

The World of Xenodryl

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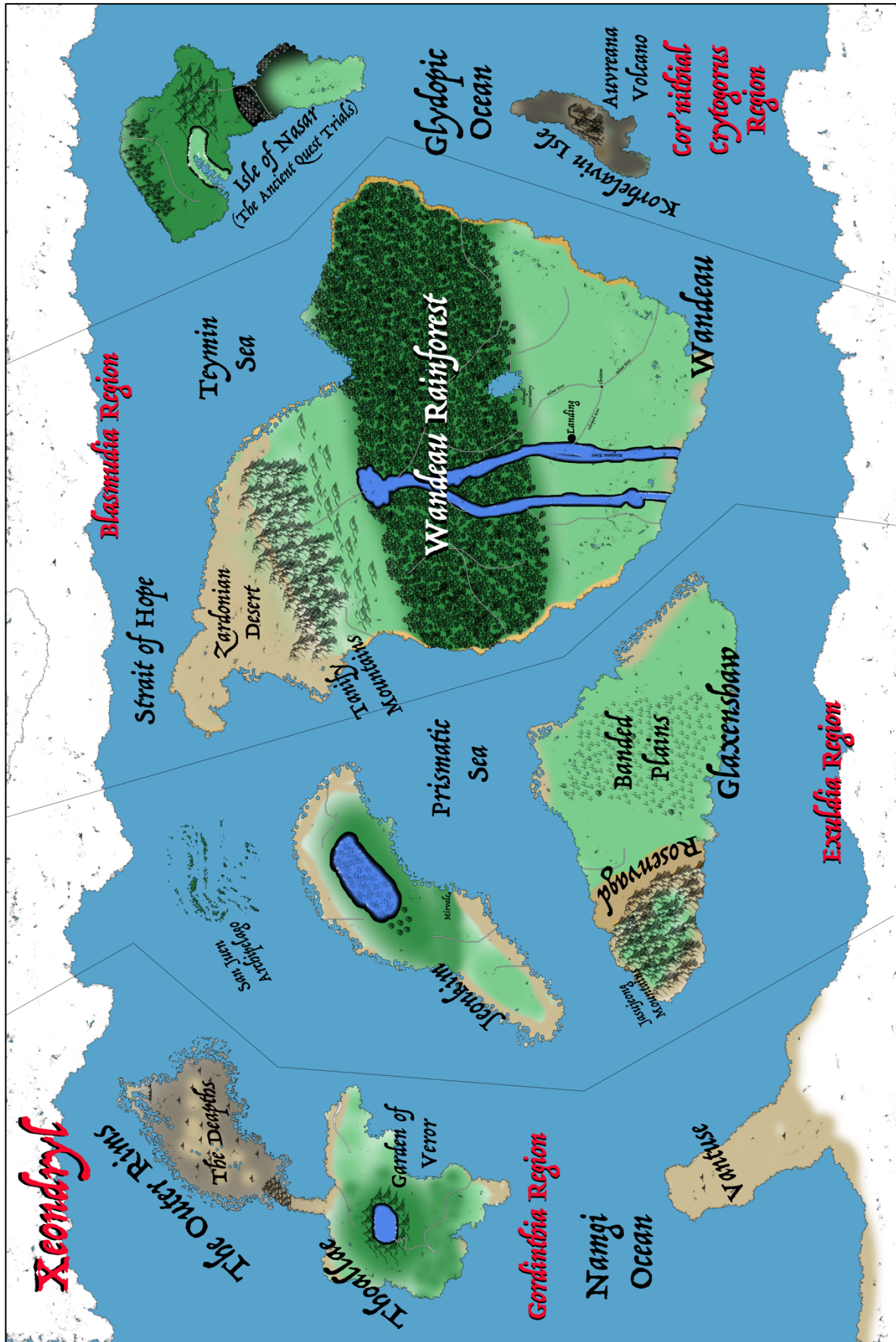


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World Overview

Xenodryl is the third smallest planet in the Cryleon solar system. Sitting nearer to the Starfire (what inhabitants call their sun), the planet enjoys a largely subtropical climate over much of the surface. The poles are snowcapped, but they take up only a small amount of land area on the planet.

The small size of the planet is accompanied by a slow rotation. Days last 30 hours and one orbit around the Starfire takes 712 days. One of the more unique features of Xenodryl's orbit is that it is a nearly perfect circle around the Starfire. Unlike other planets in the solar system, the planet maintains a constant distance from the sun, which creates the tropical climate found over much of the planet.

One of the most well-known planetary features is the Garden of Verror, found on the island of Thoalle in the Gordinthia region. Many Thoallans still believe the Garden to be a mystical home of the gods and protected sanctuary for all. Scientists believe that the oasis amidst the mountains is a result of layline explosions and an eruption of mystic energies. The spot remains a pilgrimage ideal for those brave enough to venture into the mountains to find the path. It seems the Garden only allows those it wants to reach it.

The Auvreana volcano located in the southwestern Cor'nithial Cryptogorus Region is said to be the antithesis of the Garden of Verror. After the last eruption 2.200 years ago, vegetation no longer grows on the island and those that go near it say it has an unusual dark energy about it.

The races of Xenodryl have enjoyed a peace amongst each other since the end of the Great War where they banded together to defeat invading forces. Prior to that alliance, there were many regional battles for territory and resources. Magic users in particular were singled out by some and painted as a danger to all. Indeed, some races are believed to have been eradicated due to the prolific fear mongering.

Important Historical Events

Zardonian Drought

The Zardonian Desert of northern Wandean was once a lush forest area fed by rivers from the Taniffay Mountains. The Kryluthian tribes that inhabited the area began expanding their use of timber, clearing entire sections of forest each year. Eventually, the spring and summer rains slowed and halted. The neverending heat and lack of water killed much of the remaining vegetation, turning the once fertile soil to dust. The Kryluthian people say Granzul, their god of life, forsook them for their abuse of the land and plunged them into a neverending drought.

Auvreana Eruption

On the isle of Korhelavin, sits the Auvreana volcano. The last eruption was about 2,200 years ago and the resulting ash was so thick in the atmosphere, the entire planet was plunged into a frost age. The island vegetation was destroyed and has never regrown. Some speculate that the energy of the island is toxic and marred by destruction and can no longer support life. Those that have ventured to the volcano often never return.

The Frost Age

Two thousand years ago, the entire planet was covered in a thick frost that lasted about 500 years as a result of the Auvreana eruption. There is evidence of cold-weather beasts like the cryogon having once lived in the lush tropics of Wandean and even the valleys of Jeonkim.

Xygonetic Invasion

The Xygonetic warlord, Draxies Cridvoss attempted to conquer Xenodryl about 50 years ago. The Xygonets are known throughout the galaxy for invading and enslaving planets, stripping them of their resources, and leaving them in ruin.

The Great War

When Xenodryl was targeted and forces began attacking, the regions all suffered losses and for a time it seemed they would each fall. Commander Norrell D'otgan of the Kirshna elves of Wandean saw what was happening and sent some of her most covert messengers to leaders of other groups in the Blasmudia and Exuldia regions. She convinced them they could not defeat the attacks independently and started the Xenodryl

Coalition. Eventually, all continents in every region would join over the 15 years of war to drive out the invaders. Only when the Clymorph operative Shargoulden Grasnedia successfully assassinated Draxies Cridvossdid the Xygonetic forces retreat.

Xenodryl Peacekeepers Guild Formation

During the reconstruction that followed the Great War, leaders from across the planet agreed they fared better with a combined, coordinated effort. After much deliberation, the Xenodryl Peacekeepers Guild was formed on the 39th of Tranis the year following the Xygoietic defeat. Commander Norrell D'otgan was installed as the first head due to her leadership during the Great War.

Kirshnian Calendar

The Kirshna Elvish calendar, what has been taken as the primary Xenodryl calendar, is remarkably accurate. The year is made up of 712 days divided equally over 8 months, two for each of the four seasons experienced on Xenodryl. Based on the orbit of the planet around the Starfire (the sun), it uses precise calculation to divide the time of a single elliptical rotation. The Kirshna calendar maps out the four seasons of Xenodryl accurately as well. Each season occurs over two months for a total of 178 days per season.

Month	Number of Days	Season	Holidays
Xeon	89	Spring	Griswalard
Levil	89	Spring	
Tranis	89	Summer	XPG Formation Day
Loctus	89	Summer	Azure Summer Solstice
Kirish	89	Autumn	
Denolus	89	Autumn	The Harvest of Koevinish
Gondus	89	Winter	
Suvil	89	Winter	Winter Solstice

Seasons

Spring

Heavy rains throughout the equator area and slightly less further away. Areas further north and south may experience some frosts before summer. Layline areas see an uptick of activity and new magic users generally emerge this time of year during Groswalard.

Summer

Marked by blooming flowers along many of the rivers, summer brings with it increased activity in the waters, both good and bad. Zegon flourish during the summer months and the waters take on a red hue in areas they frequent. Many native species see births during the summer months and it's not uncommon for rural areas to be greeted by a harmony of mewling, braying, and singing from various local species. The summer solstice marks the mid-year and ley lines across the planet emit a melodic hum throughout the day and a prismatic light show once night falls.

Autumn

Autumn brings the harvest of crops across the planet. In the areas further north and south, some of the leaves will change colors and may fall to the ground.

Winter

The final months of the Kirshnian year bring cooler temperatures for the northern- and southern-most areas along with the winter solstice. Similar to the summer solstice, the ley lines of the planet emit a hum throughout the day, though this is a markedly lower tone than that of spring. The night light show is one that can be seen from anywhere on the planet. Illuminating beams in all the colors of the spectrum shoot high into the atmosphere, blending and dancing, celebrating the close of another year.

Holidays and Festivals

Griswalard

Griswalard is observed on the 53rd day of Xeon each year to commemorate the passage of the Nasar trials by Realspar Eytherzea. In Kirshna history, Realspar was said to be a mighty warrior that led forces to victory in the Battles of Kandolia in the first century. Seeking to earn her place among the Elder Council, Realspar made the journey from her clan's home in the Wandeau Rainforest to the Isle of Nasar. There she faced the evils of the Marshes of Glaxpholia, the peril of the Finlid Mountains, the terror of the Mai forests, and finally, battled the legendary Osxaushwilt for the Sword of Cal. A year after she set out, she returned with the sword and was appointed to the Elder Council. She served until the Great War of 1968 where she was slain in battle by the Xygonetic invaders.

Azure

Azure is celebrated on the last five days of Loctus. It is a holiday of peace and reflection. The Kirshna value community and service above all else. Their belief of "the many before the one" is known throughout Xenodryl and likely why they are able to maintain political power year after year. Azure is a day of reflection and service. Followers are expected to reconnect with their families on the first day, partake in community service on the second day, and attend a community celebration on the third. These celebrations often go on for an additional two days and it is now understood that Azure is celebrated for five days, even though only three are on the calendar.

The Harvest of Koevinish

The Harvest of Koevinish takes place in the third week of Denolus, the sixth month of the year. It marks the time when the

sangurlin crops are reaped and preserved for the coming year. The sangurlin was considered sacred by ancient Kirshna. They used it in many rituals, medicines, and spells. If sangurlin crops failed, they believed it was an omen of ill tidings and a sign they had angered the gods. To try and win back the favor of the gods, they held huge celebrations praising them. Today, the Harvest is a symbol of prosperity and thankfulness. People of all backgrounds make pilgrimages to holy lands, put on community shows, and take part in civic projects over the two-week celebrations.

Inhabitants

Clymorphs

The Clymorphs first developed in the San Juen Archipelago. As naturally wandering islanders, they became adept at seafaring and navigation and eventually traveled to every land mass in exploration. In present times they can be found on every continent and hold many positions of authority throughout Xenodryl.

Clymorphs take many forms. Some almost pass for human while others resemble their ancestral avian line closely. All are bipedal with a feathery crest upon their head, but where some have retained flight ability with gloriously colored wings, others have evolved more humanoid arms. Some have even removed their own feathers in an attempt to shed their heritage and ease the discrimination they face in certain areas.

Dragons

Dragons are one of the longest-lived races on Xenodryl. Their ancestral homes span every area of the globe. All dragons possess innate magical abilities and all are capable of shapeshifting to a humanoid form. The form varies by individual and is chosen when they

reach maturity at about 50 years of age. Each dragon has a type of breath capability based on their genetic makeup and can easily be determined by the color of their scales. Despite what some old folklore says about their colors, you cannot tell an evil dragon by color anymore than you could determine an evil elf, dwarf, or human simply by looking at them.

Amethyst

Blue

Brown

Green

Red

Prismatic

Shadow

White

Dwarves

Some believe Dwarves are only found in mountainous regions, and that could not be more untrue. Some prefer the

rugged mountain life, but many also enjoy prosperous careers as sea merchants and even more love the life of a bustling metropolis.

Religion

Elves

There are five known subraces of elves, two of which are believed to be extinct. Like all races of Xenodryl, elven folk can be found throughout the planet. There are holy places for all elves that

Drasnadia Elves (believed extinct)

Originally found in the Tanifay Mountains.

Jolikian Elves (believed extinct)

Kirshna Elves

Mystic Elves

Thoalle Elves

Religion

Humans

Humans have also left their mark across the planet. Being one of the shortest-living species, they tend to lack the patience of others and many seem to be in a constant state of rush and conquest.

Braxutbi Tribes

Found in the mountains surrounding the Garden of Verror.

Drasnedia Tribes

Found in the Tanifay Mountains.

Kryluthian Tribes

Found in the Zardonian Desert.

Religion

Granzul, the Kryluthian god of life.

Sargonics

Sargonics are distinct humanoids. They are bipedal with four arms and often heavily tattooed and pierced with natural materials such as bone, sacred stone, and a special type of metal found in the foothills of Jasujeong Mountains, where the first recorded history of Sargonics tribes can be found.

When they relay history, they use a specific blend of herbs found in the region. A mix of cantape leaves, saleum

root, and vanihila powder are crushed together in a small stone bowl. A sprinkle of tonic is added, and the mixture is lit with a small flame. It burns with a heady purple smoke that puts those in the vicinity into a trance-like state. The storyteller weaves their story, using the mists around them to conjure images from their tales. They are able to craft entire scenes for those around them, pulling them into their existence. The greatest storytellers are able to manipulate the mists with a brogen, a small wooden tool that looks a bit like a human spoon, and pull those around them into a kroikety, though that is generally reserved for sharing memories with their inner circle.

Language

The Sargonic language developed out of the Jasujeong Mountains, where the first recorded history of Sargonic tribes can be found and is full of unique words and phrases, not all of which translate to other languages. Their language has adopted the written form of their language from the common language of the humans and elven populations. While some of the original words have been dropped in favor of the adopted language, many remain widely used by Sargonics and other races alike. Some of the most interesting are listed in the following table.

Sargonic Language

Word	Meaning	Use
aprogistic	(noun) the purpose of one's life; more than a "calling" or "destiny," it is that thing which completes your soul and fulfills you like nothing else.	Those who impart knowledge on the younglings see it as their <u>aprogistic</u> .
clynetic	(noun) a person who does not belong	Those <u>clynetics</u> need to keep to their own territory!
flarhein	(verb) the act of drinking quickly in celebration	We won! Join me in <u>flarhein</u> !
jasujeong	(noun) an immense feeling of peace and oneness with nature and your surroundings	These mountains bring me great <u>jasujeong</u> ; they remind me of when I was a child.
kroikety	(noun) a special type of trance where one can share visions of the past with those around them	Ismantel shared the story with us in a <u>kroikety</u> after the others left.
madrisoul	(noun) the joining of souls in a ritualistic ceremony that binds their power and life forces	Make sure you are at my <u>madrisoul</u> !
plugmorter	(noun) the crusty bits in your eyes when you wake up after a long sleep	Aye, rub the <u>plugmorter</u> out of your eyes and get ready.
refguardian	(noun) the feeling of exhaustion when you eat too much and need to rest because you feel like you're going to explode.	After the celebration, many of the village shared in <u>refguardian</u> and could be found dozing by the banks of the river.
tagrint	(noun) one who disavows their homeland; (verb) to disavow one's homeland in favor of another	I've not stepped foot on my planet since the usurper came. The <u>tagrint</u> life is mine now.
wxilandus	(noun) a deep fear of being alone for extended periods in one's life. More than loneliness, wxilandus is used to describe an almost spirit-crushing feeling of isolation and the accompanying fear that it will last indefinitely.	Many who venture into the Tanifay experience <u>wxilandus</u> and go mad.

Religion

Like many other races of Xenodryk, Sargonics worship a pantheon of deities.

Monstrology

Abutril

Abutrils are one of the most dangerous creatures in the Banded Plains. Their tan, lanky form hides their swiftness and allows them to appear as young saplings from a distance. Ranging from 1-5 meters in height and sporting green, leaf-like antennae, these giant insects are the ultimate ambush predator. Of the class Phasmatodea, they are a relative to the ancient "stickbug," but their appetite differs greatly. These carnivorous predators have the ability to remain still for hours as prey approaches. The antennae act as receptors, able to identify the type of creature by an extremely sensitive odor pads on the flat area. They are able to determine distance down to the centimeter due to their uncanny eyesight. Human eyes find it near impossible to determine an abutril from more than 1 meter and usually require half that for certain identification.

Abutrils feed on any meat they can, including humans. They have an often-paralyzing shriek that renders most lower species still and helpless prey. While it is only about 35% effective on humans, their speed all but negates the need for it. The abutril has been clocked at 35 kilometers per hour, able to close the

distance between itself and prey in mere seconds. It wraps branch-like arms around the victim and injects a toxic mix of secretions that causes immense pain and liquifies the victim from the inside. It uses a needle-like mouth to drain the liquified innards and discards the husk.

Abutrils fear fire. Travelers in the Banded Plains are advised to carry at least three flamethrowers with them as well as additional fire supplies. Many camps choose to create a ring of fires around their camp to keep them at bay. Be warned though; the abutril is patient. There are stories of people using this technique only to have the abutril stand sentry until they ran out of fuel. It is better to burn the abutril than to try and wait it out.

Consween

Consweens are a reptile found in the Tanify Mountains in the Wandean region. Adults measure up to 1 meter in length and weigh up to 4.5 kilograms. They are sometimes called "rainbow lizards" or "jewel snakes" due to their radiant hues and despite them not being snakelike in form. Ranging from deep greens to vibrant yellow to majestic blue, they indeed possess every color of the rainbow. The variety of their scales

allows them to blend in with the colorful wildflowers and trees in the area.

While they appear harmless, they possess a poisonous bite that causes extreme hallucinations in victims. The bite itself is not painful; it resembles a light pinch. Within 5 minutes, victims begin seeing shadows in their peripheral vision and find their heart rate increasing. After 15 minutes, full shapes appear. These are often manifestations of fears the victim has, both in the environment and in their subconscious. These apparitions generally result in the victim moving about frantically. These frantic movements are encouraged by the consweens, who will work in groups to further torment their prey. By the 30-minute mark the victim is erratic and causing themselves extreme harm if they haven't already tripped and fallen on the surrounding rocks or run into one of the many thick Gozumba trees in the area. Occasionally, the victim will run toward the cliff and inadvertently throw themselves off the mountain. This results in the consween group racing down the mountainside to beat other scavengers to the body. They are patient scavengers and will wait for their victims to do the hard work for them.

If traveling in the Tanify Mountains, explorers are advised to carry a mint and lime spray mixture. The scents are known repellants to consween and they

avoid getting close to anything wearing them.

Dryax

Dryax are large bipedal beasts that grow up to 2 meters in height and often weigh over 113 kilograms. Their body is a pale, sickly hue of green with folds of flesh overlapping one another. They possess four thin segmented arms, two on each side of the torso. Each arm has a four-fingered hand, and each finger is topped with a three-inch claw. The set of lower arms is capable of expanding out an additional half-meter. Its wide mouth contains triple rows of pointed teeth and an almost snake-like tongue that darts in and out. Atop the torso are three eye stalks all holding large, round eyes.

Dryax are found on the Outer Rims and in the Depths. Possibly due to the remote locations they inhabit, they are known to be voraciously hungry at all times. They can go without food for up to two years, living on the liquids and sparse flora of the areas. When presented with an opportunity, they will feed on anything they can lure close enough to snare. Its size makes it a clumsy pursuer, so it has developed other techniques of hunting. The dryax is a shifter that can take on any form it chooses, provided it can contort its considerable size in a way that it is believable. There have been sightings of them portraying injured

animals, inanimate objects, and even children.

The Xygonetic clan have been known to collect the creatures and place them in space stations. These should be considered especially dangerous as they are often deprived of any type of food once placed. They are susceptible to blasters but beware the black ooze that results from the impacts. The ooze has toxic properties to all known land lifeforms.

Mollywarp

Mollywarps are large, ape-like mammals that make their homes in sub-tropical regions, particularly among dense jungle of the Wandeau Rainforest. The largest specimen on record is 2.4 meters tall and weighed just over 113 kilograms. Mollywarps are notoriously difficult to spot as the brown and green hair covering their bodies blends into the foliage of the treetops. They are adept at moving through trees above their prey due to their four long arms. Like humans, the mollywarp have an opposable thumb on each of their hands allowing them to grab objects with ease, which assists their hunting habits.

While they are omnivores, their favored meal is the flesh of the cleberí, a nocturnal rodent about the size of a dog. The mollywarp positions itself in the

lower branches of the trees when hunting. It selects a place where it is still greatly camouflaged and able to see the forest floor. When they spot a prey animal, they move down the trunk until they are about 2 meters away from the target. Their chest contains a gland that expels a sedative gas used to immobilize its prey. The gas has a pleasant, floral odor that calms those who inhale it before they lose consciousness. The mollywarp will lower itself to collect the sleeping animal and immediately break its neck to prevent escape. It will gather the body and climb back into the treetops so devour the flesh or return to its den. Only 10 mollywarp dens have been found in the Wandeau area and has indicated that these are social creatures. Each den houses up to six fully grown adults and those that have been explored contained "nursery" areas. Due to their hidden nature, very little is known about the mollywarp mating habits.

Mollywarps were long presumed to be shy of humans but increasing encroachment of their natural habitats may have emboldened them. There have been three reports of mollywarps abducting children between 2015 and 2020, though no conclusive evidence was ever found.

Best practice is to steer clear of them entirely. Should you venture into their habitats, it is advised to wear a gas mask

at all times to prevent inhalation of the gas.

Sentry

Sentrys are phantoms of the subterranean caverns of Rosenvagd. Very little is documented about their existence and behaviors. They are known to be ancient, swift creatures. Sentrys are lone hunters that stalk explorers to the underground and drain their life force by touch. A cold grasp has been reported by some followed by periods of extreme exhaustion. Described as a cold, black, shadow by those that have survived an encounter with one, size and shape vary. All agree that they possess a pair of glowing red eyes and that a hissing sound can be heard when they are near.

The exact origins of the sentry are unknown. Legends say they are the tortured soul-remains of a long-forgotten civilization that thrived in the underground. As more progress developed on the surface, they were forgotten and closed off. The inhabitants became bitter and vengeful. Many died uttering curses on all surface dwellers that dare venture below after their demise.

Skeptics doubt the existence of sentrys entirely. The underground is known for the bioluminescence that makes its

formations glow in the darkness and gives the plant life psychedelic colors. Some of these same plants also emit hallucinogenic pollen, which is said by skeptics to be the source of the sentry tales.

While there is doubt as to what resides in the underground, it is accepted that something is there affecting those that venture there.

There is no known method of repelling or killing sentrys. It is possible to survive a brush with them, but only with a party of quick thinkers that can get the afflicted to the surface and to proper medical care.

Zegon

Zegon are aquatic animals found in the Prismatic Sea, the Glydopic Oceans, and some saltwater rivers in the east. While they only grow to about 7.6 centimeters, they are incredibly aggressive, voracious carnivores with razor-sharp teeth used to strip the flesh from prey. They travel in swarms ranging from 150-500 and are known for using the power of their numbers to go after much larger prey. Occasionally, separate swarms will join to seek giant prey. In 2015, a swarm with an estimated 1000 zegon was documented attacking a blue crinestria weighing an estimated 56 metric tons and measuring an estimated 18 meters

in length. In under an hour, the surrounding water was grizzly red and the blue crinestria was gone.

Divers have reported large swarms of zegon circling their boat after a completed dive, awaiting them to return to the water. Only one diver ventured back in, fascinated by the glistening reds, purples, and blues of their shimmering scales. Seconds after he was submerged, the zegon attacked, biting through his dive suit, filling the water with blood and alerting the crew of danger. They attempted to pull him up and noted zegon on the line as they did. The line snapped, possibly from zegon biting at it, and minutes later all activity ceased below the water. The diver's body and equipment were never recovered.

In 2019 a researcher successfully integrated a robotic zegon into a swarm. The swarm showed no signs of affection or community as some aquatic species do. There were multiple instances where zegon attacked and fed on each other. Remarkably, the researcher was able to observe the mating ritual. Female zegon shift to a golden color when they are ready to lay their eggs, regardless of original hue. All female zegon will create holes in the sea floor near each other. The female lays her eggs in a flat coating in her hole. The male sprays sperm over the

batch he chooses to fertilize. How they select the target is unclear.

Zegon have no known predators. They do not demonstrate fear to normal fishing tactics. There have been reports of zegon fleeing the smell of concentrated lavender, but the claims have not been proven.

Zelexous-vin (SCP Monster)

Zelexous-vin are a special type of painting found at Malafray Manor. The 16 objects maintain a static size of 60 centimeters in height and 40 centimeters in width. No other known specimens exist.

The origins of the zelexous-vin are unclear. Evidence points to an accidental creation by the Malafray clan, as they have been known to venture into both dark arts and genetic experimentation.

The objects present as innocuous landscape paintings lacking any fauna lifeforms. Occasionally, and for unknown reasons, the zelexous-vin will absorb lifeforms that gaze upon it and simultaneously absorb an enemy lifeform from another location. How it accomplishes this is unknown.

Researchers speculate that their origins are linked to creation locations but have not provided conclusive evidence.

If a lifeform is absorbed into zelexous-vín, the image transforms to one of battle. Extended observations confirm that the displayed image alters to reflect current status.

Once there is a victor, the absorbed winner is often returned to their original location. Occasionally, they are kept within and a sole image will reflect in zelexous-vín.

There is no known way to free those contained. The use of electronic equipment, including photography, videography, and audio recordings, have resulted in replication of zelexous-vín and operator absorption. At no time should any previously made recordings or photographs be posted on the internet. Researchers speculate this could cause a mass absorption from infinite instances of zelexous-vín. It is advised to only view instances of zelexous-vín through a mirror to prevent absorption and replication.

Region: Blasmedia

Tanifay Mountains

The Tanifay are covered in vibrant wildflower and exotic trees with jewel tones and bright colors.

Mythology

The Dagarious made their home high in the Tanifay Mountains. History is very important to the Drasmedia people. They believe in the preservation of old cultures and artifacts and work hard to decode some of the old writings. One such writing is on display in the great hall for visitors to attempt.

Long ago, high in the Tanifay Mountains, there resided a wise woman. She was neither old nor young. Her people called her Jaxaroy. "Jarox" like the jeweled jaroxineus that danced in the sky and "roy" like the fierce royagorn that

defended their villages from the attacks of others. One morning, she came to the people of her village and told them she would transform. The elders were somber and many of the children cried out and ran to her, afraid of what that meant. She replied:

I am never-ending and constantly moving.

I pass you quickly when you smile, Sharing in the memories.

I stay by your side through times of suffering,

Hoping to dull it as I pass.

Many wish there were more of me.

I can use the sun to convey my message.

My end is often feared,

But I cannot be stopped.

What am I?

Wandeau

Christone

Christone is a small town that sits at the juncture of the Colorspark and Delmar rivers. The area is prone to heavy floods during the rainy season and many of the permanent homes have been built on elevated cremicles in the traditional

Mystic Elven style of the area. The town is known best for two exports: carniglaze cakes and bone jewelry, and for being the supposed site of the ancient Grindock Games each summer.

Grindock Field: A park named for the ancient games rumored to have been

played in the town. A popular place for locals both evening and weekends, it's filled with places to sit and watch the rivers below. It blossoms with local wildflowers and a community garden that almost everyone tends together. There is a fountain in the center with carvings of the old elven heroes from their stories. Even though they live long,

others tend to doubt their tales. There are weekly Gaffingdale games and many spots for a contemplative game of Flinntax. The elevated area is one of the few places in the town that is largely unaffected by the yearly floods.

How to Play: Gaffindale

Gaffindale originated with the Mysic Elves of Wandeu and spread throughout Xenodryl. A highly competitive sport played both professionally and casually, it combines strategy with teamwork to achieve victory. Gaffindale is part of the larger Grindock Games festival which celebrates the unity of the five Elven nations, even though two have not been seen for centuries and are believed to be extinct. Today, bragging rights among your circle is the most common reward, though some areas offer prizes to the victors.

The objective of the game is to locate and destroy opponent-created towers and steal the recourses. Up to five teams occupy the field during play. Teams are allowed to use any means necessary to destroy the opponent's tower provided no one is injured in the process. Teams are provided with a standard set of materials that changes each game. They may use these to construct their tower and any devices they desire to attack the other teams. Teams compete until only one tower is left standing. The longest game lasted for 7 days.

Gardner: "Aren't the carni plants coming in nicely? They're going to be delicious!"

QUOTE 1b: "Why, just last summer there was a boy that went into those old Cazwn mines on the northern edge of town. We really should close those down. It's so dangerous!"

Bonadeer Market: The market thoroughfare is lined with shops and stalls of local businesses. Some are only open during the high points of tourist season, and others are year-round staples that cater to the local population.

Bone Jewelry Stall Owner: "Can I interest you in a pendant? They say the bone found in the Gastril swamps will bring you strength."

QUOTE 2b: "No one goes near the old ruins. They say an evil entity lives there and it will devour any who enter."

Shrine of Orinthia: An outdoor shrine to the goddess Orinthia. A 5-meter-tall golden statue of Orinthia sits atop a stone staircase. Three walls enclose it and allow access only from the front. Colorful flowers line the stairs and the walls. Orinthia is depicted seated, her arms folded in the meditative style. She has her golden grimoire with her and her face shows her deep in concentration.

Followers often come to the shrine to find peace, appeal to Orinthia for aid, and to reinforce their faith. Often, they leave offerings of flowers, food, and currency.

Monk: "Peace be with you. Will you leave an offering to Orinthia?"

QUOTE 3b: "Those blasphemous fools in the Credon Building don't know what they're talking about!"

Landing

Landing is the capital mega-city of Wandean, one of the most prosperous countries in Xenodryl, and home to about 25 million residents. The city sits on 725 square kilometers along the eastern banks of the Minjunus River. It is about 180 kilometers south of the famed Wandean Rainforest. Its location makes it a prime shipping hub for exports and the diverse population provides a wealth of cultural exchange opportunities. The city is also home to the Xenodryl Peacekeepers Guild (XPG), a multi-country unified force to watch for interplanetary threats and ensure all nations of Xenodryl are thriving. They supply humanitarian aid as well as a coordinated military effort when needed.

Temple of Kazni (the Sargonic goddess of knowledge): The temple is one of five in the area with each being devoted to a different Sargonic deity. It stands 9 meters tall crafted from brilliant white

genesis topped with a curved onyx dome that peaks at the top. The pillars on either side of the entrance depict the Rituals of Knowing, one of the three tenants of Kazni. Lush gardens surround the temple dotted with small crazic trees in each of the three garden areas. The interweaving branches and large, colorful leaves symbolize the weaving of information and growth of knowledge and they bear bright yellow fruits once a year.

Temple Groundskeeper: "These trees have been here for decades because they're so sturdy. There's an old legend that says the roots run right to the center of the planet!"

Quote 1b "The XPG guards keep trying to get the fruit of the crazic trees. The captain believes the old myths about swallowing the knowledge of the world."

Hall of Futures: The hall is home to a special set of mirrored stones. They were found in the Outer Rim well before the Great War and kept safe from the invading forces. There are a total of seven stones and each one shows the viewer a different possible path their life may take. Some are good, some are...less so. Each stone stands between 2 and 6 meters tall. The taller ones are able to see further into the future, but the shorter ones give a clearer picture. Some say the

stones visions cannot be changed once seen, others say they can serve as a warning to alter your path for a better life. There is some evidence that the color of the stones impacts the validity of what you see. One researcher claims that if the mid-size stones take on a deeper hue when an individual is viewing it, it is to be believed more.

Schoolteacher: "We're here to see what our futures hold. They've reached the age where they can start to look to what they want to become."

QUOTE 2b "Stay away from the Eves. There's a lot of trouble in that part of town."

Xenodryl Peacekeepers Guild: The Xenodryl Peacekeepers Guild (XPG) is a multi-country unified force to watch for interplanetary threats and ensure all nations of Xenodryl are thriving. They supply humanitarian aid as well as a coordinated military effort when needed. The building itself is a massive structure covering an entire square unto itself. It stands 50 meters high and 75 meters on each of the six sides. Each side represents one of the primary native species and is carved with events of historical importance to that group. The building is coated in an iridescent sheen that officials say is a naturally occurring result of the stone sitting in

the sunlight. Others think there is protection magic involved, despite the official records saying otherwise.

QUOTE 3b "The Sijang's office is just down the street. You can see the pillars from here."

XPG Guard: "We're here to keep the city and its residents safe."

Wandeau Rainforest

Zardonian Desert

Region: Exuldia

Glaxenshaw

Jeonkim

founded the city, though he can't quite remember which one.

Mythology

Bartender: "What can I get ya, friend?"

Mirvale

Mirvale is a port city of Jeonkim. It serves as a large transport and shipping hub, though is equally known for the unsavory element beneath the surface. It's a common stop for pirates, adventurers, and those who wish to avoid the law. While there is a glossy shine for the unknowing traveler, if one keeps aware of their surroundings, they see through the veil pretty quickly.

QUOTE 1b: "You didn't hear this from me, but there have been some weird noises and lights coming from the Gold Square at night."

The One-Eyed Caw: A well-known tavern near the ports. The One-Eyed Caw is known for its libations and for being a popular among locals and visitors alike. Its reputation speaks of a rowdy, lively crowd always ready for another round, another song, and another tale. The owner, Jarkin Mayfell, boasts that the building is made from the original timber of a famous pirate ship that

Gold Square: The loosely formed financial district comprised of a local bank, an independent lender, and two exchange services. Each building is located at one corner of the square. The stone covering the roadway of the square was painted with yellows and oranges depicting a large sun in the center and a black border around it. It was once vibrant, but the colors have faded with age. Stories differ as to why a sun and why the square. Some say it was the site of a long-forgotten religion while others say it is the location of a mystic power. Some even think it holds the key to unraveling the mysteries of Mirvale itself.

Money Exchange Employee: "We've got the best rates in Mirvale! Come on in."

QUOTE 2b: "You know, I can get you a great deal on some quality merchandise. I have a side business at the docks. If you're interested."

Sheriff's Station: The Mirvale Sheriff's Station is located at the edge of the mercantile area where the shops give way to mobile carts filled with wares. It's run by Old Man Garidune, a purported ex-pirate who decided to take up a life of law

after years on the seas. Rumor has it that he's not really retired, but rather running the underground business in Mirvale himself—and taking a handsome cut for doing so.

Deputy: "Crime? Here? No, you must be thinking of another town."

QUOTE 3b: "Be careful around the One-Eyed Caw. Lots of unscrupulous souls end up there. It's not what it appears to be."

San Juen Archipelago

Region: Gordinthia

(The Reaches)

The Outer Rims

Thoalle

The Garden of Verror

The subtropical climate of Thoalle, an island country in the eastern hemisphere of Xenodryl, hides a secret paradise in its peaks.

Arriving in Thoalle from the southern port of Alvidestraid, one can view the green peaks from many kilometers away. Though they look impenetrable, there is a path to the fabled Garden of Verror.

The Garden of Verror sits on a plateau in the mountains of Thoalle, hidden from the rest of the world. Almost valley-like in appearance, the many gozumba and oshtante trees (both found only in high altitudes) betray how high you are. The vines of the oshtante hang low and inviting,

perfect for a makeshift bed if you're in need of some rest after the journey up. The air is thick with fragrant flowers and the fruits of the gozumba and shany-shei are ripe for the picking. The waters of the serene lake are clean and refreshing for both a drink or a swim. Though, you should watch out for native wildlife. The lexinud malfaray (a cousin to the lowland lemurs) are especially curious and will come right up to any visitors to study them.

Long ago, the native Braxutbi people saw this as a sacred place, a gift directly from the gods themselves meant only for the worthy. Legend has it that if one were to make the journey here, they would find the answer to all their questions. They may even have a

change meeting with Humburtus, their god of prosperity, or Draxivia, the goddess of fortune. Even the fruits of the gozumba and shany-shei were considered sacred: eating from the trees would certainly grant you strength and wisdom. Many would-be chieftains attempted the journey. Of course, there was always the danger of encountering the mountain Hegatzi, vicious trolls that prey on fear and madness. Legend says that if you were caught alone by one in the dark of night under a full moon of Arinthia (the goddess of death), you would become possessed by an evil spirit and be made to choose—your life or the lives of three other villagers. The Hegatzi curse is what was blamed for many missing people, both young and old.

While scientists are still looking for many pieces to the puzzle of Veror. They do have theories. They assert the Garden of Veror is not a place of gods, but a result of one of the layline explosions, possibly as far back as 1578 BD (Before Drax). Scientists have examined the area

for decades and found some evidence that the powerful Malexinous Zarg layline runs beneath the garden, some 10,000 kilometers beneath the peaceful waters. They hypothesize that a great eruption on the scale of Auvreana pushed great streams of energy upward and created the plateau, spilling out through the lake itself. When everything settled, the powder cloud left a thick dust in the area, fertilizing the otherwise mountainous region with a hidden oasis. The laylines still run beneath the surface and can be felt as you climb, though scientists are split on the effects they have on those nearing them.

Those that want to see the garden for themselves should be weary. The Hegatzi trolls are a very real and present danger for would-be explorers. They are carnivorous predators and have been documented abducting travelers from campsites during the climb to the top. Many have gotten lost attempting to reach the garden, even the likes of tycoon Fanderstein Lugwix. His party set

out to reach the top in record time. Communication stopped after five days and a search and rescue team was dispatched. Remnants of campsites were found on their planned trail, but not one member of the 12-person party was. A year later, one of the guides, a dwarf named Marscip Ozgodroad, appeared at the foot of the mountain. Three in their party had fallen to the Hegatzi. More curiously, he rambled stories about changing paths and the mountain moving on them as they traveled. Whispers on the wind telling Fanderstein to go home. He claims the mountain didn't want

Fanderstein there and would not let him reach the garden because he wasn't worthy. Stories of blocked access aren't uncommon; a young man hired a plain to try and parachute to the garden in 2007. The man jumped successfully, only to see his plane crash into a peak that had been hidden in the clouds. The young man attempted to guide his parachute to safety, but falling debris caused it to catch fire and he plummeted to the rocky side of the mountains.

Mythology

Vantruse

Region: Cor'nithial Cryptogorus (The Place of Ancient Power and Wisdom)

Isle of Nasar

Korhelavin Isle

Auvreana Volcano