

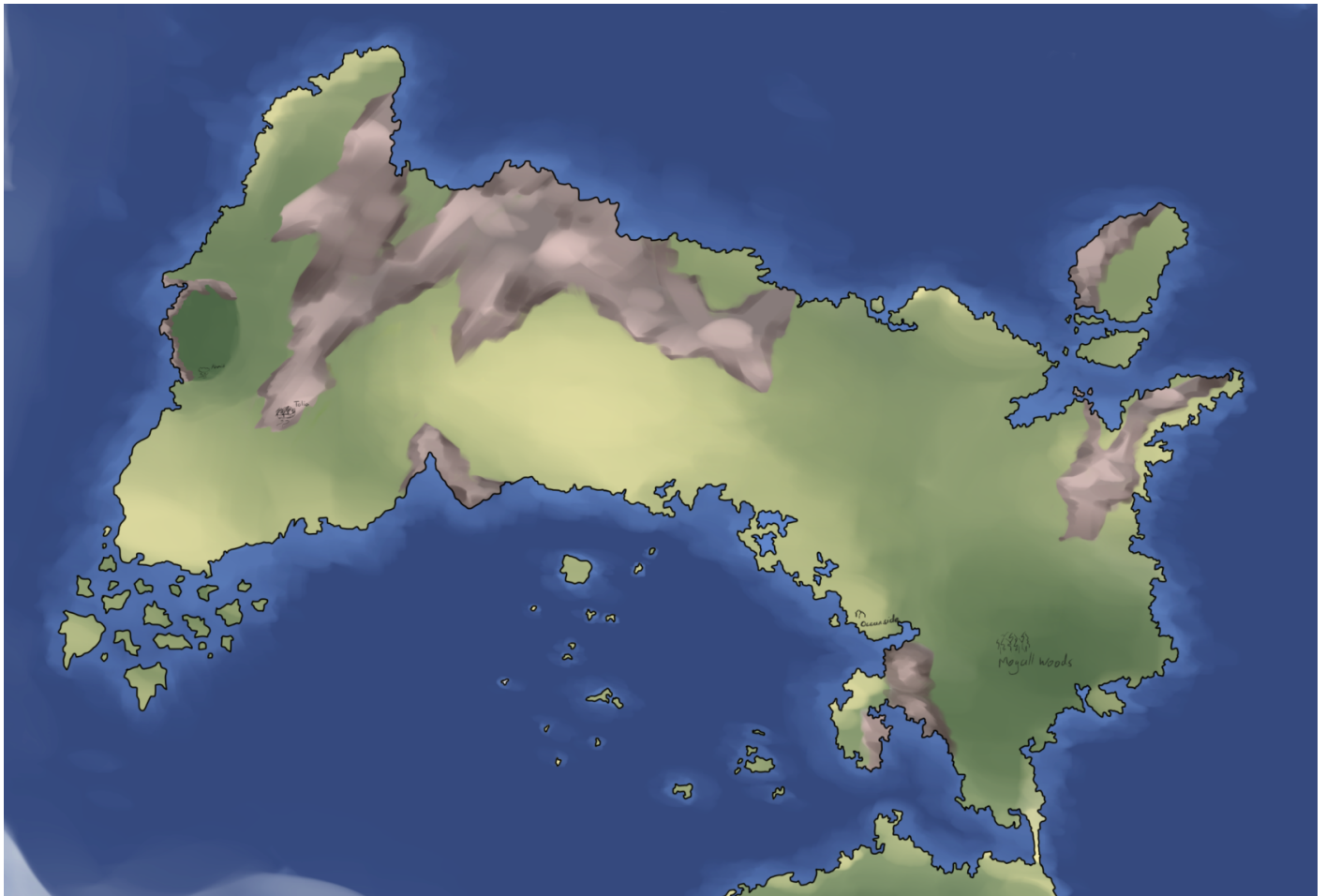
Alsania

The largest of the continents on Avistym, Alsania is in the southwest of the plate. Its land is diverse and varied, home to mountains, plains, forests, and all manner of further environments. It is home to several new towns, founded by both old world and new world inhabitants, and already has some form of trade between a few of them.

Due to its shape, some adventurers who have seen it from above refer to it by an informal nickname, the Croissant. Those who have not seen the continent from above are largely confused by this.

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Alsania Map



Ahmit

A town largely of Avali who were once migratory, but are now settling into a single location as the influence of Lycian and Arathan culture spreads to them. They used to be well-versed in the construction of flying ships, but had lost the knowledge in the past. With the helpful notes from Koebi, who had studied the intricacies of the Morning Star, the town's artisans and craftspeople are currently constructing new flying ships.

The residents of Ahmit swear there is absolutely nothing like an organized Fight Club here. The secret trapdoors and underground tunnels that lead to a bustling arena aren't actually there.

Greg, talking to Gale: "The people here are strange, but very friendly and kind. It was good of them to help us when we crashed into the basin, so be nice to them!"

Valefor's Archive / Locations / Ahmit

In a world so completely unfamiliar from the one I'm used to, Ahmit felt like a spark of hope - a reminder that the inhabitants of both worlds, old and new, can come together. It's largely populated by the native species of this world, but there's been clear influence from Lycians and Arathans, and it was fascinating to walk the streets and see all these cultures coming together as one. The night market in particular was bustling with commerce and life. It brought back some... sobering memories of similar scenes back in my old life, for a short time, but through no fault of its own. By all accounts, Ahmit is thriving, and if flying ship technology and our adventurer's connections can help establish trade between the Avali and settlements like Ostia, all the better.

...if I didn't write about the fight club here, you'd ask me about it. Yes, I overheard two individuals in the night market excitedly talking about a fight club. No, I didn't pursue the topic. I know this is contrary to my role as a seeker of knowledge, but I absolutely could not risk the danger of some of my more boisterous companions finding out about it. We'd have never heard the end of it.

Koebi's Notes: "A solid 20% royalty on airship construction isn't a bad start here in this new place, but I won't really need it anymore- not here in the Warren at least. Kendan and everyone else will be able to make better use of that."

"Closest thing to home I have right now. Real nice of them to give us a house. And it's actually sized to me..." Xena, on Ahmit.

Haku's Dream

A mysterious area that can be accessed from a hill in the forests near Ahmit, allegedly constructed as a dream of the great serpent Haku, the Primordial of Soul. Though still located on the material plane, the dream lies beyond a portal-like barrier, and appears as a slightly altered duplicate of the immediate area. Attempting to leave the central clearing without a clear attainable goal is nearly impossible, but the dream will create doorways to lead visitors toward what they seek, as long as it can be found.

Dawn

What started out as a temporary settlement for merchants post-calamity was funded by the Syndrian Trading company in order to become a full fledged town, housing an adventurers guild. Currently the only viable way in and out is by boat.

Greg, to Avenue: "Around here is where I woke up after the calamity. Saw people trying to build the town and offered my help, but also saw that some of those under the employ of the merchants are not so virtuous - however the settlement seems to be in good hands now, and I've provided what guidance I can"

"Decent place, came across Dawn after it'd already got footing. Stuck around for a while on mercenary type work but it just didn't hold me with a spark of interest. Me n that Greg guy I met are probably heading out once Dawns stable enough to go find something more interesting to get up to."

-Avenue, just,,, talking? To nobody? Out loud?

Mogall Woods

A massive forest inhabited by Fey and other strange beasts. It possesses a strange enchantment over it...most who enter find themselves horribly, horribly lost.

“...The Progenitor knows where the Fae are because of me. It knows they’re here, and it’s going to hurt them. Gods, I hope we can do something to protect them. Ha. Me, wanting to protect Fae. Pre-Collapse Xena would’ve been appalled...but shit, at least I’m trying to be a better person. Even if it’s just the fucking guilt eating me alive. Hope Icarus and us can work *something* out.” - Excerpt from Xena’s journal.

Oceanside

A small coastal town where Vex and Cecil first joined together as a team.

Cecil is a local celebrity here.

Excerpt from Cecil's Journal:

"Quaint little town. I had it good there, and I was sad to leave all of my adoring fans. However, one cannot be a superstar in this world if he stays in just one town. I felt the call to adventure and glory, and I answered."

Thri-kreen Caverns

A cave system that extends down the northern mountains of Tolia. Seemingly dug out by hand, the caverns were swarmed by infected thri-kreen who had lost all sense of self. Further into the caves is a large crevasse lined with bubbling pink and purple pools. Notably, it becomes increasingly harder to hear things the further you get into the cave.

At the heart of the cave lies a giant purple gemstone embedded within the cliff wall. This stone is said to give control over one's own shadow.

Tolia

A town founded by many wayward souls from the Old World before its destruction. Primarily inhabited by Lycians, Tolia recently began trading relations with Ahmit. A large hole with suspicious artifacts sits just outside of town.

A necromancer named Velire tried to attack the town before being thwarted by Team Thoril.

Cecil and Vex spent much time developing relationships with the Troubadours who resided in Tolia.

"Oh yeah, the first town we found. Glad we managed to stop Velire's army of skeletons, at least," Xena, on Tolia.