

T 02: Explain what natural resources are located within the territory, what is easy to obtain and what is more difficult to find. [154]

The main canyon area is the prides main source of herbs and plants. Most creatures have migrated out over the years except for some small mammals and reptiles. Around the area of the lake is where the healers get herbs for their jobs. The Light Keepers as well go here to find plants for the orbs and behind the waterfall in the cave resides stones and gems that can help empower the orbs as well as the weapons that the pride uses. Food for hunting has to be sourced from outside the canyon though. The scouts have to go to the plains or the forests surrounding it which can be dangerous on all accounts. On top of the mist just making it difficult to see anything. Water is easily gotten from the river that flows through the territory, some claim it even has healing properties within it, though this is not proven as fact.

T 03: Explain the geography/natural formations of the terrain within your territory and how it impacts your character's lives. [154]

The plains of the region are bisected by a gorge that cuts the landscape like a scar. Here a river flows through the canyon, on one end with a waterfall cascading down the cliffs into a lake, the river flowing out the other end through the gate, small tributaries worm their way throughout. The pride uses the river for water and fishing, rocks littered throughout to traverse the deep currents. A large rock sits just behind the gate. The plains spread for miles and miles, trees littered around randomly, with a large forest about one hundred yards away from the main entrance, here the pride hunts for their food and any herbs and plants they can not find in the canyon itself. The gorge has an arch of rock over the entrance, this is the only part of the canyon that is covered. The rest is left open to the sky and the wind.

T 04: Explain the typical climate/weather of your territory, how do the seasons impact your group and their lifestyle?

T 05: What nearby groups live around yours? Whether its enemy/NPC threats/herds/other players groups/etc.

T 06: Where has your group decided to establish a main 'base'? What makes it a good spot to call home? [158]

The pride decided to establish itself in the canyon because it is easily defendable with only one entrance, and it is a smaller area to traverse to keep up the lights. It has what they need to live. Water, shelter, food if they look hard enough. And most important of all? It has safety from the darkness that lurks outside. The cliff side is sturdy but soft enough for them to dig more tunnels and caves throughout for their homes. With the Great Rock they have an easy lookout point for the entrance. The waterfall herbs and cave provide a place for the sick and injured. Overall it is one of the few safe places that still exist in the world, with stones and flowers that produce

wisps on their own; it was practically untouched when they discovered it. It is like a beacon shining through the dark, offering safety and guidance to any who see its light.

T 07: What sort of illnesses are common with your territory and how does your group combat them?

T 08: What sort of natural disasters are most likely to happen in this territory?

T 09: Does this territory have any sort of natural division or borders/walls that prevent easy travel or communication?

T 10: What sort of water features does this territory have? [172]

The canyon has a large lake both at the base of the cliffs as well as above. Connecting these two lakes is a large waterfall that flows from the top lake into the bottom one, behind which lives a cave with a small river flowing into the main chamber, forming a small pond in which a glowing stone sits. From the lake in the canyon a river flows through the gorge and out the arched entrance into the plains behind, this river continues for an unknown amount of time into the distance. It has small branching tributaries flowing off it both through the gorge and the plains. There is a smaller lake in the plains that is devoid of anything useful to the pride so they normally have no regards towards it and leave it be. It's in a dangerous place and even if it was useful it's in a spot that is not safe to traverse. Most of the major important water features are inside the canyon or just around it.

T 11: How is the soil in this territory and how does it impact your group?

T 12: Is there any place outside of the groups 'home' that is considered safe/a meeting place or outpost/hideout of sorts?

T 13: What sort of caves/caverns/holes exist within this territory? Do they serve any use to the group or signal danger? [196]

The pride uses caves that were originally found in the sides of the gorge as dens and shelter. They created the role of Diggers in order to expand on their living spaces and create extensive tunnels through the canyon for speedy traversal in times of danger and as a means to escape. Also behind the waterfall is a cave. In this cave sits a glowing stone in the middle of a small pond. The walls are covered in small crystals and gems that the pride uses to power the orbs and make their weapons stronger. This rock is the reason the canyon has stayed safe from the darkness, it outputs a base level of energy to the orbs that means someone doesn't need to be powering them all the time, and instead just check on them every so often to make sure they are still going strong. The cave and the waterfall keep this stone safe because there is no way to get

to the cave without swimming through the lake and under the falls to get to the cave. So no one would know it was there if they had no clue of its existence.

T 14: What forms the borders of the territory? Is it simply that its the only reasonable area to cover, or is it blocked by a political/geographical reason?

T 15: How does your group respond to territorial threats and how aggressive are they about enforcing them?

T 16: Are there any manmade (or just ancient/mysterious/etc.) inorganic or just naturally unusual structures within the territory? How are they regarded?

T 17: What sort of places in the territory make for good look outs/watch towers?

T 18: What sort of secrets of the land has your group learned? What is easy to them to navigate or what shortcuts have they learned, that would pose difficulty for any invaders/outsideers?

T 19: What's the coldest spot in this territory?

T 20: What's the warmest spot?

T 21: What is the lowest spot in the territory?

T 22: How is the wind in this territory? Is it heavier in some areas, broken up in others?

T 23: How were this territory's borders established?

T 24: Is the territory still expanding? Why or why not?

T 25: What "color" is this territory? What does it give off, and why? Whether its actual color, mood, etc.

T 26: How prominent is climbing in this territory?

T 27: What does this territory generally sound like? (Wind....birds...what sort of bugs...etc.) If you go on a walk...what do you hear?

T 28: Is there a place in the territory that's the group won't go to? A dead/forbidden/danger etc. zone?

T 29: How easily defensible is the group's home/territory as a whole? Does it have natural barriers, is it easy to sneak into? How many guards are needed to monitor it safely?

T 30: What is the group's 'safety plan' to escape from their home/territory in case of emergency? If they don't have one, why not?