

# The Continent of Andoria

## ❖ Countries & Towns/Cities, etc. within them

### ➤ Secril

- Trollbranch (smaller merchant/settlers town, Wildanvil Manor lies in between here and Strathmore)
- Weaving Woods (home to many of the countries druid and wood elf camps/towns)
- Strathmore (capital)
- Hallowpeak (the last dwarven city in this country, built into the side of a mountain- Cyrus' hometown)
- Acros Ruins (once a bustling city of dwarves, now crumbled and forgotten after being seized by humans)
- Odra Coast (small town settlements along the coast of the Odra Sea)
- Astraria ("college city" rather large, home to the colleges/learning centers of this country)
- Forgotten Forest (dangerous, magical forest many say there is an entrance to the fae realm or even the underdark here)
- Estrad (traveler's town)
- Ostral Forest (dense pine forest, with an Orcish stronghold in the center clearing)

### ➤ Eplon (country to the east of Secril, separated by the Ostral Forest)

- Oclana Marshland (dense and seemingly uninhabited/deserted marshland)
- Ablor Lake (large, beautiful lake just past the marshlands)
- Elenoria (Janna's homeland)
- Ishamel (capital, large city with beautiful elven architecture- many high elves reside here)
- The Foglands (dangerous terrain covered in thick fog, not many dare to travel here)
- Fal Tirion (home to druid groves mainly, but has an established market area as well)
- Avern Mountain Range (nestled on the outskirts of Fal Tirion, many tiefling towns/settlements can be found littering the base of the mountains, as well as a few Orcish strongholds)

- Kaern Woodlands (lush woods, home to the largest wood elf city in the continent)
- ❖ Inhabitants of the Continent
  - Elves
    - Wood elves (stick to forests mainly, they accept that travelers will pass through, but watch them closely, and consider any disrespect to their kind or to the nature around them to be a direct attack)
    - High elves (most stay in highly populated cities, having little to no interest in trudging about in the forest. They believe themselves to be superior to most)
    - Dark Elves- reside in enchanted areas, places travelers rarely occupy. They keep to themselves and stick to the shadows, a very secretive people.
  - Dwarves
    - Mountain Dwarves- these folk live in the towns they have etched into mountain sides, having been pushed to the edge of countries by other races seeking to claim their land. Centuries of being oppressed has left their people very closed off to outsiders.
    - Coast Dwarves- typically reside in single shacks or small towns along the coasts of the continent, they usually stick to fishing professions and are typically friendly so long as you don't bother them
    - Underdark Dwarves- pushed into the underdark after losing their land, these dwarves were once a happy, peaceful people, though time in the depths below the ever growing world has changed them. Most are blind from lack of sunlight, their skin tones are gray and faded, and their minds nearly completely gone. They will attack anyone who is not one of them on sight, and with viciousness.
  - Humans
    - Humans and human variants are in no short supply in the continent. They are mixed in with large cities and settlements far and wide, and hold the majority of the population in the country of Secril. Humans had colonized the lands, laying waste to countless civilizations in their rampage. The ignorant thirst for power, and the abundance of greed drove them forward, making many enemies, and little to no friends. In the

present day, no humans who were a part of this still live, only their descendants. Over the centuries, with much hard work and determination, a group of humans called the Horde of Life, managed to repair most relations with the other races of the continent, and now they live in harmony- mostly. Faen and Adriel (the Kings of Secril) are among the highest ranking members of the Horde of Life, and do everything in their power to ensure treaties are upheld and reparations made.