



THE WORLD OF FLETNERN

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INTRODUCTION

It is a time of decision. The world of Fletnern stands on the brink of a new age. Will it bring peace or will it bring war? The actions of a few may answer that question for all.

The world of Fletnern is a world of wonder and imagination. Filled with heroes and magic and adventure, it has a life of its own, often moving faster than its players can keep up. But that is its purpose, to provide a living world for adventurers of all sorts to explore and discover. As their travels take them across the world and back, they will begin to experience some of its color, some of its characters, and some of its magic.

This is an introduction to the world of Fletnern. There are many reasons that this introduction is here, but the main one is this: So much of what Board Enterprises releases as material contains references to this world. Rather than annoy people by demanding they purchase more of our products, we will make this introduction free.

This is not intended to give anyone a full understanding of the world of Fletnern. It is intended to be an introduction to the world and cover some of the most obvious and easily understood qualities. Various products discuss pieces of the world. This is simply intended as the base necessary to hold those pieces together.

As an introduction, this is intended for all manner of people, GMs and players alike. There should be nothing described here that a resident of the world would not (well at least “could not”) already know.

World Statistics

Fletnern is a planet that revolves around its sun in an elliptical orbit. The south pole of the planet has a strong orientation towards the sun, causing the South Pole to always be in daylight and the North Pole to be in eternal darkness. The elliptical orbit takes the planet nearer and farther from the sun, causing the seasons as we would know them.

Fletnern revolves on its axis in approximately 21 hours. At its equator, there are an equal number of daylight hours and nighttime hours. In each region, the amount of day versus night is fixed with more hours of sun south of the equator and more hours of night north of the equator. The planet spins opposite to our Earth causing the sun to rise in the west and set in the east.

This also causes most weather patterns to move from east to west.

The planet is roughly 21,000 miles in circumference. The majority of its surface is covered in oceans with five continents rising above the waves. Of the continents, one is now referred to as the Great Archipelago since it was broken into pieces by a titan weapon. The North Pole is permanently covered in ice, though an ocean exists below the ice cap.

Fletnern is orbited by three moons. They are usually numbered by size with Beagodon coming first, Seewis coming second, and Tilliat last. When comparing distance from the planet, Beagodon is in the middle of the near Tilliat and the far Seewis. There are two other planets in orbit around Fletnern’s sun. Closest to the sun is the tiny planet Jit. Orbiting beyond Fletnern is the largest planet in the system Lorne. Jit has no satellites, but Lorne has a single moon called Tythin. Jit is rust colored, while Lorne appears to have a bluish-green tint.

Fletnern Science

Fletnern is a planet very similar to Earth. It also has its differences. Although slightly smaller, it is denser and has almost the same total mass. Its gravitational pull is less than Earth’s by an infinitesimal amount. It is richer in metal and mineral deposits, especially in precious metals. Its oceans are shallower than Earth’s.

Weather

Weather patterns typically move from east to west. In winter, weather patterns are more likely to travel south as well as west. In summer, the reverse is true as weather moves north and west. These are very general statements and are not intended to be taken as law.

The three moons of Fletnern all affect the tides of the planet’s seas. Tides are typically far less dramatic than on Earth. The constant pull in three directions diffuses the power of the tides, though Beagodon does have some impact on the coastal tides. When the moons act in concert, they cause severe flooding or shallows. This may happen every few years, but only lasts a few days.

Time Keeping

This tome is being penned in the year 652P, or the 652nd year of the Age of Peace. The Age of Peace began with the end of the Peace Movement War. Before the Age of Peace, there were 443 years of the Dark Age, and before that was the Historical Record. Due to the oral traditions of the time, dates within the Historical Record cannot be trusted to be accurate. The Historical Record period ended with the writing of the book "A Time of Man" by Penbrose Fallae. Considered to be the first history book, this work changed the recording of history from the spoken to the written word and therefore "changed the world". Anything before the Historical Record is simply referred to as Pre-Historical Record or more commonly as Pre-History.

Dates during the Dark Age are written as ###D. Dates during the Historical Record are written as ###HR. The Historical Record period lasted from 100HR until 1184HR. It is not fully understood why the Historical Record period starts with the year 100, but this is the standard convention. Any dates from the Pre-History are recorded as ###PH

The Birth of the Races

The Races of Man

Though the titans claim to have created the other Races of Man, this is merely legend. There are four racial groups among humans: Nikonese, Tandish, Glodian, and Turgor, often referred to by skin color as yellow, white, gold and black. The Nikonese originated within the Quassim islands. The Tands originated on Baelyndit with the titans before it was destroyed. The Glodons originated around the Glevarreck River on Hughijen, and the Turgors originated around the River Fhearree on Drentae.

All other human appearances are genetic differences bred from these four races. It is already believed that the Xandrians are originated from Tandish humans with some goblin influences. The Angles may well be mostly Tandish (light skinned, fair hair and tall) with some Glodian influences. The Dharvic people would then most likely be Glodians with minor influences from the Tands or perhaps a non-human race, such as the genies. The Rhorics are often considered one of the most mixed of races. Their hair and eye color varies the most, and they are most likely a melting pot of Tands, Glodians and Turgors. The Velesans are of a very similar nature, though with a little less variety. The Latvich people are then Turgors who have been heavily influenced by the Tands (in the form of the Angles and the Rhorics). The Soussens would be the same, perhaps with less of the "white" influence. The Marils are not clearly definable. They could easily be Tands influenced by the Turgors, but their history implies that they might be Turgors influenced by the Fairie. The

Srandars are considered to be Glodian with other influences, as are the Dethet people.

The Bortens are an anomaly. No other known race has red hair. Where this trait came from or how it has continued to be so prevalent in generation after generation is unknown. No amount of combining Tandish traits with Turgor traits can explain red hair, though it might be able to explain the freckles typically associated with Bortens. The best guess is that the "monster races" such as the centaurs and satyrs influenced the Bortens. Among these monster races, roan colors are known.

Since human origins without titans has been reasonably proven, it is also reasonable to discount the titan claim that they created the halflings, giants and luriants. While no evidence of preexisting colonies of these people can be found, it is reasonable to believe that they originated on Baelyndit with the titans, but the destruction of the continent destroyed any evidence of their formation. Much of the knowledge of what might have occurred naturally on Baelyndit has been lost, and it is quite possible that the halflings, giants, humans (Tands), luriants and titans all developed together on the Lost Continent. In this scenario, the titans seem to have developed first and conquered their neighboring/cousin races. As the conquerors they were allowed to write the history as they saw fit.

The Goblin Races

The Rhoric Plains is considered to be the origination land of all the goblin races. These people began as savage cannibals and remained so while other races were beginning to form civilizations. As time passed, the hunter/gatherer, cannibalistic society began to prey on easier targets, namely other races. Interaction with civilization taught the goblins about building and weapons.

The most successful of the goblin raiders were the ogres. They stole many things and began the practice of taking slaves. Their first victims were the Fairie and later the Trolls (dwarves). Due to the success of their use of slavery, the ogres began to enslave goblins and orcs. With their vast numbers of slaves, the ogres were able to accomplish great feats. They erected huge fortresses, mined deeply into the ground, had beautiful things crafted for them, and formed armies that looted and conquered the interior of the continent.

The goblin races have a strong resemblance to each other. They all have dark brown to black hair. They have the distinctive, goblin, up-turned noses, so often referred to as pig snouts. Though the goblins are smaller than the orcs and the ogres are larger still, each of the races has the same general proportions. With their thick body hair, they are sometimes accused of being bestial or feral. These claims are unfounded, though based on their less efficient brains.

The Fairie

There are but two major colonies of elves in the world: the Slyvanian Nation in the Slyvanian Forest of Drentae and the elven tribes of the Circle Woods. The elves of the Circle Woods admit to being outcasts from the Slyvanian Nation, though the Slyvanian elves claim they would have been incapable of banishing “their own”. Several human scholars have speculated that the elves actually originated on the continent of Koaluckssie, and that they migrated from Koaluckssie to Drentae. Though there is some support for this, the elves refer to their widely discounted 8,000 year history, all of which is based in the Slyvanian Forest. While this is an interesting pursuit for non-elves, it is tantamount to sacrilege to the elves. Anyone attempting to prove they did not originate in the Slyvanian Forest will find themselves the targets of elven ridicule and even violence.

As for the aldar, all that can be proven is that they at one time dwelled with the elves. Modern magical techniques have indicated that the aldar may have been born directly from the elves, and separated due to physical differences. Whatever the reasons, the two races went to war. The aldar were driven deep under ground, and the elves remained dominant over the Slyvanian Forest.

The Trolls

The Troll races originated on the continent of Drentae. While they all appear to have originated in and around the Broiling Mountains, the Rinnear dwarves may have originated as far north as the Gold Mountains. With the exception of the dwarven migrations north to Rock Cove, the majority of the trolls remain in this region. Their darker skin colors are just one of the pieces of evidence marking their origins.

The trolls are divided into two groups based on their skin color: the light trolls and the dark trolls. The light trolls include the Rinnear dwarves and the cyclopes. Their skin tones are similar to the Angles and the Rhorics, and their hair colors spread throughout browns, tans and blondes. The dark trolls include the trolls, the Dolindor dwarves, and the hecheires. Their skin tones are darker browns with the Dolindor having coal black skin. Their hair colors are also dark, similar to the Goblin races. Of the dark trolls, the hecheires have the lightest skin with theirs approaching the color of the Sousseze humans.

Geography

Continents

Fletnern is graced with five continents. While these continents do shift ever so slightly on their plates, they were never a single land mass. Having developed

separately, it is the interaction between continental and oceanic plates that has built the mountains of the world.

To say that Fletnern has five continents is not necessarily true. At one time, Fletnern had five continents, but currently it has but four. The continent of Baelyndit was split into thousands of pieces during the Titan War and today is referred to as the Great Archipelago. Drentae and Hughijen are lush continents filled with life and civilization. Koaluckssie is a savage continent filled with mountains, sandstone mesas, and deserts. Sulnuun is a desert seated at the bottom of the planet, directly facing the sun.

With the exception of Drentae and Hughijen, there is very little travel between the continents. The oceans are simply too broad for the current seafarers to risk the voyages. Some lone explorers do make the trips, but most never return. Because of this, many people believe the other continents to be myths, and the explorers who claim to have been there liars and story tellers. Especially when tales of the Great Archipelago and its titan ruins are told, most people smile and chuckle at the delightful fantasy tales.

Drentae: Drentae is also known as the Man Continent, not because it is the origin place of Men, but because early map makers characterized its shape into that of a kneeling man. Drentae is approximately 2,000 miles north to south. It also holds the most diverse cultures, having Trolls, Fairie, Men, and Goblins.

Hughijen: Hughijen is a continent divided. It is divided by the Dragon Lakes which separate the eastern deserts from the western plains. It is also divided by the Mountains of Purity which separate the northern portion of the continent from the southern regions. These barriers have allowed extremely diverse cultures to rise, but the dominant cultures continue to be the Races of Men.

Koaluckssie: Koaluckssie is the so-called “Monster Continent”. Located west of Drentae and east of the Great Archipelago, Koaluckssie is the most difficult continent to inhabit. It is a complex collection of mountain ranges separating deserts and broken lands. While life does exist, survival is so difficult that culture and civilization are simply not possible.

Baelyndit: Baelyndit was the name of the continent destroyed during the Titan War. What is left of this land and what has evolved geologically since is known as the Great Archipelago. On the opposite side of the world from the “civilized” peoples, the Great Archipelago is filled with incredibly diverse peoples and cultures, some civilizations existing for hundreds of years on tiny islands with no contact from outsiders.

Sulnuun: Sulnuun is a vast desert at the southern pole of the world. According to many legends, this is not a continent, but instead the dried bottom of the Boiling Ocean. It is a continent unmapped by people from the more temperate climates.

Tunnel World: Though not a continent, the Tunnel World in many ways functions as one. The only distinguishing factor is that it is entirely underground. Though no civilization seems to have originated here, several have moved here, typically seeking shelter from enemies or the nature of the surface world. It is believed that the Tunnel World connects Drentae to Koaluckssie and eventually to certain portions of the Great Archipelago. No one has been able to find passage to Hughijen or Sulnuun through the underground labyrinths.

Oceans

Barrier Ocean: West of Drentae is the Barrier Ocean serving as a “barrier” between Drentae and the Monster Continent. At its southern edge, the Barrier Ocean meets the Boiling Sea. Various map makers differ on the boundary, but as the choppy waters of the Barrier calm in the Boiling Sea’s undercurrents, most sailors can identify the change. The northern border is the Frozen Sea. This boundary changes with the ice flows. While ice bergs do float in the Barrier Ocean, the ice cap itself is the Frozen Sea.

Semphesteus: The Ocean Semphesteus separates Drentae from Hughijen. Named for an ancient Tandish god, it is most often referred to simply as Semphesteus. It is the most traveled ocean in the world, carrying traders back and forth between the two closest continents

Boiling Sea: The Boiling Sea surrounds Sulnuun separating it from the other continents. It also touches the other oceans except for the Frozen Sea. The Boiling Sea is known for its calm surface and treacherous undercurrents. It is also known for its deadly calms that prevent sailing ships from grabbing enough wind to move.

Frozen Sea: The Frozen Sea grows in the winter and shrinks in the summer. It is the permanent ice cap covering the North Pole and ocean beneath it. During harsh winters it has been known to touch the northern tip of Hughijen, thus creating a bridge of sorts between Drentae and Hughijen.

Ocean Unknown: Perhaps the least explored ocean of the world, the Ocean Unknown separates the Monster Continent from the Great Archipelago. Barely touched or crossed by ships, this ocean is dominated by various species of whales.

Ocean Mysterious: The Ocean Mysterious separates the Great Archipelago from Hughijen. Containing the Quassim Islands and others, those seeking to explore the Great Archipelago are advised to travel this way.

Mountain Ranges

The northern regions of Drentae are marked by two of the smaller mountain ranges in the world. The Kajumanpekc Mountains surround Rock Cove, and the Ice Cap Mountains seem to cut off the northern tundra from the temperate zones to their south. Both ranges serve as a barrier, protecting the cities of Rock Cove and Traigar. Both ranges are snow covered year round, and neither contains any active volcanoes. They are considered younger ranges with pointed peaks and serious risks of avalanches.

South of the Elebher River are the South Pot Mountains. This small range separates Brinston from Caratock and has long served to keep the cultures apart. The South Pot peaks are older and have been rounded down from the many centuries of weather. The goblins of history seem to have believed them to look like upside down pots, thus naming them the South Pot Mountains. Unimpressive when compared to so many of the other mountain ranges, the South Pot Mountains are typically ignored in discussions of important ranges.

The dark and dreary Gold Mountains are often described as the least majestic mountain range in the world. As mountain ranges go, the Gold Mountains are thinly populated. There are passes and roads through the mountains, though it is equally likely to wind up in a box canyon as it is to find a way through the maze. Because of this, the Wembic Empire controls both sides of the mountains, and they do not serve as a natural barrier or boundary.

The southern tip of Drentae is dominated by the Broiling Mountains. The heat of this tropic region joined with the active volcanoes has granted this range this imposing name. The southern face of this range has been pounded by hurricanes and other extremes for centuries, leaving bare rock and landslides. The northern face is more of a tropical jungle with run off streams feeding the mighty rivers of the south.

The Mountains of Purity stand as the most massive of Hughijen’s mountain ranges. Separating the Tandish culture to the north from the rest of the continent, these mountains are extremely difficult to cross, and are rumored to have no passes. Hearty prospectors venture into the mountains in search of gems, but they must beware of the titans that make this range their refuge.

Rivers and Lakes

Known as the Elebher to humans and the Elhebenea to the elves, this river is perhaps the most important river to the civilized world. This river links the

elven capital of Slyvania to the human coastal trading giant of Brinston, as well as passing through the river port and ferry town of Nannerette. Trade flows both on the river and along the two roads that flank it to either side. This wide, slow river has never been bridged due to its excessive width.

The Simmali River, sometimes called the Smile River, flows from the Ice Cap Mountains into the Barrier Ocean. It freezes annually, but is the source of good hunting and gathering for the Tanta Bosh and even some dwarves in the region. This fast and treacherous river is not suitable for trade due to the frequent rapids and rocky barriers.

The Fhearree River was named by orcs fleeing the break up of the Goblin Empire. "Fhearree" means "elf-like" in Wembic, and the orcs believed that they would find elves on the other side, just as they had with the Elebher River. While the Fhearree River may have looked like the Elebher at one time, it does not now. With grassy plains on both sides of the river, it simply does not support large forests.

The Dismal Swamp is the source of the Fhearree and its western boundary, as the river runs the width of Drentae until it flows into the Sea of Kautyr. Carrying the nutrients from the Dismal Swamp, the Fhearree is what gives this region its wondrous yields. The river floods almost every year, making it dangerous to live on its shores. Some villages have sprung up on high ground near the river, but for the most part, people live away from the flood plain.

The largest lake on the continent of Drentae, Lake Vennitoura is one of the chief sources of the Dismal Swamp and in turn the Fhearree River. Fed by various smaller creeks and rivers flowing from the mountains and hills of the region, Vennitoura has a very high mineral content and is often called Egg Lake due to its smell. Although it is the largest lake on Drentae, it is less than two thousand square miles. Extending for ninety miles from west to east and almost thirty miles north to south, its northern edge meets the Dismal Swamp's southeastern boundary in an extremely marshy area with countless ponds and streams.

The Khondrik River travels south from the Central Plains past Garnock. South-southwest of Garnock, the Khondrik empties into a large swamp, Lake Wensafri. Lake Wensafri is an extremely old lake that has aged into a marshy swamp. Lake Wensafri is roughly circular and about 48 miles in diameter. It encompasses almost 1,800 square miles. The Laensen River flows out of the swamp to the east, eventually reaching the coast not too far north of Scaret.

Glevarreck River is also known as the Trickling River. Once a mighty waterway, it has lost its power. With the river losing its greatness, the flooding required to turn the Glodon Desert into arable land has been greatly diminished. This in turn has led to the fall of the once mighty Glodon civilization.

The so-called Dragon Lakes are a series of five large lakes that mapmakers have invariably drawn to look like a dragon in flight. The largest fresh water supply in the world, these lakes are fed from the various hills and highlands including the Mountains of Purity and drain both east and west via rivers. The lakes teem with aquatic life and serve as a feeding ground for the many dragons that nest nearby.

Civilizations and Major Cities

The largest city in the world is UilenMardragauh, the capital of the orcish Wembic Empire. Both enormous in size and in population (over one million), this city is spread across three mountains and guarded by some of the fiercest fortresses and strongholds ever constructed. Once a dwarven city built to mine gold, the orcs have rebuilt this captured jewel and made her their own.

The city-state of Brinston has been considered the center of commerce for the entire world. Sitting on the delta of the Elheber, it has access to the interior of Drentae as well as the entire western coast. Their merchant fleet travels the globe, bringing trade goods from throughout the world to their shops. Until recently, the noble families of Brinston have been unrivaled in their dominance in trade. With the rise of other cities and civilizations, Brinston's monopolies are being broken, but the city and its nobles are still amongst the wealthiest in the world.

The city of Helatia was founded by a group of escaped slaves fleeing across the ocean, but it has grown into a prosperous cultural center. Ruled by a representative Senate, it is a bold republic devoted to innovation and new ideas. Though its trade goods are sufficient, it is often ideas that are the most important exports from Helatia.

Capital of the Slyvanian Forest and the largest single collection of elves in the world, Slyvania stands as a monument to the elven ways. With half the city built on the ground and half the city built up in the trees, the city's flying walkways amaze most new comers. Although in evidence, the elven two-classed society (spell wielding nobles and mundane peasants) is not as harshly represented in the capital, where a small middle class has begun to grow. Elven tariffs and trade restrictions make contact with the outside world difficult, and Slyvania is the least cosmopolitan of the major cities.

Technically, the city-state of Myork has been under martial law for four generations. The Prince General and his Council of Knights have absolute power and are expected to serve the good of the people. Surprisingly, due to the strict code of honor trained into every Anglic soldier, the system works. Myork follows a generally feudal system with an extremely powerful military. Recently, they have been coming to the aid of

their friends across the sea, the Bortens. This aid is bringing them into nearly constant conflict with both the Latvich and the Wembics.

Garnock has been the aggressor in a number of wars, including a failed attempt to conquer about a quarter century ago. Ruled by the Generals' Conclave, anyone who can field 1,000 troops can get a vote on how to run the city-state. A city of excessive corruption, the people are entertained by gladiatorial events and "policed" by organized crime. Though far from the glorious capital of a vast empire, Garnock and its military have not yet lost their edge.

The Dharvic city of Dalavar lives up to its exotic reputation. A center for trade, it is also the center for trading in the dark arts. Another city of corruption and political intrigue, the powerful of Dalavar have become so disconnected from the lower classes that they forget they even exist. Though Dalavar sits on a lush ocean shore, the deserts stretch to the horizon once one leaves this sliver of fertile ground. While life in the city is harsh, life in the desert is a constant epic of survival.

On a different shore of Hughijen, Purity is a completely different city than Dalavar. A bastion of freedoms and justice, Purity is nicknamed the Shining City for the "gleam off its clean streets". Although not perfect in every way, Purity is very close to the utopia it has always strived to be.

As stereo-types would expect, the dwarves have centered their government amid mountains filled with metal ores. Rock Cove is the largest dwarven city and the capital of the Rocchairian Nation. The focal point of the metal crafting industries as well as the trade port, Rock Cove is much more than people expect from a dwarven city. A vast socialist society, the Rocchairian dwarves can share their prosperity, while still guarding their secrets.

Scaret started as just another port town for the Bortish farmers, but it has grown into much more. A thriving whaling port and the best access to the city-state of Myork just across the Straits, Scaret has grown in size and diversity. Growing pains aside, this warm sea port will continue to prosper, that is unless they so anger the Wemic Empire that they are pushed into the sea.

Nanerette lies on the shores of the Elebher River. Once a simple river port between Slyvania and Brinston, Nanerette has grown into the local giant. The center of trade between the "East" and the "West", this city is the entrance and the gateway. Best known for its wild gambling and drinking establishments, Nanerette seems quite content to be a huge "small" town and just another stop along the long trade routes.

Few remember that there is more to Sambrek Island than simply the city of Rimmim. A tiny island in the Barrier Ocean, Sambrek Island became a haven for wizards and other magical types. As they developed their government, they also developed a culture based

almost entirely on the uses of magic. Protected by their mighty and magically-enhanced navy, the city of Rimmim is the most advanced magical society on the planet and is growing in power every day.

Snobist, northernmost of the Great Cities, is quite boring in its steadfast and stoic ways. Conservative to the point of stagnation, it is being surpassed by its much smaller "cousin" Rhum to the south. Both the core of Rhoric society and the best "alloy" of dwarven and human cultures, Snobist will survive seemingly forever, though it may never change.

Though there are many more important cities and towns, none of them have more than 100,000 people and are thus not "Great Cities". As the political and economical strength of some of these smaller towns eclipse the larger cities, the idea of a "Great City" is beginning to fade from the world.

Lost Civilizations and Cities

Goblin Empire and Ballogfar

At the beginnings of history, the goblin races controlled Drentae. The Goblin Empire saw ogre rulers and necromancers, orcish soldiers and generals, and goblin miners and craftsmen. As the ogre rulers became fabulously wealthy, the thousand year old empire began to disintegrate from the inside.

Food riots and a cut in pay to the orcish soldiers led to a full blown civil war, split along racial lines. Though the ogres "won", they had chased off their police force and their workers. Though war slaves and zombies filled the worker ranks of the society, within a few generations, a plague born of the overwhelming numbers of undead devastated the capital city of Ballogfar.

Though it must be assumed that explorers and others have found Ballogfar at several points over the last millennia since the fall of the city; none have survived the still rampant plague within the city to reveal the lost city's location. Site of 1,000 years of the looting and plundering of other ancient civilizations, this jewel of the Goblin Empire remains hidden somewhere in the interior of Drentae.

Yurey Tuvdold

The giant city of Yurey Tuvdold and its Tuvdold giants was the home of a violent race of giants millennia ago. Existing just after the fall of the Goblin Empire, this city of giants plundered the fleeing and disbursed orcs as well as human refugees from the Titan Wars. Some speculate that the giants used orcs as beasts of burden and humans as a food source, but others dispute this theory due to the incredible art pieces that have been found and were attributed to Yurey Tuvdold.

In any case, several orcish tribes banded together to rid themselves of the threat of the giants and to free the orcish slaves. Relying on those freed slaves to increase the size of their attacking army, the orcs were defeated when their freed brethren fled the city instead of staying to help finish the giants. Many historians claim that it was only because these two war-like races depleted themselves in battle that the humans were able to breed to greater numbers and become the dominant race in the eastern portions of Drentae.

Yurey Tuvdold has never been found. Several giant sites have been found and explored, but the largest and most feared of them seems to have never existed. Some claim that the city is merely a legend, though others believe its hidden nature was one of its greatest defenses. Was the city so well hidden that even centuries later, its ruins remain a secret to all?

Lands of Legend

Weqsertanc

The land of Weqsertanc may or may not be a myth. According to legend, there was a land known as Weqsertanc near what is now Myork. Humans dwelt in this land and lived in the service of the titans. Learning from the titans, these people excelled and proved themselves to be extremely powerful in all styles of magic. What happened to Weqsertanc and why is not known.

Legends tell of a great earthquake that shook the entire continent. When the shaking finally stopped, Weqsertanc had fallen into the Anglic Strait and the land of Vennurdoba slipped into its strange valley of timelessness. The reason for the earthquake is most often given as the titans lashing out at the people of Weqsertanc before they became a threat titan dominance. Earth elementalists believe that movement of the earth forces caused the quake, but whether this was natural or titan induced cannot be proven.

The legends of Weqsertanc lead into two explanations of current cultures. First, the Angles rely on the power of the horse, not on the sea, despite the fact that they are a coastal city. If Weqsertanc had at one time been the seaport, the Angles would have been a people of the plains. They have only been learning to control the sea in more recent history. Secondly, the founders of Rimmim have never truly been explained. Various legends have them coming from Chulme or the Great Archipelago or from Weqsertanc. Weqsertanc, had it existed, would have had sea-going mages, exactly the type of people who founded Rimmim.

Vennurdoba

Vennurdoba lies on the southern coast of Hughijen. Trapped between the sea and the Cruughen

Cliffs, Vennurdoba is rumored to have been created when Weqsertanc was dropped into the ocean. Cut off from all other lands, this “valley” is the only home of some strange creatures thought to be the earliest dragon forms. These enormous and typically wingless drakes may have once roamed the world, but now they are confined to Vennurdoba.

While the jungles of Vennurdoba are indeed a fascinating eco-system, it is unlikely that they were created at the same time that Weqsertanc was lost. Even if the legends of Weqsertanc are true, that land would have been destroyed around the year -300PH. If that were true, it would assume that these ancient drakes were wandering Hughijen as recently as 2,500 years ago. No other evidence supports this. The implication therefore is that Vennurdoba was cut off from the rest of Hughijen millennia before the titans invented language. Separating the destruction of Weqsertanc and the creation of Vennurdoba also allows for Weqsertanc to have been much farther west than Vennurdoba and closer to the present day site of Myork.

Vennurdoba is in fact a very small region. Triangle-shaped, it only takes up about 75 miles of coastline. At its widest point, it only penetrates into Hughijen about 35 miles. The Cruughen Cliffs separate the lower Vennurdoba from the rest of the continent. While Vennurdoba is at sea level, the top of the cliffs can reach an elevation in excess of 3,500 feet. The valley floor is a fertile jungle, and several rivers cascade down the cliffs. The coastline is dangerous to ships because of its jagged rocks and odd currents. Although many have tried, no one has successfully climbed down the Cruughen Cliffs and returned to tell the tale.

Languages

The world of Fletnern is filled with different cultures and different languages. Some of the more common ones are listed here:

Archaic - an ancient version of Marilick often spoken by mages, enchanters and alchemists. Old records are often written in this language.

Angles - of the cities of Myork and Scaret and of the sailors that travel anywhere near these ports.

Banglor - the goblin tongue spoken by the ogres. This is a simple language often considered to be inadequate for conveying complex thoughts.

Dharvic - A language spoken in the city of Dalavar and the deserts surrounding it.

Glodon - of the city of Chulme and the deserts in the southeast corner of Hughijen.

Latvich - of the city of Garnock and the lands to the south of it.

Marilick - the official language of Brinston and Nannerette. Due to the extensive trading in the Brinston, Marilick has become a trade language

spoken by the majority of the merchants and caravaneers.

Nikonese - of the Quissim Islands, a mysterious area east of Dalavar and often considered to be the end of the world.

Rhoric - spoken in Rhum, Snobist, and most of the areas between the two cities, including the local halfling communities.

Rocchairian - the chief tongue of the Rock Cove dwarves, and common among other dwarven communities.

Slyvanian - the native language of the elves. It is the official language in the city of Sylvania and the Slyvanian Forest.

Tandish - of Purity, a rapidly growing port on the ocean.

Velesan - the native language of Parnania, slowly being replaced by the Latvich of the conquering army.

Wembic - of the orcs and goblins, particularly of the Gold Mountains.

Xadras - of Helatia, ancient seat of culture and the arts.

CITIES OF FLETNERN

<u>City</u>	<u>Region</u>	<u>Race</u>	<u>Population</u>	<u>Industry/Export</u>
UilenMardragauh	Gold Mountains	Orc	1,000,000	Silver, Iron, Alchemy
Brinston	Elhebenea Delta	MAR	800,000	Shipping, Wine
Helatia	Semphesteus Coast	XAD	750,000	Fishing, Wine, Art
Slyvania	Slyvania Forest	Elf	600,000	Fishing, Wine
Garnock	Central Plains	LAT	450,000	Slavery, Leather working
Myork	Anglic Strait	ANG	450,000	Shipping, Metal working, Stone
Dalavar	Dharvic Desert	DHR	400,000	Fishing, Silk
Purity	Tandish Lowlands	TND	375,000	Whaling, Gems, Precious metal
Rock Cove	Rock Cove	Dwarf	360,000	Metal work, Precious Metals
Scaret	Anglic Strait	BRT	160,000	Fishing, Farming, Wool
Nanerette	Slyvanian Forest	MAR/Elf	140,000	Entertainment, Trade
Snobist	Rhoric Plains	RHO	120,000	Metal working, Gold, Mead
Kaudelt	E Southern Plains	BRT	80,000	Trade, Farming
Parnania	Central Plains	VEL/Orc	80,000	Stone cutting, Textiles
Caratock	Barrier Ocean Coast	SOU	65,000	Spices, Salt
Rimmin	Sambrek Island	SRD	60,000	Enchantment, Alchemy
Glacier Point	NE Drentae	RHO/Tanta Bosh	50,000	Shipping
Chuhlme	Glodon Desert	GLD	45,000	Farming
Rhum	Rhoric Plains	RHO	40,000	Brewing, Pottery, Fur
Lympeid	Glodon Desert	DHB	30,000	Trade, Farming
Traigar	Ice Cap Mountains	Tanta Bosh	30,000	Timber, Iron, Horses
Koh Pihn	Quassim Islands	NIK	27,000	Fishing, Pearls, Silk
Delta Dawn	Yilldre Condrontra Delta	ANG/Elf	22,000	Farming, Fishing
Forsbury	Council of Baronies	VEL	17,000	Trade, Cattle
Villai	Central Plain	Halfling/Centaur	17,000	Farming, Wool, Dairy
Thistledale	Triad	Halfling	16,000	Mills, Farming
Masse Bykond	Nefetis Mountains	DHB	12,000	Sheep, Farming
Paquas	Triad	Halfling	12,000	Horses, Livestock
Rougnera	Triad	Halfling	8,000	Wood working
Riverford	Council of Baronies	VEL	7,500	Trade

MAP OF DRENTAE AND HUGHIJEN

