

The Edge of the Western Sea

DM Overview: This area of the world is comprised of 15 islands, 4 of which exist beyond the edge of the world in the Astral plane. For centuries the area has been the domain of two powerful creatures. Achrim of the Mists an ancient creature of fire and shadow [Gothrog], and Torgrin the Golden a powerful dragon [Ancient Gold Dragon]. The struggle between them echoes the greater struggle between the True Gods, Cho and Ord. Or more specially the cosmic forces of Chaos versus Order, thus creating a simple dualism. Achrim and Torgrin are both worshipped as gods by the inhabitants of the Islands of the Edge of the Western Sea. They use their powers, which exceed the norm for creatures of their type because of their divine connection, to influence the islands as they see fit. Torgrin encourages the building of kingdoms and structure, he favors the King of Cantril with special protection. Achrim refutes Torgrin's drive for civilization and raises agents and plots to destroy the rule of kings. The islands are scattered with ancient ruins and former battlegrounds, and after a millennia of struggle this has shaped the culture and settlements of the Islands.

Islands: [Covering an area of 800x600 miles: Map Scale is 1 square = 10miles]

Cantril the Great Isle
Trinity Isles [Lower, Little, Upper Trinity]
Zorzil
Lastland
The Claws [Darmoor, Littlelor, Sigmoor]
Isle of Fey
Rakland

Beyond the Edge of the World

Tor Unik [Firstland]
Amtril the Lost
Isle of Mists
Isle of Gold

Population: 10,000 for the 5 Isles that belong to the Kingdom of Cantril

Broken down by island to comes to

Cantril: 5000	Zorzil: 1250
Lower Trinity: 2000	Little Trinity: 450
Upper Trinity: 1250	

Elves are found on Little Trinity, Dwarves on Zorzil and Cantil, Hobbits on any of the islands.

Legends:

The Legend of Lost Elwhen - *Dreams of Torgrin:*

In the beginning Torgrin the Golden brought forth the land of Elwhen. He looked upon it in its splendor and was pleased. He brought unto it many creatures to live and thrive on the bounty of what he has caused to be, and he was even more pleased. The years passed and his people prospered and all was right with the world. Then came Achrim from beyond the edge of the world, and when Achrim of the Mists looked upon the fair domain of Torgrin he grew wrathful. He arose in power and struck apart the land of Elwhen which is no more. The power of Achrim was so great that the lands splintered and flew apart. Then mighty Torgrin arose in his own power and sought to quell the destruction, and thus for days the battle raged. In the end Achrim and Torgrin drew apart and the seas settled and the Island of the Western Sea became much as they are today. But the long battle of Torgrin and Archim has marched down through time, and one by one Archim seeks pull the island beyond the edge of the world.

Days of Fire and Strife - *Book of Achrim:*

In the beginning there was fire and freedom. Beneath the waves of the ocean Achrim dwelt in peace in the very fires of the world. Eons rolled on as he reveled in harmonious contemplation of the great fires. But this peace was broken asunder by the destructive powers of Torgrin the accursed. By his power he demanded the fires release the earth and allow it to rise from the depth of the sea. In the tumult that followed the peace of the great fire was broken replaced by the great land of Torgrin's choosing. Upon this new land of Elwhen Torgrin conjured a myriad of creatures and enslaved them. Then came time when the cries of the enslaved became too much for mighty Achrim and he was moved to action by a great sense of pity. He gathered all his cunning and power and moved against the heart of Torgrin's power. In the struggle that ensued the land of Elwhen was broken, and so began the great drift. Since that day Torgrin has vowed to slay Achrim and once again enslave the free creatures of lost Elwhen, but Achrim prevents this and encourages all free creatures to rise up and resist the chains of Torgrin's plans.

Geography:

Main towns and settlements are listed, other populations are considered rural villages and thorps.

Cantril: The great island, home *King Osgil IV* who rules from his great castle over Cantril, Zorzil, and Trinity. [King's Keeps always have 10th+ Level Lord + 2 7th-9th Level Advisors]

Vastil the King's Citadel - 1200 [1] Khan-Canil the Dwarven Hold - 400 [2]
Port of Sorby and Norfoil - 700 [2] King's Keep x3 - 150 [2]

Zorzil: The rocky island with tall hills and thick forests.

Khan-Zoril the Dwarven Hold - 400 [2] Port of Zorzil - 250 [3]
King's Keep - 150 [2]

Lower Trinty: A land of gentle hills and lowlands.

Alu on the Downs - 400 [3] Baymoor Castle - 150 [2]
Quayside - 750 [2]

Areas of Mystery and Legend on Lower Trinity Shadowmoor [the haunted swamps], The Forest of Ull, Tor-Xonor [The abandon halls of Prince Sangor of Cantril].

Little Trinity: Rich forests

Eforil of the Trees - 200 [2] King's Keep - 100 [2]

Upper Trinty: Rugged hills, and deep valleys and rivers.

Scorsby - 500 [3] King's Keep - 150 [2]
Port Lazil - 750 [2]

Darmoor: [The Claws]

Castle Vengeance - 150

Commerce Levels:

1. All available
2. -Warhorses
3. -Plate, -2-Handed Sword, -Pole Arm, -Warhorses