

# SAVAGE THUNDERSCAPE THE WORLD OF ADEN

## CITIES OF ADEN

### STRONGHOLDS AGAINST THE DARKNESS!

The Darkfall brought the Known Lands to the brink of ruin, with countless settlements destroyed on that terrible day, and more during the chaos that followed. Those villages, towns, and cities that have survived have been forced to become bastions of strength and military power, standing against the hordes of nocturnals like beacons in the darkness. These are the destinations that bring respite to weary adventurers, allowing them to barter their spoils of war for new and exciting equipment! But they are dangerous as well, and some may find that the nocturnals are a much more straightforward foe than their fellow survivors!

In these pages you will find information on 12 locations in Aden, and 9 new flavorful Edges to bring Aden alive into your characters.





THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

## THUNDERSCAPE WORLD #1

# CITIES OF ADEN

Written by Shawn Carman



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# CITIES OF ADEN

Before the Darkfall, the Known Lands teemed with villages, towns, and cities of all size and make-up. Merchant towns, restful villas, bustling metropolises... it was difficult to ride for an entire day without encountering a tiny hamlet nestled among the hills at the very least. When the Darkfall came, however, the majority of such settlements were simply washed away. Few had any reason to have defenses of a significant nature, and they were lost in the slaughter that followed the birth of the nocturnals. Those that have survived have become larger, sturdier, and colder places, intent upon survival at the cost of all else. The people of Aden are not necessarily more ruthless than before, but they are accustomed to making very difficult choices regarding life and death, and the result has been a burden that weighs upon the soul of even some of the most carefree men and women in the world.

## ARAMYST: MEREAA

Merea is largely free of crime and corruption because of the denizens' focus on survival. What little crime does take place is quickly and severely punished. The residents tend toward superstitious and fearful of outsiders, although extremely loyal to one another.

### Demographics

Government Council

Population 1,837 (52% human, 29% ferran, 11% elven, 8% other)

### Notable NPCs

✦ **VILLAGE ELDER LENTILUS BROADFANG:** An aging wolf ferran, Lentilus takes the survival of his people personally and is frequently both exhausted and undernourished. He is a practicing thaumaturge.

✦ **ADVENTURE COMPANY HEAD REGINALD DUPREE:** A pleasant and charismatic human, Dupree oversees the activities of the town's nascent adventure company. When monitored, Dupree is a very by-the-book man, but he is more than willing to cut certain corners when no one is looking.

### Marketplace

Necessities are in short supply in Merea, and luxury items are nonexistent. The lone exception is in minor magical artifacts, once ridiculously commonplace in Aramyst, now recovered in moderate numbers by adventurers and redistributed to any who can afford the price.

The Burning Coast is the single most dangerous place in the Known Lands, making even the extreme temperatures of the Sundered Desert and the Ice Wastes seem tame by comparison, for while one could survive in those places for hours or even days without the necessary protective gear, death in the Burning Coast is instantaneous without powerful enchantments or equipment to stave it off. As a nation, Aramyst has been destroyed culturally, politically, economically, and even ecologically by the Burning Coast. The northern boundary of the immolated region is marked by the village Lora, where the large population of refugees receives much-needed support from Mossberg, where edible plants are harvested in large quantities. The western boundary of

the Burning Coast is marked by the small village of Syldan, where the people struggle against the Darkfall in their own way and with their own emphases. The southern boundary is marked by the village Merea, which has grown in size beyond its ability to sustain through its own food production capabilities. Too distant from Mossberg to receive aid from the food harvest there, primarily because of the very short duration of the dried weeds once harvested, and instead have been forced to look for other means of survival, which has proven quite difficult. Merea is a coastal village, and the people dwelling there have been forced to harvest the waters throughout the region almost to exhaustion in order to keep the survivors of the Burning Coast fed. Only the intervention of a handful of sympathetic druids among the population has been able to maintain the balance of nature in the seas around Merea, and that is a situation that cannot endure much longer.

With their own resources flagging, the people of Merea have turned to a number of merchant houses from nearby Vanora. Shortly after the Darkfall, a number of different houses were willing to lend aid to their neighbors, themselves having been spared the worst excesses of the cataclysm and perhaps not recognizing the long-term nature of the post-Darkfall world. Over the course of ten years, however, only the most altruistic houses continue to trade with Merea, as the latter's penchant for constant haggling and attempting to save money at every turn, which in all fairness is a necessity for them to continue to survive, has exhausted the good will of the Vanorans. Only those with the most charitable natures or who are desperate enough to operate with the slimmest profit margins still trade with Merea, and even then it is a constantly frustrating process.

Unfortunately, knowledge of Merea's desperation has opened a new market for unsavory characters who have no qualms about profiting from the misfortune of others. The presence of bandits in the Rhanate is well known, even by the Dust King. Because most surrounding nations look upon such activities with such disdain, particularly in Vanora and Carraway, it can be difficult for bandits to sell their goods in those nations if they wish to divest themselves of ill-gotten gains outside the Rhanate itself (usually because they do not wish to give tithes to the Dust King). Despite that the people of Merea can rarely afford to pay the prices that can be gotten for stolen goods elsewhere, the fact that they never ask questions is sufficient for many bandits to do business there, accepting lower profits for less hassle. The people of Merea often then trade the purchased goods back to others for food or other desperately needed items. To their great dismay, however, the Vanoran merchants with whom they do so much of their trading have begun to notice that the commodities being acquired in Merea are stolen, and the village is beginning to develop a reputation for being a haven for bandits. Which of course is not true, but ultimately the distinction matters very little to those who have been wronged.

There is a small adventuring company within Merea that is becoming increasingly well known because of their incredibly specialized nature. Formed by a wizard who had previously studied in the lost capital city of Reggora, the company has several arcanists who specialize in magic that allows others to resist the effects of fire and heat. They have several warriors and rogues among them as well, and they frequently mount expeditions into the Burning Coast in search of lost treasures and artifacts. The group has had some degree of success, returning with various goods that have been recovered. A portion of the profits the company