

Alteir Continents At-a-Glance: Northern Hemisphere

~Avignion

Large-sized and geographically diverse. Temperate, fey and megafauna forests, many mountain ranges, expansive plains & swampland. Racially mixed and with many cosmopolitan centers as well as wilderness and tribal lands. Stable mana with scattered pockets of mana sinks and mana warps; only continent aside from Cryllt with extensive waystations.

Notable landmarks:

Lake of Iron, The Hexspire, Shadow Hold, Grove of the Guardians, The Azure warp.

Established Nations/Cities (Respective capital in parentheses):

Aquilan Coalition (Quinya City), Caprinous (Darinson), Calythia (City of Rings), Inpreza (Liir), Umalt Nation (Cregg), Republic of Voban (Oser City), Shadow Hold. The first three are allies in an open trade and cultural agreement known as the Triangle, while the latter three are more or less independent entities with loose trade agreements (Inpreza especially; its borders are tightly controlled). The Demellian-controlled Hold is even more independent and xenophobic than Inpreza, despite its proximity to Aquilah.

Notable religions/spiritual centers:

Diverse and varies widely with region. For example the nomadic peoples of Caprinous worship a small pantheon that are represented by various shamanic power animals, whereas Calythia and Aquilah have many commonly-worshiped cosmopolitan gods and temples peppered with deities worshipped by various races such as the Amarons and L'tahr.

~Cerberose

Medium-sized, covered in jungle, swamp, mountains and rugged outback. Home to arcane horrors, diverse megafauna and the remnants of ancient and unknown cultures. Very mana-variable and volatile in most areas.

Notable Landmarks:

Tig-tanyag Volcano, Forgotten Xibalban city, Dragon City/Rookery, The Pit.

Established Nations/Cities:

None. Numerous scattered tribal nations and large cultural centers, but no known civilization on this continent.

Notable religions/spiritual centers:

Since there are no advanced civilizations in this continent, spirituality is also very mutable and scattered; shamanism, primitive asceticism and a very loose form of druidry accounts for 90%

of the spiritual practices of the tribes here. The only remnant of a great and complex religious structure is what is left of the Xibalban city near Cerberose's center.

~Cryllt (pronounced “Krillt”)

A large-sized continent ideally situated in Alteir's temperate and warm bands, perfect conditions for lush and fertile farmlands and swathes of wild grassland. Very technologically and magically developed and cosmopolitan like Avignon with multiple medium to large cities and centers of learning. Mana is more stable the closer inland it is, with central Cryllt being one of the most stable areas of magic in Alteir.

Notable landmarks:

The Wyrmostones, Qurr'virnn Gates, the Obderium canyons.

Established Nations/Cities:

Denebrom (Giltegan), Varium (Bestrahom), Niir (Abelth), Amsvith (Aurum City), Njornoe (Diodium), Obderium (Red Cliff Crater). The regions are more or less autonomous from one another but all trade freely back and forth, since each region supplies certain key exports and goods, such as Obderium and Amsvith with raw ore and manufacturing capabilities, Denebrom and Niir with agriculture, Varium with ranching, logging and textiles, and Njornoe with magicraft. Governmental structure varies somewhat from region to region; basic summary of the structure of each power center: Denebrom: Constitutional monarchy, Varium: Representative democracy, Niir: Constitutional monarchy, Njornoe: Meritocracy, Amsvith: Magocracy, Obderium: Stratocracy.

Notable Religions/Spiritual Centers:

Religion is very decentralized and varied in Cryllt, with no one religion dominating over the others. Most of this continent values trade, wealth, individual accomplishments and especially magical knowledge over strong religious ties. Not to say that spirituality is weak with most of the populace; quite the contrary, it is common to see caravaneers and other traveling tradesmen to wear or otherwise display on their wagons multiple different iconography to various gods as charms for safe travel and wards against misfortune.

~Konos Isles

Mainland isle is small-sized surrounded by three smaller islands (Ruadra, Ilsora and Nellemora). Temperate to cold thanks to jetstreams across the Cleighad Gulf. Rugged cliffs, mountains and moors with a mix of pine and deciduous forests. Very mana-stable, but only one public waystation that resides within the capitol that connects to an embassy on Aquilah.

Notable landmarks:

Alabaster Mountains, Lifewood river system.

Established Nations/Cities:

Varr Eswin, which is also the Isles' capital. The elven nations of Goldwood, Rystwood and Donnwood. They feature sizable populations of dawn elves, mist elves and dusk elves, respectively.

Notable Religions/Spiritual centers

The Konos people have a long and deep-seated spiritual history based on philosophies surrounding the natural world and druidism. Each Noble House not only has a totem animal that is believed to be a family guardian but also has an Archdruid that has nearly as much power as the family matriarch and patriarch. The Archdruid takes care of all legal matters and spiritual matters that pertain to the home and family, especially around holidays and during important occasions such as weddings and deaths. Additionally, the elven nations of the Konos Isles have adopted similar spiritual practices and help guard and maintain the all-inclusive, secluded druid groves.

~Nagaton (NAGAH-tonn)

A very small island off the coast of northeastern Cryllt, it is technically an owned satellite territory of the nation of Amsvith but is more or less culturally separate from the mainland so it is considered independent. Flora and fauna growth is prolific and heavily altered by the nearby Dragon Locus in the ocean, making for huge and strange natural phenomena and weather such as a forest of tree-sized fungi and violet rainstorms. Obviously this island is veritably soaked in mana, enough that in certain parts of it the natural laws (such as gravity, spellcraft and even to an extent physics) are skewed to the point that it feels extraplanar.

Established Nations/Cities:

Originally the ancestral roost sites of the strange, mythical sapients collectively known as the simooriv, 32 years ago it became a settlement for the Astral travelers called the kamric. What simooriv are still there seem to readily welcome the outsiders, creating an unusual cultural and racial stratification. Grim'Shivh the kamric-centric city and Tiornburg are the only true established cities on this island.

Notable Religions/Spiritual centers:

The scattered population of the simooriv have never worshipped a deific figure or adopted any kind of spirituality. The kamrics have a sort of “religion of the self” that has a philosophy in which depending on how they conduct themselves through the course of their lives, they will become closer to what they call the Asda, a sort of transcendent state of being that is also referenced as a place.

~New Terinth

A small-sized continent just off the coast of Varium in northwestern Cryllt. Most of the continent's coastline is comprised of tall sheer cliffs, making the few major ports in New Terinth only accessible by flight and airship if arriving by sea. Densely forested with stable mana. The sea surrounding most of this continent is almost constantly restless and turbulent, with strong currents and choppy waves most of the year, especially in winter and spring.

Notable landmarks:

Sacred dryad groves, Seawing rookeries, Jagged Trench, Cthontic Caves.

Established Nations/Cities:

New Ors (Macklemont), Canath (Cliff Skyport). Rising from the ashes of political strife that happened over 50 years ago, the two current sovereign nations have been making honest efforts to move past the economic conflicts that preceeded the restructuring of New Terinth. The predominantly halfling region of New Ors would prefer to mind their business and resources, but the commerce-oriented region of Canath with its governmental league mainly comprised of powerful guilds can't help but toe the line of this uneasy peace once in a while. However when Canath's capital was sacked by the elder Astral Dragon Niodenimous over a year and a half ago the guilds had to turn their attention to rebuilding instead of expansion.

Notable Religions/Spiritual Centers:

The halfling-centric culture of New Ors tends to color the country's spirituality which is namely focused on spirits and minor demigods of the hearth, family and travel. Outside of some of the transplanted ascetic centers from Ciedan, Cryllt and Nagaton, Canath does not have prevalent religious centers or practices above and beyond the occasional prayer to gods of wealth or luck.

~Typhnias

Small-sized and for the most part cold, with a small temperate zone near its southern tip. Purportedly believed to be the origin continent of the widespread race known as Demellians and still houses their ancestral capital. Primarily small mountain ranges and thick pine woods with some temperate valleys and forests in the south. Mana is somewhat weaker here than in other continents, which resulted in the Demellians adapting to different magical techniques and practices, Traveling here is often a rite of passage for journeyman Demell mages, as getting used to the weaker magic is taxing for those not hardened to it.

Notable landmarks:

Palatos Mountain, Primordial Valleys.

Established Nations/Cities:

Therengmos, the ancient City of Stone. Currently contested by several warring Demellian factions, as well as a few gargoyles. Therengmos hasn't been a proper capital city for almost a hundred years.

Notable Religions/Spiritual centers:

Unknown/can't be substantiated. Demellians and other gargoyle-kin as a general rule are not terribly religious or beholden to any one spiritual practice, so if there is religion on Typhnias it is isolated to individuals or small sects. No temples have ever been or are planning to be built in this conflicted nation.