

Setting

The story takes place in the lands of House Lloar, more specifically in or around two locations: Redwater and Westflood.

Redwater

Redwater is the town in which the main characters were born and raised by their loving parents, Arden and Orpheus. It is also the town where their parents became embroiled in a political struggle that would quickly end their lives in heartbreaking fashion and change the lives of their children forever.

Redwater earned its name in the time of Krullus. A terrible battle was fought near the site of the town, and the river ran red for many days after.

Redwater is situated on the banks of the Valley River at the mouth of the great Berian Valley. It has always been the winter home to the Berian woodsmen and their families. More recently, thanks to the efforts of both Lord Eldram and Arden, it has become their permanent home. It is currently under the rule of Henerick, son of Eldram, Lord of Redwater. Henerick's mother, Thylara, the Lady of Redwater is still very active in the daily affairs of the town and the surrounding lands.

The town is of vital economic value due the major export of raw timber from the Berian Wood. Great rafts of the massive trees are assembled in the Valley River just south of Redwater and floated down to the mills in Westflood when the river is high enough.

The town is surrounded by a wooden palisade of huge Berian trees. Nearly all the structures are wooden with a few exceptions. The remains of an Asos era structure has been repurposed into an inn known as The Whetstone. Its reputation for food, drink, and song reaches well beyond the local area. There is also a modest temple to the Triad made of salvaged Asos stone and large river rock.

The largest stone structure in the area is the keep of the Lord of Redwater. Positioned atop a hill several miles to the southwest, the keep has an excellent vantage over the town as well as the river and approaches from the south. The keep is of more modern construction and was built by skilled and highly paid labor. It has never been attacked by significant forces and in fact still appears newly completed. Prior to the construction of the town's palisade wall, the keep provided shelter to many of the residents of the area in times of trouble.

Westflood

The city on the western shore of the Lake of Swords, where the main characters have spent the last three years of their life in the mandatory service of Klain Whiteshield, Lord of Westflood, Regent of the Lake.

Westflood is built on the foundations of many of the ruined manors of the nobles of House Asos. Much of the stone for the walls and major structures was salvaged from the monuments, temples, and libraries of the once proud city of Orenthyr and the smaller surrounding ruined towns.

The city is a major trade hub for grain, lumber, fish, and finished goods. There are many working mills in and around Westflood, reducing the giant rafts of Berian trees into finished lumber.

Westflood has a non-typically religious population for a city of Lloar due in large part to the attitudes and personal beliefs of the Regent, Klain Whiteshield. There is a very large abbey to the Triad, The Abbey of the Lake, including a massive temple, library, and structures for housing and educating many of the faithful.

The large number of merchants, traders, artisan, and pilgrims make the population highly mixed.

The City Guard are regarded as protectors of the people and commerce of the region, and they have a reputation of little tolerance for infractions against local laws and citizens. They are one of the largest armed forces between Silarum and Caladria.

The Lands Between

The lands north of the Lake of Swords are known as the Salt Plain. The area was the largest irrigated crop-producing region in the known history of Athia prior to the coming of the Thyrs. When the armies of Krullus invaded the lands of King Asos, not only did they flood his great city, but they also destroyed the ancient aqueducts, canals, and cisterns of the irrigation system. They even salted the fields, ensuring the land would never again feed the nations of men.

The land is only now beginning to show signs of recovery. Wild grasses, brush, and even occasional groves of trees can be found in the hill country north of the Lake of Swords. Many of the lowlands and valleys are still stained with salt and unable to support much life, but higher ground is again home to herdsman and even an occasional farmer.

Herds of caribou, elk and larger animals are no longer uncommon.

There are two major trade routes between Redwater and Westflood: The Salt Road and the Valley River. The Salt Road is made up of stretches of old Asos road and newly constructed segments joining them together. It is the fastest route north from Westflood to Redwater. The Valley River has long been the trade highway for the region. When travelling south from

Redwater to Westflood, no route is faster. Barges do still travel upriver from the Lake of Swords against the strong current using the ancient Pull Road. A construction endeavor unimaginable in the current age, the Pull Road is a series of stone roadways, bridges, and levees, coupled with the favorable terrain on which beast of burden pull barges up the great river. Pulling a barge upriver is a slow and arduous process, but huge loads of goods can be moved using minimal manpower. Barge travel is regulated closely in the high flow season to not interfere with the downstream timber rafts from Redwater.

Both routes are dotted with small villages, homesteads, and occasional roadhouses.

Occasionally to the far west, the Dragon Spine Mountains are barely visible.