

# SEGINUS

No settlement on Seginus had ever come easily, and the people on the rugged continent are said to be as hard as the peaks of the Doirfitt Mountains. No one knows who was the first to set foot on the hard reached shores of Seginus, but everyone knows it would have been no small feat to accomplish.

## BY SEA

Even in the present day, sea travel around the continent is notoriously difficult. The Carntara Archipelago to the northeast is still largely unexplored, and the northern coast in general is a hodgepodge of sheer cliff faces and jagged, rocky outcroppings. Travel in the south seas is relatively safe in the present day, but the established trade routes were hard earned by the continent's early mariners. A bad storm or foggy seas could spell a swift end to even the mightiest frigates, many of which are said to have been claimed by giant serpents and other hulking monsters from the dark depths. Many land dwellers deny the existence of these creatures, but the sailors that sail the route from Eilean to Ballaviorn swear oaths during every crossing, ever mindful of choppy seas and strange sounds among the waves.

## FROM EARTH AND WOOD

Yet, despite the sea's ruthlessness, the early peoples of Seginus made landfall some millenia ago, drawn by adventure and the lofty promise of new lands. Just like the first settlers, it is not well known where the first settlement appeared. The dwarves of Bir Boram insist that their ancestors came first. In fact, a popular dwarven fable claims that Gaia herself birthed the first dwarves from her very bosom, and tasked them with relieving her of her mineral burdens. Likewise, the wood elves of Druindar Forest claim that they were given life in the sacred Glade of Sylvar, long before Mount Fjallbein thrust into the heavens. Whatever the case may have been, the earliest recorded histories of

Seginus belong to the ever studious dwarves, who recorded the founding of their first great city, Vondaral. Climbing up the very legs of Mount Fjallbein, the dwarves built the mighty fortress under the tallest peak on Seginus, hoping its lofty heights would spell bountiful mining.

## TERROR FROM ABOVE

Had the dwarves spent as much time climbing the peak as they had digging to its roots, they would have found the sleeping beast at its summit before awakening it from its ancient slumber. The dwarves utilized their new invention, fire salt, in order to blow up large portions of stone and earth, shaking the peak to its very core, and shaking the great dragon Vaedreith to a fiery vengeance. The ancient red dragon, once stirred from its long sleep, annihilated Vondaral in a storm of flames. Not satisfied to only wreak vengeance on the dwarves, Vaedreith let out his mighty roar and woke the sleeping dragons across the continent, kicking off the world bending event known as the Dragon Blitz. Dozens of vengeful wyrms rained fiery death upon the hapless inhabitants of Seginus, leveling virtually every city under their wings. Though dragons are thought to have long since left Seginus, their handiwork is easily visible in the still standing ruins of Vondaral, and on the blackened city walls of Bristead, the earliest human settlement on the continent.

## THE NEWCOMERS

Of the history of other races on the continent, little is well recorded. The dwarves rarely left their mines in the dark days after the Dragon Blitz, but whenever a scouting party left the depths they would report strange dwarfoid settlements in the plains of the Dalur Valley. These settlers were the first humans to settle Seginus, spreading into the fertile valley between the Austermead and Stormor Mountain ranges. Had the dwarves been more vigilant, they would have seen these tenacious newcomers spread from the northern reaches of the Stormor Mountains even before the Blitz. Ever stubborn, these first humans would have

had to scale coastal cliffs and brave the treacherous highlands to establish Bristead, and later Northmount, nestled in the bosom of the Breagle Mountains. Bristead was destroyed by the sadistic black dragon Xersudois, who rained his acid breath upon the city and the forest to the south. This dead forest is believed to be haunted by the human souls that perished under Xersudois. The black wyrm was thought to live in the marshy peat bogs at the feet of Mount Vondur, the tallest peak in the Stormor Range. Every human nanny and grandfather tells children of the haunted black peak and the city of the dead surrounded by the choked woods, even going so far as to suggest that the evil Xersudois still lurks in the swamps around Mount Vondur, waiting to snuff out any life that enters his domain.

## A SHORT ASIDE

Likely the most overlooked of the races, both physically and metaphorically, the gnomes of Seginus are a mysterious folk, having lived among the stoney peaks of the Stormor mountains for millenia without much interruption. They kept no written record of their times until relatively recently, instead relying on a rich oral tradition of song and story. During the Dragon Blitz, they claim that they were too small for the great beasts to notice, and their treasures were dug too deep for the dragons to smell the gold.

## A LAND STILL YOUNG

Whatever the case may be, the gnomes of Stormor are now a bit more adventurous than before, with many of them striking out and forming forest villages in the welcoming woods along the River Rolegur, trading with the other races. In much the same way, the elves of Druindar have spread from their quiet glades into the bustling cities of the humans. Perhaps the greatest of these cities is the mighty walled Ballaviorn, built adjacent to the delta of the River Rolegur. Ships from foreign lands sail up the mighty river and make port at the metropolitan city, bearing exotic foods and goods, and most importantly, all manner of travellers, settlers, and

adventurers. These newcomers braved the deadly seas for the same promise as all that came before; riches, adventure, and hard fought glory across the harsh lands of Seginus...