortune in these dangerous mountains.

Notable features: Mount Heliadore

Rumored locations: The Temple of Radiance

No Man's Land

Typical Encounter Level: 5-8

Notable features:

Rumored locations:

The Outer Lands

These lands

Highlands

Typical Encounter Level: 10-13

Notable features:

Rumored locations:

[Howling Tundra](#)

Typical Encounter Level: 10-13

Notable features:

Rumored locations:

[Bay of Ice](#)

Typical Encounter Level: 11-15

Notable features:

Rumored locations:

[Jungles of Karpathia](#)

Typical Encounter Level: 12-16

Notable features:

Rumored locations:

[Scorched Wastes](#)

Typical Encounter Level: 14-17

Notable features:

Rumored locations:

[Arctic Heights](#)

Typical Encounter Level: 15-18

Notable features:

Rumored locations: