



POLITICAL REGIONS

Endra

With its craggy hills and rough terrain, the lands of Endra are roughly divided into areas known as Territories, each held by individual clans. However, with the continuing threat of invasion from Seva, the Endra Territories have united beneath a central Sept comprised of elected leaders from each Territory.

Cities of (pictured)

- **Shieldtown:** This a sovereign city within Endra ruled by the joint mercenary companies of the Shieldhawks and Shieldcrows. The Shieldhawks are a male-only unit, while Shieldcrows are female-only. Both companies are regularly funded by the Endra Sept to fight against Seva

Esh Islands

All of the volcanic islands that form the archipelago known as Esh are independently ruled by various families, each with an elected queen. Although the islands maintain independency, they are loosely united through the Sisterhood of the Furen Mag. A vaguely religious sect, the Furen Mag are a group of craftswomen, whom many believe are the true rulers of the islands.

Sovereign States

- **Drekka**
- **Keljor**
- **Magradal**
- **Nysa**
- **Skaar**
- **Valsdral**
- **Wrensfell**

Rhoswen

Similar to their nearest neighbors, Rhoswen is a land divided into Territories held by individual clans. Before the rise of Seva, Rhoswen and Endra were in constant feuds. However, they are now united against their common threat, with several of the Rhoswen clan leaders elected to the Sept.

Rime

Up until fifty years ago, Rime was comprised of self-ruled city-states, most held by a sovereign king, although with a few governed by elected officials. The 12 city-states united beneath a high king in response to the Sevan invasion fifty years before. The land of Rime is vast and comprised of a variety of landscapes from the mountains in the north and west, vast forests, rolling hills, and fertile plains.

Cities of

- **Aldervale:** The primary export of this northern city is its lumber harvested from the surrounding forest. Their patron goddess is Aldeah, ruler of the hunt and animals.
- **Andreas:** This southern city is known for its vast mineral wealth, including coal and various gemstones. Once considered a kingdom, the current ruler is Lord Nevan. Their patron god is Andre, lord of fire.
- **Carden:** Ruled by Lord Brogan, Carden is a city known for its wineries, thanks to its vast vineyards. Their patron god is Caro, ruler of the sun and sky.
- **Eetmark:** Known as the City of Joy, Eetmark boasts more visitors than other in Rime, offering a variety of unique entertainments. Their primary export is pottery and other earthenware goods. Their patron goddess is Eetolyn, ruler of the earth and romantic love.
- **Farhold:** Ruled by an elected governor, Farhold is rumored to be the only city still capable of being self-sustaining, not needing any imported goods from other cities. Their patron goddess is Farrah, ruler of the night and shadows.
- **Kilbarrow:** Ruled by Lord Jedrek, Kilbarrow is one of the most isolated cities in Rime as well as the wealthiest. Deep in the Cobalt Mountains, their primary export is precious gemstones. Their patron god is Kilas, ruler of the mountains and of mining.
- **Marared:** Surrounded by fertile lands, Marared's primary exports are crops and livestock. Their patron goddess is Redama, ruler of harvest and fortune (luck).
- **Norgard:** Home to the high king and the House of Tormane, Norgard is the capital city of Rime. Similar to Farhold, Norgard is mostly self-sustaining thanks to the surrounding fertile lands. However, they are known for their military strength, especially their highly-trained and well breed war horses. Their patron goddess is Noralah, ruler of horses and of war.
- **Penlocke:** This port city is the center of trade for all of Rime. Their patron goddess is Penlin, ruler of sea and rivers.
- **Rin:** Known as a city of industry, Rin's primary exports are various goods, including cutlery, candles, and shoes. Their patron god is Rindar, ruler of the wind.
- **Thace:** Built atop a marsh, many of the streets in this city are waterways instead of roads. Thace's primary export is textile goods, and it is known as the City of Fashion. Their patron god is Thao ruler of rain and storms.

- **Tyvald:** Although the primary export of this city is fish, it has more recently become a hub of learning. Tyvald is home to the first university, a school dedicated to the study of the arts and sciences, both. Their patron god is Ty, ruler of arts and learning.

Freeholdings (pictured)

- **Gilda:** Home to Count Gilderan. Few families in Rime are wealthy enough to sustain a freeholding.
- **Thornewall (Shown as Thorne Hall):** Home to Baron and Baroness Thorne. In ages past, this freeholding was once held by smugglers.

Ruzgar

Little is known about this northern nation. Geographically isolated by the formidable Erralean River and the frozen tundra beyond it, few travelers come and go from the area.

Seva

Home of the Godking Magnar Fane, Seva is a vast kingdom and a longstanding enemy of Rime. Once a tiny kingdom, surrounded by dozens of others, Seva has conquered nearly all its neighbors, making it the wealthiest and most powerful nation in the known world.

Cities of (pictured)

- **Algot:** This port city serves as the gateway for any foreigner wishing to enter the Kingdom of Seva. All imported goods are also carefully inspected before being allowed in the mainland.
- **Belloss:** Former capital city of the Kingdom of Belloss, conquered by the Fanes more than a century before.
- **Florri:** Former capital city of the Kingdom of Florri, conquered by the Fanes more than a century before. The area is known for its vineyards.
- **Gindris:** Former capital city of the Kingdom of Gindris, conquered by the Fanes more than a century before.
- **Luxana:** Nicknamed the City of Light, this is the capital of Seva and home to the Godking's Sun Palace as well as the Desol, a vast amphitheater
 - **Mistfold:** Little is known about this mysterious prison.
- **Solara:** Former capital city of the Kingdom of Solara, conquered by the Fanes more than a century before.

GEOGRAPHICAL ELEMENTS

Ash Mountains

The eastern area of these mountains is rich in minerals, including iron ore, which is mined by the people of Farhold. However, due to the steep, treacherous terrain, the mountains are considered impassable.

Cobalt Mountains

Rich in precious gemstones, the Cobalt Mountains are highly mined by the people of Kilbarrow. Although steep and snow-covered, the mountains are generally passable in the spring, summer, and fall. Ancient texts contain references to dragon caves once located in the mountains.

Erralean River

This northern river is treacherous and nearly impassable. Although it rarely freezes over entirely, huge ice pockets often form around the various rocks formations that dot the river.

Fury Sea

This western sea has earned its dangerous name. Plagued by vicious storms, only the bravest and most experienced seafarers ever dare cross it. However, the distant paradise land of Fenmore is rumored to wait beyond the sea.

Jade Forrest

The trees of this forest are the oldest and biggest in all of Rime. Many of the largest trees have hollowed out bases that travelers will often use for shelter during their journeys.

Lake Maralan

Considered one of the wonders of Rime, this lake boasts waters so clear that visitors can see the lake bottom. It is regarded as a shrine to the goddess Irri, ruler of the moon and stars. On a clear night, the lake looks like a piece of the night sky.

Penlaurel River

Known for its sparkling, green waters, this river is easily navigated and provides a primary passage of trade and travel.

Penlaurel Sea

Like the river that feeds it, this sea is peaceful and easily navigated.

Redrush River

For generations, transport over this river has been provided by ferryman of Andreas. However, in recent months, the high king of Rime has commissioned a bridge be built over the river, thereby making Andreas more easily accessible to all travelers.

Straight of Ciro

Passageway through this straight is controlled by Keljor. Anyone seeking passage through the strait must pay a tribute to the queen of Keljor. Sailors native to the island are some of the few who regularly navigate the Fury Sea.

Zenith Pass

Similar to the Redrush in Andreas, the Zenith Pass provides geographical separation to Kilbarrow. During winter months, the narrow passageway is impassable due to the snow.

Wandering Woods

Few are brave enough to enter this area, widely considered to be cursed. It was once rumored to be home to one of the Hellgates, the place where the nightdrakes first appeared to terrorize the land of Rime.