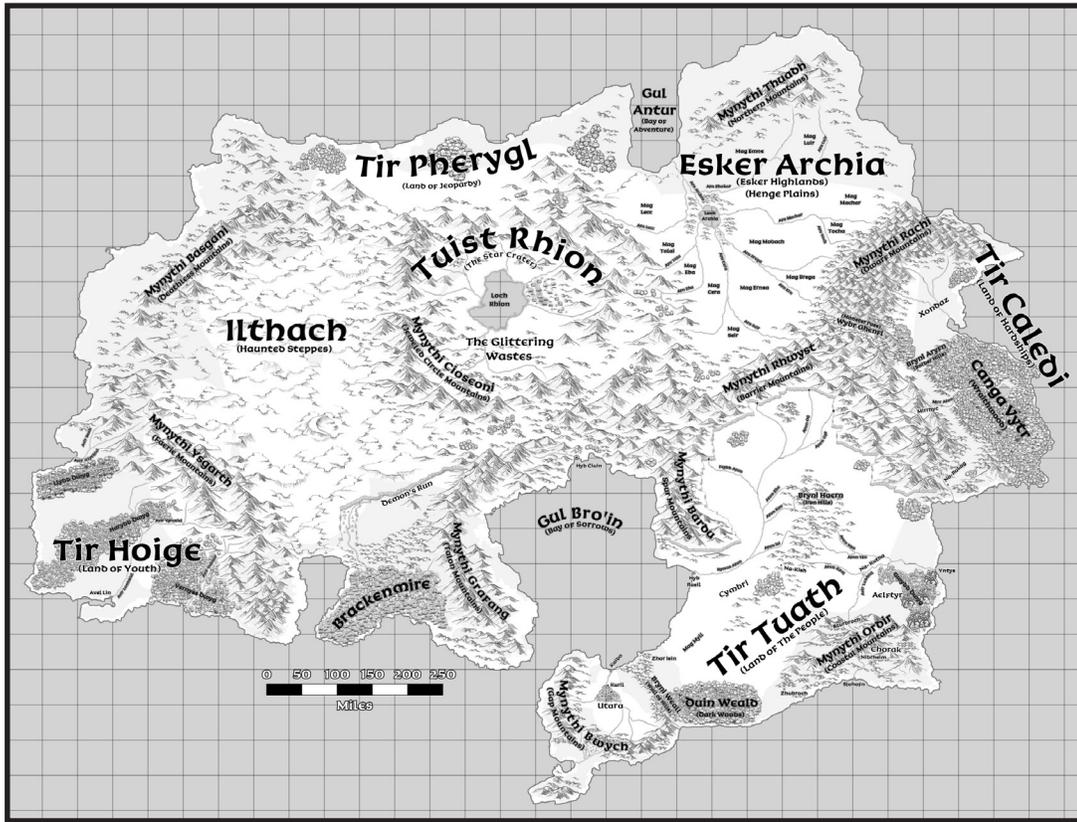


INTRODUCTION TO ANWYN



A NOTE TO THE GAME MASTER

This module is designed to be use with Novus 2e, a fantasy role playing game. All character information spells and special abilities, as well creature information and any rewards are for use with this system.

The core setting for Novus 2e, is Anwyn, the Sundered Isle. And while certain elements are designed for use with Anwyn, it should not be overly difficult to convert them for use in other settings.

As always, as the Game Master (GM), you should feel fully free to adjust statistics or scenarios to better suit your campaign and/or setting. However, please take case to maintain play balance has the module established it.

A NOTE ON PRONUNCIATION

Anwyn contains many words that may seem to be spelled oddly. The languages of Anwyn are based on real world languages. Most specifically, many words from the one human race, the D'Anui, and the Elves are based on variations of the Irish, Scottish Gaelic, and Welsh languages. None of the words in the glossaries are mapped directly, but you can obviously see their influences. For the most part, words are pronounced using standard English pronunciations except where noted below.

However, for some words in these languages, and many place names are based on the words from these glossaries, it would be a good idea for us to have a small guide about pronunciations.

'ag' – This is pronounced as "oh" with a breathy sound for the 'h' sound.

'ch' – This is pronounced as a hard 'k' sound like you would find in kite.

'dd' – This is pronounced as 'th' in the word in think.

'y' – This is always pronounced as a long 'e' sound, such as is found in beet or meet or greet.

'w' – This is pronounced as a 'wu' sound, so dwyg (Sylvari for Forest) would be pronounced as 'dwu-eeg', but as a single syllable.

WHAT IS ANWYN?

Anwyn is small continent that was sundered from its home world some untold amount of time in the past when it was struck by a meteor made of magical materials.

It drifted from world to world for eons and was actually settled by peoples from a few different worlds, but it is unknown what happened to them other than that they left ruins scattered across the land.

More recently group of 11 deities discovered Anwyn and created a Compact between themselves to stabilize the island in its own little pocket dimension, so that it would stop drifting from world to world. However, this did not sever all connections to other worlds as was later discovered.

These deities also decided to import some of their favorite races, and they did so, bringing 8 races to Anwyn. There are two Human races, the D'Anui and the Zhuan; two

Elven races, the Sylvari and Verdyri, and then there is the dwarven race known as the Dvargr, the Dwelf race known as the Aeshi, the Orc race called the Odavi and the Gnome race called the Ethori. Each race settled in different parts of Anwyn, but they tend to mix freely in various locations.

It has been 130 years since the races were brought to Anwyn

ANWYN GEOGRAPHY

There are 7 regions in Anwyn and they are as follows:

TIR TUATH

This is the largest of the inhabited regions. It holds the kingdoms of Cymbri (D'Anui – a quasi-Celtic-like culture), Utara (Zhuan – a far eastern like culture), Aelfty (Verdyri with a smattering of Sylvary – the Verdyri have a more Sylvan culture while the Sylvari have a more urban culture), and Chorak (Dvargr – the dwarves have a subterranean culture). Additionally, the Ethori (Gnomes) have several underground city-states and the Aeshi (Dwelfs) have an arboreal tribal culture within the Dark Woods, Duin Weald.

TIR CALEDI

This region has three main areas. Xondaz lies to the north. It is a land of rolling foothills and small plains and forests, perfect for the semi-nomadic Odavi (Orcs). Most of the eastern coast is taken up by the Canga Vytr, more commonly called the Wraithwood. It is the home of another large contingent of Aeshi. The Dwelfs of the Wraithwood tend to dislike outsiders in their lands, just as the Odavi do.

Between the Wraithwood and the mountains to the west lies the Mirr Valley. At the northern end of the valley is the Monster Pass up into the Esker Highlands. It is also way for creatures and monsters from the highlands to come down, thus other than Xondaz, there are no settlements north of the Mirr River, and the town of Mirrhyc has become a launching point for adventures heading to the highlands.

TIR HOIGE

A few decades after being transported to Anwyn, and after a circum-navigation of Anwyn had been completed, most of the Sylvari (High Elves) decide to sail to the west, to settle in Tir Hoige, also known as the Land of Youth. Many Wood Elves (Verdyri) also sailed west. The mountains on the eastern border of Tir Hoige seem to have random and sporadic portals to the realms of the fey, allowing faeries of various types to filter through and on down into Tir Hoige.

ESKER ARCHIA

Esker Archia is more commonly called the Esker Highlands since its average elevation is several hundred higher than the rest of Anwyn. It is covered in multiple ruins of various ages and materials as well as many megalithic structures, such as stone circles, dolmens, seemingly natural stone archways and tri-liths (3 stone pillars bending in and meeting in the center to form a triple archway), and many other types of henges. In fact there are so many that the Esker Highlands are sometimes called the Henge Plains. There are even rumors that some of the menhir dotting the landscape may be alive.

ILTHACH

Also known as the Haunted Steppes, this land is perpetually overcast, which is good for many of the things that make this place home. The Steppes and mesas and tabletop hills that dot this region have an unnatural connection to the lands of the dead. Places of the dead, especially those with undead, often fade into existence for a few weeks before fading away again. Sometimes, the undead that inhabit these places will leave them and wander aimlessly.

In the southern portion of the land, there is river in a deep chasm that empties into the Brackenmire, a massive swampland. This river is called the Demon's Run because somewhere near its headwaters is portal that cycles back and forth between the home planes of Devils and Demons, and it sometimes spits some out into the river, which is rapids for almost its entire length until it hits the swamps. So the Brackenmire is not only dangerous because of the creatures that survive in the swamps, but also because of the warring between the Demons and Devils that have ended up there as well.

TIR PHERYGL

This low coastal lands would likely be idyllic if it were not for the creatures that filter down from the highlands, especially the many types of giant lizard-like creatures that some scholars have named dinosaurs. And that does not even count the undead that filter north from Ilthach or the mutated creatures from Tuist Rhion.

TUIST RHION

Also called the Star Crater because this is where the meteor hit when Anwyn was sundered from its home world. The huge valley created is littered with many different types of magical crystals, as well creatures and plants that are highly magical in nature. The main area of this region also tends to be a zone of wild magic, where any spells cast can go very wrong very easily, not to mention how this wild ambient magic tends to warp creatures, giving them unusual abilities.

AND SO IT BEGINS...

It is the year 130 CE (Common Era), and adventure awaits just around the corner.