

Unusual Biomes

The Charcoal Desert is the area closest to Volcano. It is a fine, powdery desert that gets almost no rainfall - the small pieces of River are repelled by Volcano's smoke. It is a mixture of ash and sand. This is both a wilderness and a food source for Hearth and Forge. Square-edged lithoplants (petrified wood, etc) are a food source for resident oreads. Small, wild slate pogonas and larger buzzards can be found here. The Desert and the nearby Coal Hills comprise the dry side of Horns.

The Runts comprise the southern border of Great Forest. The faithful proclaim these stunted trees are not part of Forest's true body, and have no issue with ifrits chopping them down. However, very few lumberjacks take them up on the offer - the only trees that grow here are short, spindly, twisted, and usually thorny. In addition, an alarming amount of these trees are hostile - noose trees, shamblers, scavenger earth elementals. The only animal life to be found here are more scavengers: crows, plant-eating vermin, and the occasional wild boar. This is the wet side of the Horned Mountains.

The Breathless Valleys are spread across the land. These strange valleys have very thin air - almost as if one is climbing a mountain rather than descending. It is rumored that pieces of Sky's body reside in these places, but only a few have come back from even the most cautious exploring. Those that have come back tell of the crawling blue slime that infests the ground.

The Mucklands are a flat, muddy expanse of land where River spreads out. Bogs, swamps, and marshes stretch endlessly, and stinging swarms of insects seem to be everywhere. Blue pogona breeding grounds.

The Steam Wastes are endless miles of scalding hot springs and geysers. Large bugs and scrub plants dominate the cracked, barren landscape. Also home to a tribe (or tribes?) of primitive elen.

Ngaphansi Kokungcola (Undirt) consists of the vast tracts of dirt and soil that lie under much of Volcano's land. There are other creatures that live directly in the dirt, as oreads can. There is also a system of caves throughout the dirt tracts, which acts as a home for strange cave-dwelling species.

Clear Springs - found in northwest Forest, is an undine community near the border of the Dark. These undines have perfected the art of heating rather than freezing water - the result is a very deep hot spring. The vapors from the springs are healthy for elens, but repellent to spawn. Very fertile soil away from the springs

the Salted Sea

Animals/Plants

Most animals and plants are unchanged from normal expectations. Occasional unique plant or animal in Forest. Typical woodland animals can be found all over Great Forest.

Though the soil Volcano provides makes for rich cropland, the hot temperatures and small amounts of rainfall lead to populations of lizards and small mammals surrounding the Ifrit lands.

River, of course, is home to an endless variety of fish, aquatic life, and amphibious life.

It is said there used to be more birds before Sky fell, but these days only scavengers and predators exist: buzzards, vultures, crows, pigeons, seagulls, eagles, hawks, and a few others (birdsong is uncommon) Griffons are quite rare. Flying magical beasts were said to be more numerous before Sky fell. These days, when they are found in the wild, they are solitary and unfriendly.

Beasts/Vehicles of Burden

Rather than horses and similar mammals, various large-sized lizards (pogonas) serve as mounts and beasts of burden for ifrits and others in ifrit-controlled areas. **Green pogonas** are the generic beast of burden, with small variations.

Slate pogonas have large, flat feet. They move more slowly, but traverse the slippery, fine 'sand' of the Charcoal Desert very well. Can subsist solely on litho-plants found there.

Brown pogonas are wild, unintelligent creatures found moderate temperatures (closer to Volcano)

White pogonas are wild creatures that have adapted to much colder temperatures naturally (far away from Volcano - IceFall and northern Forest) (bigger, hunters that are bear-sized)

(The smell of the pogona's morning meal wafts out of the stables - a mash of old meat, insects, and grain, liberally spiced with the *peperoncinos* that are known to keep the lizards moving in cold weather. The aroma is eye-watering to those unused to it.)

Undines use **iceboats** for transportation, sometimes pulled by crocodiles, sometimes moved by watersinging

Oreads use **earth elementals** as beasts of burden

Sylphs use **pogonas**, like ifrits

Unique Lifeforms

Great Forest: The roaming earth elementals that resemble moose, deer, and buffalo, etc. A few types of rare fey.

Volcano: Not born of Volcano's will, oozes infest the dangerously hot areas of Volcano. Most ifrit cannot survive in these areas, so the oozes remain a problem.

River: Rumored that a second, deep-dwelling race was River's first real attempt at life.

Fallen Sky: Rumored that majestic flying beasts were the Sylph's companion race, long ago.

--Dragons are mythical. Some believe they existed before Sky fell, others believe they were always a legend.

Weather

Warmer in the south, colder in the north (especially the northern third of Forest). Snowstorms and bitter colds can be a problem during northern winters, but summers are cool and there is plenty of peaklight between the trees. Heat and droughts plague the summers of the south (irrigation is a must). Mild winters, and ideal cropland.

Much harder to predict weather compared to other worlds, as many clouds are nearly invisible against the backdrop of the Dark (combined with the relatively low illumination of Volcano)

Volcano's asymmetrical body provides more heat to the south side of the land, allowing the plains to produce seemingly endless quantities of bread and other staples.

The Lost City in the west seems to be a source of cold in the winter. No one has successfully investigated this phenomenon, however.