

Locations Summary

Vestar

Vestar is the primary continent visited by the player characters. It is an ancient land that has only recently— and reluctantly—yielded ground to the expanding human races. Vestar is defined by constant conflict. Countless races, nations, and coalitions have risen to power across the ages, yet none have retained dominance for long. Power here is fleeting, with ambitious rivals always waiting to pull the mighty down and seize their moment.

Northern Vestar

Northern Vestar is a vast expanse of plains and forests separating the Sendare from the greater continent of Vestar.

The Northern Wold

The Northern Wold is wild, untamed, and deeply dangerous. Only the most prepared—or the most foolhardy—attempt the journey northward toward the Far North or the Seven Cities beyond.

The region is also home to the legendary Adventurer's End and the Great Tower, landmarks steeped in peril and legend.

The Nestorian Empire

Nestor is the largest city on the continent of Vestar and the heart of the Nestorian Empire. It was founded during the Age of the Lich as a network of boundary fortifications during the wars against the Lich Empire, eventually evolving into the central garrison of the Free Armies.

In the modern era, the city is governed by the Barons of the Court, overseen by the Council of Lords and the Emperor. Nestor has grown into a dominant economic and political hub, rivaled only by the Imperialized States of Thass, which match it in arms and trade and have coveted Nestorian holdings for centuries.

The rise of the Legions of Nestor radically shifted the balance of power across Vestar. Combined with the effectiveness of Nestorian Battlemages and High Mages, the Empire quickly secured dominance in its home region and expanded outward.

The Core Realms of the Empire lie closest to Nestor and generate the majority of its wealth and resources. These lands broadly span between Hodun and the Tri-Forts, and from Pirtarvan to Pardue.

Tri-Forts

The Tri-Forts once marked the southern border of the Nestorian Holdings. Southport, Westfort, and Eastfort—each roughly five miles apart—formed a formidable defensive line for centuries.

Southport remains a massive stone fortress, its towering walls and enormous steel gate straddling the road. Though ancient and imposing, its importance has diminished. The garrison is now little more than a skeleton crew, with much of the road-watching delegated to goblin mercenaries.

Relast

The Duchy of Horses

Relast is one of the most populous regions within the Empire and a frequent source of unrest and political tension.

Santhur

Santhur was among the first nations conquered by the Legions. Though it has been part of the Empire for only sixty years, it is now one of the most loyal regions to the Crown.

Marches of Hodun

The Marches of Hodun are the second-wealthiest duchy in the realm, surpassed only by Nestor itself.

Calad

Fental League

Once a defensive alliance against the Walushi Tribes, the Fental League is now a duchy within the Empire.

Antaract Plains

The Antaract Plains stretch west of Port Pardue along the southern bank of the Azula River. The region is largely empty, home primarily to wild horse tribes.

Delagore

Known as the “saltwater port of the Empire,” Delagore long served as Nestor’s primary access to the sea. Though it began as a small town, it has grown into a city that remains inexplicably central to many unfolding threats and intrigues.

Alecton

The Keep of Alecton is one of the most heavily fortified positions along Sorrow’s Drain, designed to hold against the Blood Hordes until reinforcements arrive. The region is home to the Tardin Trading Company and the influential Tardin family of Berida.

Velat

The Forest Elves of Velat are among the last surviving elven peoples of the region, nearly exterminated during the Undead Empire’s reign. Though they consider Nestor a potential threat, the two nations frequently come to each other’s aid when necessity demands.

Bloody Wastes

The Bloody Wastes form a desert along the western shore of central Vestar, south of Cassiopea and north of Relast. The region is largely unmapped, dominated by the Nomad Tribes and avoided by most travelers.

The desert is of magical origin and was once home to seven small kingdoms or city-states.

Drinkleba

Drinkleba is a rock gnome city beneath the eastern reaches of the Headfirst Hills.

Skyshaft

Skyshaft was once a great dwarven fortress built by the Storm Dwarves and served as the seat of their king. In recent history, the mountain became a brutal war zone involving orcs, trolls, and dwarves.

Today, the dwarves once more rule the depths, forcing goblin tribes into harsh servitude within the mines.

Skyshaft Occupants

- Orcish tribes controlling the Upper Halls
 - Moor Trolls raiding from the Great Cavern
 - Storm Dwarves holding the Lower Halls in a desperate defense
 - Goblins of Kharak Sanbell allied with the dwarves
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Guthlafell

Cassiopea

The Cassiopean region lies along the western coast of central Vestar at the mouth of the Azula River. Once a core province of the Lich Empire, it remains largely wild and dangerous, plagued by undead remnants and hostile creatures.

Notable locations include Cassiopea, Delagore, and Hammercrack.

Until recently, an ancient red dragon laired in a dormant volcano north of the city. That threat has since been replaced by a Blue Elder Drake.

Central Vestar

Duchy of Loath

The Riverlands

Elmore

Cantos

Imperialized States of Thass

Ran – Bulwark of the East

Ran sits upon the northern shores of Sapphire Lake and guards the eastern approach to Vestar. Beyond Ran lies the Sunscorch Desert and, farther still, the Empire of Leaves.

The city is divided between the Isles—connected by bridges across the lake—and the Mainland, protected by three massive rings of walls carved by dwarves and giants.

Ran survives through the Treatise of Leaves, a pact binding nearly every nation of Vestar to commit forces to its defense for two out of every five years.

Other Continents

Empire of Leaves

The Emerald Empire spans multiple continents and is ruled by an unbound Ascendant seeking dominion over the Deck itself. Its armies clash with Vestar at Ran, where wars of immense scale erupt once or twice per decade.

Should Ran fall, Vestar would face annihilation—not merely political, but divine.

Sendarê Wastes

North of Vestar lies Sendarê, split by the Bladespire Peaks. The Sendarii—intelligent beasts and arcane constructs—rule the northern wastes and threaten southern lands through Simbali Pass.

The Underdark

Garithmaroc

Garithmaroc is a goblin city beneath central Vestar along the Underdark stretch of the Azula River. A refuge for goblin-kin, it strives for neutrality, though its hunters still range out for survival and profit.

Revision #1

Created 2026-04-29 08:31:47 UTC by Admin

Updated 2026-04-29 08:32:02 UTC by Admin