

TOWNS AND CITIES OF LANDFALL

Below is a summary of the information we have on the towns and cities labelled on our map of the continent of Landfall.

(<https://lorekeeper.com/shadows-of-vorkath>)

Where there is no content - we haven't made any yet - this is a live project...

AURELIA

IXLEPAU

Capital of the Vorkathian empire, and main city in the land of Aurelia - the most affluent nation in the known world.

A large, thrill-filled city that has a wide variety of sights, sounds and flavours for travellers of all kinds. Ixlepau is a place of great historical importance and obtain monuments and architecture dating back centuries.

Emperor Melenkov I has his main residence there, on an island palace known as The Rock.

Other regions in the city include the huge Gretzel Park, where deer roam freely, Port Matveez, and Eretzov where the great military barracks that drive the Vorkathian military machine to dominance at home and abroad.

HAUSCARAN

CATACAMA

TURON

PORT AGUILA

VINGREU

GUERRERI

CASES DE LA PENA

WRITHEN ROCK

JERCESTER

Jercester is a bustling city located on the southwest coast of Aurelia, within the continent of Landfall. It is a significant hub of naval and trade activities, with its Harbor District serving as the heart of these operations. The Harbor District is divided into four key areas: The Dockside, The Shipyards, The Warehouses, and The Residential Quarter. Notable individuals in this district include Harbor Master Captain Elara "Stormeye" Thorne and Bram "Ironbound" Alder, the owner of the largest warehouse in the district.

Adjacent to the Harbor District is the Naval Quarter of Jercester, a well-fortified district that serves as the primary naval hub for this part of Landfall. The district is home to the Naval Yard, the Barracks, and is protected by magical defences such as the Aegis of Jercester, Storm Spires, Wards of Resilience, and Battle Mages. Admiral Thoren Ironbeard commands the Naval Quarter.

The Market Area of Jercester, slightly inland from the Harbor District, is a vibrant hub of commerce and a melting pot of cultures and traditions. It hosts annual events like The Festival of the Monolith and The Great Landfall Trade Fair. Notable buildings include The Monolith's Shadow, The Nomadic Hearth, and The Gypsy's Trove.

Spiritually, the city is under the influence of the Vorkathian Church, with the Grand Cathedral of Vorkath standing as a symbol of the Church's power. The Church's influence extends to political and economic aspects of the city, with the High Priest of the Grand Cathedral also serving as the city's governor.

Overall, Jercester is a city of diversity and activity, where naval, trade, and spiritual elements intertwine to create a unique and vibrant community.

STOUNDLINGTON

SUNHAVEN

Sunhaven is a bustling, cosmopolitan town situated near the mouth of a large estuary on the Glimmer Coast in the southern part of Aurelia. Known for its steep slopes and striking geographical divide, the town is characterized by the contrast between the grand mansions of the wealthy nobles perched atop the slopes and the modest homes of the lower class near the docks and port area.

The town's economy is robust, fueled by a blend of agriculture, trade, and a significant fishing industry. Fertile farmlands surround Sunhaven, producing a variety of crops for local consumption and export, while the nearby sea provides a bounty of fish that contributes to a vibrant food culture.

Culturally, Sunhaven is a playground for the rich and influential, especially during the 'Season', when high society engages in grand balls, regattas, and social events. However, it also has a darker side, with criminal families such as

The Crown, The Harvesters, The Shadows, Velvet Hand, and The Skyward Society operating within its districts. These families exert control over different aspects of the town's underbelly, from thievery to gambling dens, while maintaining a delicate balance with the local authorities through bribes and unspoken agreements.

Despite the presence of the Church of Vorkath, its influence in Sunhaven is minimal, and the town is known for its flexible morality and loose control. This unique dynamic offers adventurers a complex environment where money and influence can bend the rules, and navigating the town's social and criminal intricacies can be as challenging as it is thrilling.

Write me a brief summary about the town of Sunhaven

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ARIDENCE

IALENORENA

NEVEHUI

Hidden Elven city supposedly destroyed in the great purge

BHORGRAM

Dwarvish hill city

HURNUM

Dwarvish hill city

FRONTERIA

FRONTERIAYA

SAN CRUSIDOR

DRAHN DUR

MEERWATER

COTE DE PALAPUIPLE

SARLAT LE GRANDE

Population 24,190 (52% human, 12% dwarves, 12% Halfling and other incl Xotons and half-elves)

Geography

Sarlat-le-Grande is a member of the Fronterian states, within the wider nation of Greater Kargathia. The city has been ruled by the Pawel family for the last 300 years, and is one of the largest cities in Fronteria. The buildings in the city range in age from weird rambling abbeys and keeps built hundreds of years ago to more modern homes created as part of a recent expansion due to population growth. Most structures are made of a deep yellow stone brick, which is also the material used in the creation of the walls than span the outskirts.

The city sprawls along the coastline of an inlet along the eastern coast of the country. To the south there is the vast Forest of Leitch while a short distance to the north east are the three Sarlat Islands; Grimoire, Siepc and Baum. It is an area with great natural resources and a pleasant climate suited to supporting both farming and city life.

History

Some ancient texts posit that gods once lived in the hills of the Sarlat islands, before they were banished from earth in the age of chaos, and for many centuries Sarlat-le-Grande was known as the City of the Gods.

Before the Sief Wars 300 years ago, Sarlat-le-Grande was the most prosperous city in Landfall and home to centres of learning, magic and religion. However, the region was damaged through battle, disease and famine as the city changed hands numerous times during the wars.

Times have been tough in Fronteria ever since, but the city remains a strong political force and has so far been able to resist any significant change despite the nation being integrated into Greater Kargathia along with the rest of Fronteria.

While the city and its surroundings contain some buildings that speak to the former opulence of its status, today it is somewhat run down, overpopulated and unsure of its place in the ever changing political landscape of Greater Kargathia.

Government

Viscount Zoran Pawel is the hereditary leader of Sarlat-le-Grande, and his family hold sway over most of the key positions of power. His eldest daughter Thessaly is keeper of the coin, eldest son Serge is the head of the Kargathian church in the city and other family members are likewise influential.

Beneath the rule of the Pawel family, community leaders and elected guild masters hold some measure of control over building projects, commerce and daily life in the city.

Commerce

Sarlat-le-Grande is a vibrant city of trade. The lands to the east of the city are replete with prosperous farms and vineyards that produce some of the most sought after vintages in Landfall. There is a strong fishing community in the region while the Sarlat islands are home to ports that import goods from around the world. As such Sarlat-le-Grande is a hub for merchants and guilds and remains one of the most multicultural and interesting cities to explore. It is one of the few remaining places in Greater Kargathia where half-elves still reside, while Xoton traders, halflings and gnomes are also common.

Military strength

The Viscount keeps a small militia of 300 for defensive purposes, and employs a coast watch of 100 more to protect the shipping lanes into the city and keep trade moving.

Key organisations

Religious temples for a number of gods such as Soomi, Kargath, Termina, Beleni and others are found across the city.

The Gentle Friends is the name of the powerful local thieves guild, which any rogue will need to be aware of while The Bureau is a society of note in Fronteria, with members across the political and religious spectrum using their collective might to sway decisions and influence for their society's benefit.

The Kargathian inquisition have yet to take any significant hold over the region as yet, but they have made some noises in neighbouring areas in recent years

ANOIR NOR

ANOIR ZUD

MATRICANA CITY

See the city guide for details

Matricana City Is the largest, most southerly and reputedly the most secure city In the region of Fronteria within the wider nation of Greater Kargathia. The city has large, stone walls surrounding It that have stood for over 500 years, has unique architecture which draws from the classical Fronterian age and a strong naval tradition.

Its shipyards In the Milderkin area of the city are famed for their production output and quality, not just In military vessels but also fishing ships and vast trading barges which are used across Landfall.

Today Matricana Is a bustling city with a busy port, many bustling markets and areas that are both diverse and diverting. It's people are known for their straightforward and direct manner

ÖCHLAND

WHITE HARBOUR

KIRCHHEIM

A former port used by barbarian tribes for centuries, Kirchheim has, in the last 300 years become a significant city in the Vorkathian faith. In the days following the fall of the Fire Demi-God Sief, an Inquisition was formed at Kirchheim with Teflon made High Inquisitor, with full powers to investigate anyone deemed impure. Since those days, the inquisition has been spreading across the empire but has its base remains firmly within Kirchheim.

A port town.

BORGUND

Gideon set up his legendary mountain military training ground in a place called Borgund.

The Fist of Gideon, also known as the Hand of Gideon, is located in Borgund. It is the remains of the fortress that collapsed during Gideon's final battle. The fortress and parts of the mountain itself collapsed, taking both armies, and Gideon himself, with it. The fist shape remains of the fort became a symbol of Gideon's sacrifice and the city of Borgund was reborn around it.

This location later became a stronghold for the military arm of Vorkath.

Since then it has been a mountain based military home of Ochland for the last 300 years and the homeplace of the Jonulkvika training centre founded by Lord Gidion in the earliest days of Vorkath.

The Dark Stone of Borgund dominates the feel of the city, as most of the place's buildings and structures are made from it, from the grand architecture of the grand arena to the basic homes that litter the hills.

Traditionally Borgund has been the home of the great Governors of Vorkath, including the great war captain Hratukon. Over 20,000 new recruits are trained each year for the military. The regime is extreme with the most fanatical drilling done there, with the graduates known as the most brutal fighters, if perhaps not the most cerebral.

Borgund is surrounded by smaller villages, whose are largely sustained by supplying the military campus with goods and equipment. Generations of families live there, in the harsh mountainous climate.

SAN CRUSIDOR RW

HEUGEN BADEN

FISKARSJOEN RW

SVEITZBAD

PORT BRUTZEE

PORT BRUTZEE.. Tavern Brawls, Shanty Towns, Xotons, Beer, Labyrinths, Pipes.. More Pipes..