



The Continent of Rothera hold four main powers that sit on the mainland. The capital cities of which are labelled on the map, the only exception being Liascent and Dower which are both capital of their respective territory.

Firstly, a brief history, about 50 years before the events of the campaign Basbir and its territory was a part of the Liascent empire. Separately, where Rodinshire and Mendir are now, existed the power of Old Menagrove. A war broke out between these two powers known as the Rootstock war, this was for religious reasons as the Liascent empire believed in a singular deity of nature known as the roots, Old Menagrove had a more druidic approach, believing in the collective power of different spirits of nature. The main battlegrounds of this conflict took place where Rodinshire is now as well as the bay that exists between where Mendir and Liascent are now.

The war culminated in two events; The destruction of the Old Menagrove capital which led to those stationed there retreating to Mendir. Aswell as the Serpents Rebellion, which led to Basbir breaking away from The Liascent Empire and becoming its own country.

Now a breakdown of the different cities:

Liascent: City of the Gods and Light / Dower: City of Smoke and the Dead

Liascent is the First City Established in Rothera, a religious capital established in the hope that someone beyond the island will see the light that shines from the tallest tower in the city. There is also the hope that if they build high enough, they will escape the island from reaching the gods themselves.

Dower is the twin city to Liascent, existing as two sides to the same coin. Dowers only religious communities worship the god of the dead known as The Shadow or Acheron. The most Dower focuses on technology, innovation and being a hub of artificery, the byproducts of this create a smog that covers the city making sunlight rare in the surrounding area.

The reason why Liascent and Dower exist as twin capitals is due to a cultural custom of having funeral rights be done at a place that exists “close” to Acheron spiritually, there are no temples to Acheron in Liascent and you may be thinking “wow that’s a really long journey just to have a funeral” This is where the second reason comes in.

Between Dower and Liascent is what is known as the Magilite Path, a marvel of technological and magical innovation that acts as a high-speed warp tube between the two cities, making the journey across the territory take an hour. The territory that Liascent and Dower controls is known collectively as The Giants Cut.

Basbir: City of the Sea and Dragons

Basbir is the second newest power in Rothera, controlling the area known as the Cerulean Strait, its independence and territory are kept by the several houses and families who are connected to sea serpents that control the Strait. This unique power has allowed it to set up an incredibly powerful navy.

The islands north of Basbir known as the Gate Islands, are incredibly significant to the culture of Basbir as they are where many of the Sea Serpents were first found and bonded with, they function as nesting grounds, places of pilgrimage and sites for festivals.

Due to its navy and access to the sea many companies offer tours and protection to other coastal cities, cities and even to the border of the veil.

Rodinshire: City of Trade and Chance

After the Rootstock War the Rodin territories being the main battleground, were war torn and scattered with soldiers from both sides who were tired of fighting. They decided to

settle these lands, taking advantage of the glowing Modetail reeds that grew despite the condition of the lands. Taking advantage of both sides' talents, they built up Rodinshire and surrounding settlements from both druidic roots and the strong white stone from the Rodinaut Peaks to the north. Rodinshire is known as the city of chance and trade due to the sprawling markets that pop up almost instantaneously as the sun sets.

Rodinshire itself is separated into three quarters blue, purple and grey. The Blue quarter is where most of the trade happens during the night and where common people live. The Purple quarter is where the wealthy live and where most governance happens during the day and where everything from private balls to public raves and festivals happen during the night. Finally, the grey quarter is where most work, smithing and other works of industry happen during the day and where most of the city's underbelly congregates to during the night.

Mendir: City of Earth and Root

Mendir is the last bastion of Old Menagrove and is a druidic stronghold, few are allowed entrance due to the threats that they have faced in the past and to protect what is still left of Old Menagrove. Entering Mendir however you would be underwhelmed by the size on the surface, comparable to a medium village built on the edge of a cliff. However, beneath the surface lies a sprawling set of tunnels and cavern that are built into the cliff face. Formed by the ancient druids of old Menagrove the stone here is enchanted so that it does not erode and with further enchantment allows sunlight into the deep rock of the cliff face.

Last things:

Obvs this is all fluid so if you want to fit your character in a certain way or make an entirely new community somewhere just let me know 😊

