

## Collabris

[Here's the map!](#)

## The Broken Spine/Duroknaz

"Durok's Grave" in Dwarvish.

Durok founded the dwarven kingdom when he killed the Titan Raxis, and split the mountain.

### Kalazanbaar

The ancient dwarven kingdom Durok founded that once ran this whole place.

### The Fall of Kalazanbar

A civil war between the dwarves of Kalazanbaar and Korim. Korim, the smaller kingdom to the north, developed the Construct technology they needed to beat the larger, more established kingdom.

Even that was not enough. When the alliance of the Dugar and Drow emerged from Below, the Dwarves of Kalazanbar found themselves fighting a two front war, and lost.

The Dwarves of Korim are now reviled by many because winning their war had the unintended side-effect of annihilating their brothers to the south.

## Korim

The dwarven kingdom to the north. They are masters of construct magics, and though a small kingdom, defends their lands with the constructs they build.

Their constructs are both large and powerful, and small and delicate.

## The Northern Sanction

Granted to the men of the north by the dwarves (back when the dwarves ran this place) it is the last remaining civilized area of Men.

Broken now into three kingdoms.

### Ardenia

Allies of Korim. No peace yet with the orcs tribes (maybe because they're allies with the dwarves! And the dwarves would cut off trade with Ardenia if they made peace with the orcs.)

### Haldrim

Probably where most PCs start their adventures. Lots of (I mean, "lots") half-orcs in this area, because of the proximity to the Urshok Hills and the Stone Tooth tribe.

Made a truce with the orcs to the north, pissing off a military captain whose men took to the hills.

You often get just straight up Orcs hanging out here who are outcasts from the Stone Tooth tribe.

## Cardus

The largest standing army, but they use it for defense. They're under attack! They can't commit troops to the pass, they're defending against the Men of the Scale Hills.

## The Burnt Hills

Home to several bandit tribes all descended from a regiment of Haldric troops who rebelled when Haldrim made peace with the Orcs.

## Tal-Onarafel

The haunted wood, formerly a nation of High Elves, beaten the Drow to the south. There are still High Elves here, but they wander the wood in mourning.

Now the wood is populated by giant spiders, hill giants, Ettercap. Other nasty beastie.

## Dreshmoor

The swamp ruled by Lizardman tribes. Goblins. All that good stuff.

## The Ban Tuur Steppe

"Ban Tuur" means the Children of Tuur." Animists who see gods in everything, the greatest of which is the Volcano Tuur, Tuur is the Father of Fire.

Horse lords of the south. Fierce warriors who raid their neighbors and make life difficult for people trying to cross this region.

The Ban Tuur believe Tuur's ash is holy and paint themselves with in before combat. They call their elite cavalry, the Ash Wind. When you see these horse riders covered in ash, you know shit is going down!

## The Volcano

Known as Tuur to the nomads, they make no distinction between the volcano itself, and the god it represents.

Called the Basalt Throne by the Northern Sanction. Its forge is so powerful, magic artifacts can be created. The men of the north want it, but the steppe nomads protect it and have no use for its magic forge.

## The Veil

The elves of the veil live here. They call the forest V'ael (Immortal Shroud), and humans interpret that as "Veil." Elves don't know what this means.

Humans are happy calling it the Veil because the forest is constantly flooded with fog from the nearby sea.

The Elves of V'ael are immortal as long as they stay in the forest's mist. Once they leave, they become mortal. A dying V'ael Elf who returns to the forest, is restored to youth.

Under the veil lies a sleeping dragon. Basharix. It is the source of the fog.

The Elves of the Veil don't know they're protecting an ancient dragon. They worship the forest.

### Basharix

The ancient dragon, mate to the Titan Raxis. When Raxis was slain, Basharix wept and went into her Long Slumber. Her tears create the fog.

The elves protect her. And await her awakening when she will revenge herself upon the dwarves who slew her mate.

### The Tear of Basharix

Ancient Artifact. What does it do? I don't know.

## The Kingdom of Zir

Arabic Dragonborn of the desert. Civilized, not nomadic. Constantly warring against the Yuan-to to the east, and the Thri-kreen to the west (off the map)

Capital city: Ziris, the Glass City, the Shining Star of the Sand. Literally made of stone and glass.

## The Scale Hills

Home to the Yuan-ti, who battle the Dragon Men of Zir. They are being driven over the mountains into Cardus.

Worship the dead titan Raxis. They were his children.

## Urshok

The home to the Stone Tooth tribe of Orcs! Once, Urshock stretched south to the mountains, including the Burnt Hills, but the men of the Northern Sanction cut back the forest and drove the orcs north.

They now call themselves the Kanrokk, "The Homeless" because the humans of the Northern Sanction, deforested the plain and evicted the orcs from the southern territory. There is a blood feud with the men of Sanction, only recently quenched when Haldrim made peace with the Orcs. But Ardenia can make so much peace without alienating the dwarves of Korim who they depend on for trade.

## Nara'shul

Mountain home to the Nara, the griffon-riding Goliaths living in [cities carved into the rock](#). Skilled masons and stonecutters.

Their capital city of Ketra lies below the highest peak of the mountains, Kuraya. At the top of which lives U'shaka, the God of the Goliaths, believed to be a Prince of the Air Elementals and his servants, the Nine Winds, the Dukes of Sharash. The Nine Winds are Ahuema (brother), Atuema (sister) Herresh, Rosh The Living Thunder, A'arifar, Merakish, Urriane, Bellathain, Shethiri the Frozen Bite.

They represent the 8 winds the wind that lifts from below (the spirit wind).

The griffon riders are called the Mar-Ushaka, the Breath of God. They are the religious caste among the Goliath and serve as messengers between the mountainous cities.

## The Dead Kingdom

Once a kingdom of men, formerly the Southern Sanction, destroyed by Kaleth-varr, the druid Archlich who sold her soul to the God of the Death and became a lich to stop the Southern Sanction from cutting back the forest to make their civilization.

Varr lives in a giant, petrified tree, and the Stone Giants of the island are her allies.

Undead in this setting are the dead legions of the Southern Sanction. The armies, the farmers, men and women who tried to carve a civilization out of the wilderness.

The three kings of the Southern Sanction and their generals became the Nameless. Eleven Wights who had their names taken by the Lich and ride nightmares.