

Trice

Land Data

Area: Approx. 9 million sq.mi. (2290 mi. East/West, 3950mi. North/South)

Population: Estimated 8 million, colonized humanoid races.

Highest Point: The Sacred Way, 7890 ft. above sea level

Lowest Point: The Black Swamp, 95 ft. below sea level

History

Trice stands as a historical mixing pot. There has been much in the past for this continent; the spectrum is so far stretched that it would be difficult to truly sum it all up into a reasonable text, so instead I will cover a few of tidbits I find to be the most important. The lands of Trice have seen the rise and fall of countless Lords, Kings, Emperors, or whatever title they may lay upon themselves; but in the end all such have crumbled before the land and time. There has long been a belief that the lands of Trice are such that cannot be tamed by man, and those that take up rule and seek to conquer and expand see their domain fall. Now, while many of these folk tales are just that, there is some truth buried in them. While there are small kingdoms or city states around Trice, they are neither massive nor do they really ever grow. If one were to look through the history books, it might be easy to see truth in the folklore as kingdom after kingdom would fall for one reason or another. Now there are plenty of mundane reasons for a kingdom to fall; revolts, famine, and disease can all wipe out a kingdom in short time and often go hand in hand. Though those who have lived their lives in the lush lands of Trice might still hold to the lore they are raised with.

While it is not a set nature of those who live in Trice, but more common than not, people seem to be more in-tune with the land. Maybe not in the way a Druid would be, but they all seem to, through nurture or nature, be more aware of their footprint on the world they live in. Preferring ways of life that impact their world in the least way possible, this is true of even the larger cities. This phenomenon is often accredited to the oldest of myths that the lands of Trice were blessed by the Silver Lady, after the titans left this world, so that nature might flourish here. And in truth the soils are some of the most fertile in the world, allowing for the cultivation of resplendent crops. Now all this lush and ample life might lead to one thing, war, and in time Trice too would now the harsh winds of war. On record there have been six wars worth mention that have taken place across the land, some from external forces and some between kingdoms that would both fall in time.

Horns of War

There had always been the presence of the commonly known races scattered in cities all over Trice, but there came a day that they were joined by a very different sort. At some time early in the 4th age, a large number of Satyrkin found their way onto the Prime from deep within Essence. Now as the story goes, they were fleeing a darkness, one that even they could not overcome. With each day, their path became more blocked in all directions, eventually fleeing

into a great ravine in the Moonwhisper Mountains. They knew the ravine would likely be a dead end, but they pushed on until they found daylight, and the darkness no longer followed them. They named the low mountains the Sacred Way, as they felt it had saved them, and since that time they have chosen to remain here on the Prime. Over the years, they have grown in number and live in a number of tribes; roaming the open plains north of The Sacred Way, from west of Meadow Cairn to as far east as RedWood.

Shadow of the Land

It is said that the greatest swamp in the world lies in Trice: the Black Swamp, being some quarter million square miles in area. What makes the swamp so noteworthy is not its size, but the legend of its coming to be. Historians have recorded a story that before the time of the Reality War, the land there was just a great plains. During the 2nd age of dragons, it is said that a great black dragon began to flood water into the plains to build himself a home. The beast terrorized all life for miles and miles in every direction, until mythical guardians of nature felled the great beast. It is believed that its death tainted the land, causing the soil to soften and sink, giving way to a swamp that grew for years until it reached the size it is today. The swamp is not a place that many travel into, and fewer return; there are dangers untold that lay in wait. There are even stories of massive lizard men living deep in the swamp.

Indigenous Races

While the majority of the population of Trice is Human, there are a multitude of the other common races and is also home to a few more exotic ones as well.

Rok'Shen

While it should not be said that these are not the only lands in which they dwell, this is often referred to the their ancestral homelands and home to their largest numbers to date. Not only dwelling upon the surface, but also inhabiting an expansive set of tunnelwork that are rumored by outsiders to expand across the bulk of the continent.

Fawns or Satyrkin (Fae)

A race of fae they came to the Prime, originally from Essence, long ago and chose to make a new life here. In the plains area north of the Sacred Way, there are several small tribes that roam the open plains from west of Meadow Cairn to as far east as RedWood. They are mostly a peaceful race, but do not take that to mean they do not know the ways of war. On the Essence, the Fawns are known for their battle prowess and make up a large portion of any military the Seelie courts would field. To say the least, they are passionate in every aspect of life; they love to party, and will have massive festivals that even outsiders are allowed to attend and partake in the food, music and combat.

Forest Elves

A race that little is known of by the outside world, due to their self seclusion and elusive nature. They are said to live in the high forests near Heather Moor, though finding them is a thing that evidently just does not happen. From time to time, stories arise in Heather Moor about

a strange elf that might be seen coming into the markets for supplies and then slipping away into the woods. What is known, if they really are different than just High-Elves, is that they are able to vanish into the woods, and are virtually untrackable.

Terrain

Trice is made up of a number of different terrains. Scattered all around the continent are low mountain ranges, which have steep grades but most are less than a mile in height. While the mountains are not overly high, their formations do make them difficult to traverse, creating stark divisions all over the continent. There are high forests that fill the foothills around the mountain lines; while dense, they are exceptionally healthy, and filled with trees that easily break the 300 foot in height. All the places in between are filled with the lushest lowland prairies, which are home to some of the most fertile farmland you will find anywhere.

The Black Swamp

Directly north of Lazarene lies the Black Swamp, which spans some quarter million square miles. As little is known about Lazarene, less is known of the Black Swamp. While the swamp is home to most common variety of marshland creature, there are tales of a breed of lizard men that dwell at its heart. They are said to have scales darker than the pitch of the forge, and odd bone features that defy explanation. Needless to say, travelers give the swamp its berth and steer clear of it. While from time to time a brave group will venture into the swamp looking for abandoned treasures, almost none are heard of again, and the ones that do escape their deaths there return scarred for life.

The Bone Palisade & The Dead Lands

About 20 miles east of Meadow Cairn, there is a bizarre site that no historian or geographer can give explanation for: a wall made of bones some 30 feet tall, that encircles an area about 5 miles in diameter. The Wall appears to have neither gate nor opening, and it even appears to have some type of life of its own. If anything living approaches the Wall, bone appendages will lash out to drive them away. Since normal trade and travel routes extend north to south, no one can say with certainty when the Wall first appeared. Its purpose and origin have sparked debate, but little other than its existence can be agreed upon. The first known record of the Wall was found in the personal journal of a travelling merchant named Gamazil dated 647, and is mentioned only as a passing note, "Another of my party was lost to the damned Wall. The burdens and profits increase for all, I suppose."

Coldmist Harbor

While coined "Harbor" it is far from that, its area spanning some 400 miles along the northern coast of Trice. The harbor washes up against the footing of the mountains along the north, making it not easily accessible, save by boat. Now by boat might not seem like a difficult task, however, the waters that feed into the harbor come from a deep north current that drops the temperature below freezing. The area is littered with sheets of ice and even the beginnings of small icebergs. While this makes the waters treacherous, there are those who brave the danger for the rare and exotic crustaceans that live here, and fetch a good price at market.

Selene Lake

Being the only noteworthy lake on Trice, it pulls no punches. The lake is some 90,000 square miles in size and is said to be over 1200 feet deep in some locations. To those who live on its coasts it may as well be a small ocean. The lake is freshwater and believed to be fed by natural springs that tap into the bottom of the lake. The water itself has such a diverse array of temperatures that it is home to some 45 different breeds of freshwater fish, making it not only ideal for sport fishing but also for harvesting reasons.

The Sacred Way

The mountain pass known as The Sacred Way holds special significance to the Fawn and Satyrkin of Trice. Legend holds that the first of the Fawns and Satyrs fled an encroaching darkness through this mountain pass before arriving on the plains surrounding the city now known as Meadow Cairn. Over time, this passage has become somewhat of a pilgrimage to the younger of their kin. Seeking the lands their ancestors crossed into the land they now call home, many say the land still holds some of the fear that caused their exodus from Essence. The spiritual leaders of the Satyrkin sometimes call the tribes together at a secluded place within the pass to discuss matters of import to all of their kind.

Towns

Dun Cove

For most, Trice is synonymous with Dun Cove. The bustling port city ships wares from all over Trice – lumber from *Red Wood*, ore from the mines of *Falcon Crag*, produce and grains from *Meadow Cairn* and even, from time to time, the beautifully crafted wares of the Forest Elves, procured by those merchants who have connections that go back generations. The fertile lands have provided well for its inhabitants, and Dun Cove has become one of the most well known port towns as a result.

Lazarene

Lazarene is the home of those wealthy enough to work in Dun Cove and play elsewhere. It is a city of leisure where any appetite can be sated for the right price. Little is known about the legitimate inner workings of Lazarene, as its high walls exclude the less prosperous clientele that cannot afford to pay to enter the city. All that is known as fact is that those merchants wealthy enough to own property here pay exorbitant taxes to the magistrate – an individual whose identity is known by only a few, even inside the city.

Sea Haven

In past times it was thought that Sea Haven would be the metropolis of commerce for Trice, and in fact many poured their life savings into businesses in Sea Haven, but for reasons unknown, the currents around Sea Haven shifted and it became near impossible to bring a ship to harbor. Some sailors blame some kind of foul magic, some say that they've seen similar things happen in other parts of the world and that it is simply a facet of nature that can't be understood. Whatever the reason, the population of Sea Haven has dwindled steadily over the

years, leaving only a handful of those families who have invested too much in Sea Haven to ever consider leaving.

Meadow Cairn

Named for the precipitous spire of stone that looms to the north of the area, Meadow Cairn consists mainly of large farming districts and can only loosely be called a city. The quiet farming folk pride themselves on the fact that everyone keeps to themselves, and politics in the town are kept to a minimum. Local constabulary maintain order only to a degree to prevent the occasional feud from escalating, but for the most part, this sleepy hamlet is a place of peace and simplicity.

Redwood

So called for its location more than anything else, unless taking into account the amazing wood crafts that are produced here. Redwood is of good size, though when you get down to it, it is just a giant lumber yard. The city lays in a forest of massive redwood trees that seem to have an abnormal growth time, replenishing in the course of a few decades as opposed to hundreds of years. The city also houses a large number of craftsman that specialize in woodworking. If you have ever owned a fine redwood box or chair it likely came from here.

Sweetwater Keep

Sweetwater Keep was once a thriving hold, that heralded one of the greatest fleets early on in the 4th age, though many natural disasters over the centuries broke the once great city. In the past many years, it has become a port where the shadiest of folk can be found. If you have the money and spine you might find almost anything you want on the docks and markets. But be warned, it is not a place for the faint of heart. More people have gone missing in this port than at sea, and the ocean eats a lot of boats.

Amaresh

A Rugged landscape of limestone formations rises up from the north sea, transforming into mountains that reach the clouds to the northwest, and southeast. A backdrop of rolling hills with light forests reach inland to the west to Selene Lake, the largest freshwater lake on Trice. Amaresh is a small trading port for the small surrounding settlements, and is a huge exporter of fresh fish both from the north sea and Selene Lake. Amaresh's placement gives it a unique advantage when it comes to supplying the wealthy of both Dun Cove and Lazarene; not only does Amaresh have access to the largely sought-after crab of the north sea, but also to the large sustainable supply of fresh water fish.

Amaresh is for the most part populated by Humans, with a small population of other races- most of which are actually just passing through with either a caravan or passing ship.

Heather Moor

Heather Moore is a moderately large town that sits on the eastern edge of a large expanse of forest and just west of the coast. Many adventurers and scholars spend a great deal of time in Heather Moor hoping to get a glimpse of the elusive Forest Elves. There have been countless tales passed around the taverns of the town about the ghostly way the Forest Elves

just seem to melt into the trees when they do not wish to be seen. This town boasts a strong lumber industry, but those who venture too deep in the forest return bedraggled or don't return at all.

Fernbend

Fernbend is a small, bustling village located on a bend in the Crystal River in southern Trice. Situated as a small port on the waterways headed inland, this village sees its fair share of travelers, along with a fair score of adventurers traveling into the lands beyond. Travelers in the area will find several taverns, inns, and shops in this village that welcomes all manner of peoples of the land.

Falcon Crag

Falcon Crag holds the honor of being the town with the highest elevation in all of Trice. Built on top of a natural outcropping of a mountain, this town has expansive views of most all of the surrounding land. Able to see to both coasts on a clear day, many astronomical observers, as well as geographers, have chosen Falcon Crag to be their home. Because of its naturally defensible position, this town has seen little in the way of hostile encroachment, and as such is home to a great many peoples who seek security in a natural setting.