

Avistym

Plate of Summer, located in the southwest of Simuhay

One of the four main plates of Simuhay, Avistym is in the southwestern quadrant and is associated with summer. The plate contains four major continents:

- Tineo, to the northwest
- Montari, to the northeast
- Alsanía, to the southwest
- Werrai, to the southeast

It is also home to Wyrmblood Isle in the very south. Though it is treated as an island, it is connected by a very thin strip of land to Alsanía.

Avistym is home to a considerable variety of life, including the avari, the lepians, the ratfolk of the Warrens, and the Solarians.

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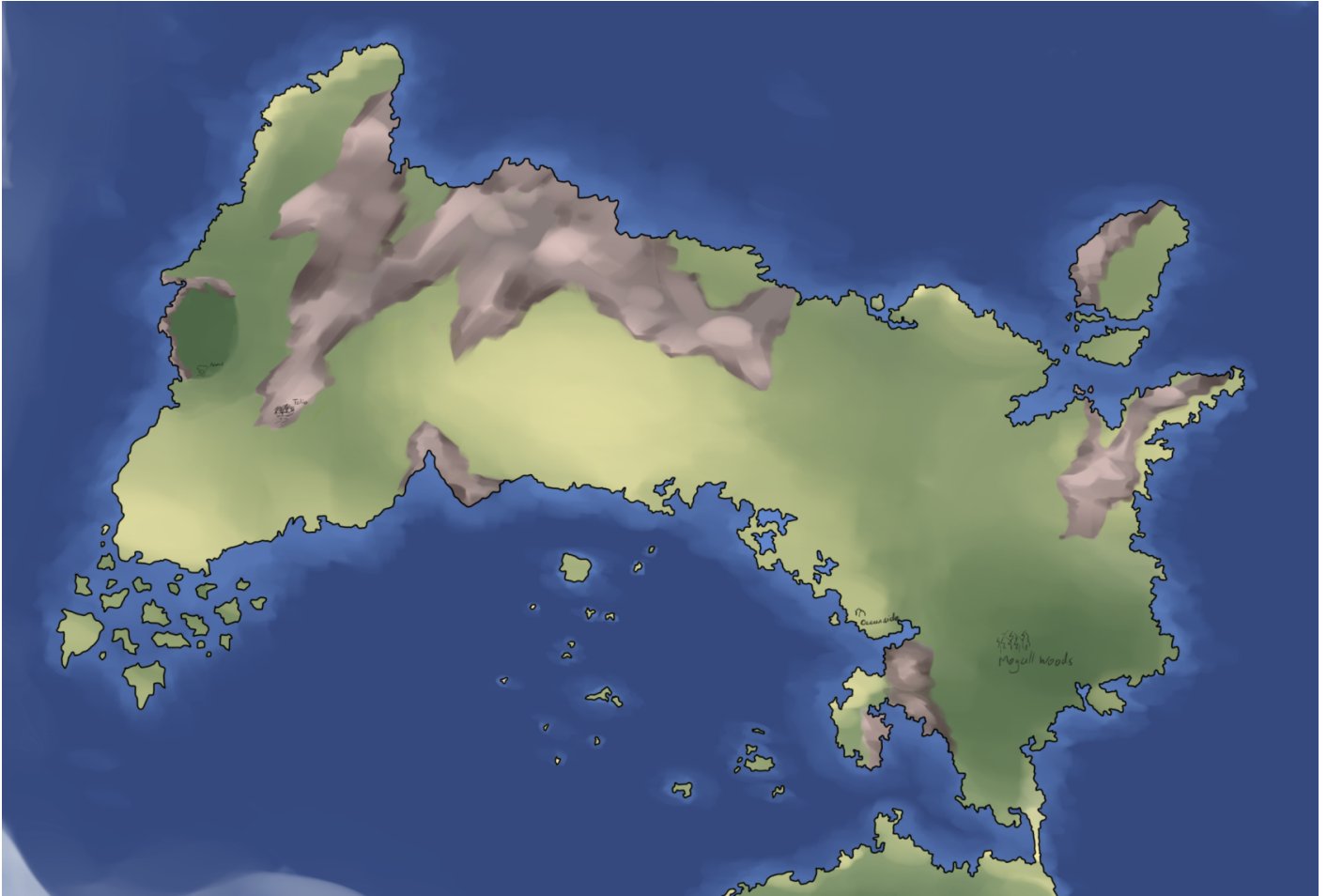
Alsania

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.

Alsania

Alsania Map



Alsania

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.

Alsania

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.

Alsania

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?

Alsania

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.

Alsania

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."

Alsania

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.

Alsania

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.

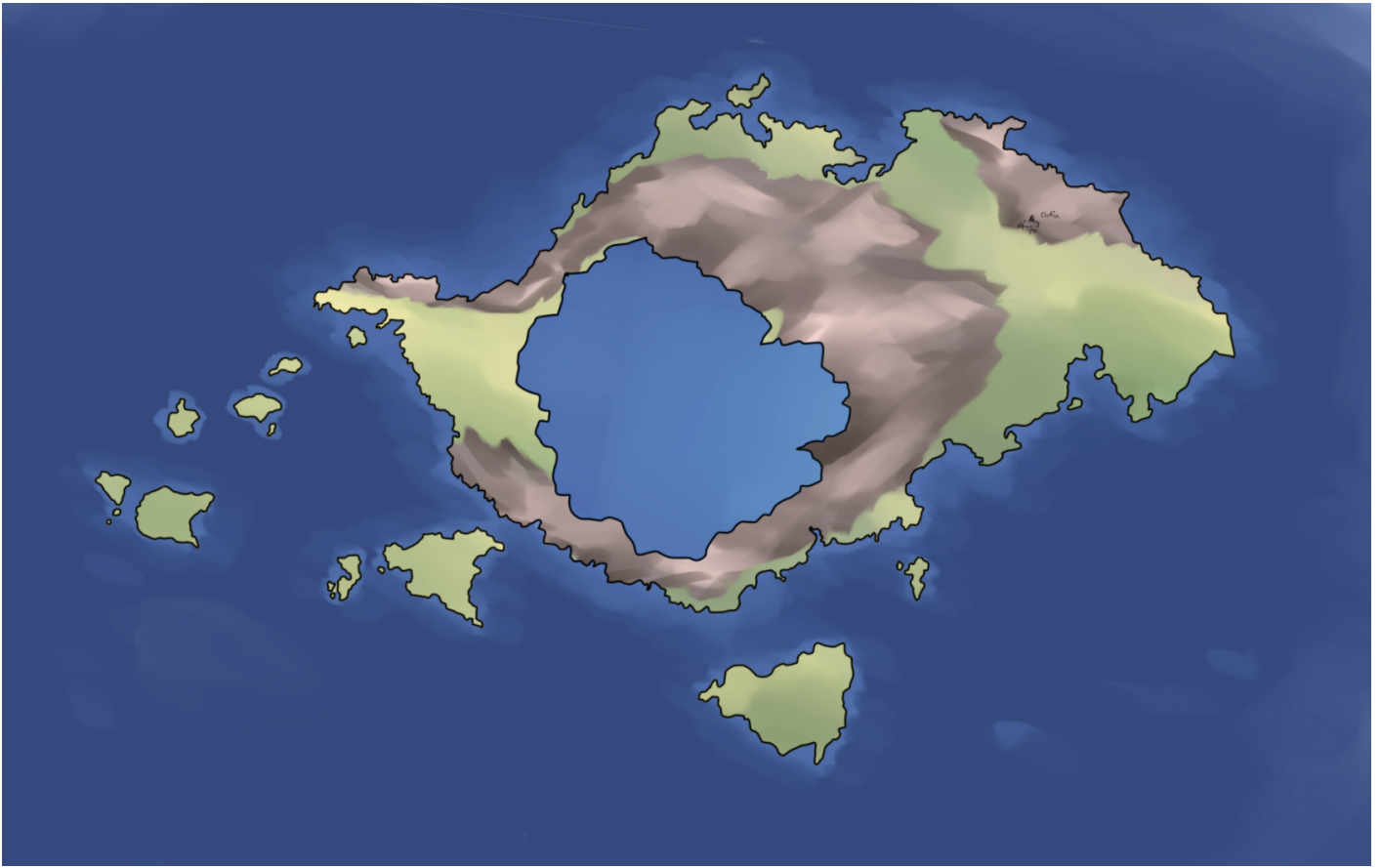
Montari

The mountainous continent to the northeast of Avistym. It is largely covered in mountain ranges, and features an extremely large body of water in its western area known as Kolebka Lake. An portion of ocean along the northern shore appears to be shrouded in constant fog.

The only notable town on this continent is Ostia, which is nestled at the foot of the Krakana Mountains.

Montari

Montari Map



Montari

Corranach Mountains

The larger mountain range on the southwest portion of Montari. This vast mountain range surrounds most of the Kalebka Sea/Lake, and stretches out to much of the coastline of Montari, creating tall cliffs and sheer drops into the ocean.

Travel through these mountains is possible, but difficult. The paths are jagged and steep, and the rocks in the higher altitudes are brittle and less stable from many countless years of unrelenting wind and rain. However, the views from the peaks are quite beautiful, and well worth the climb.

Excerpt from Kayde's Notes:

Firstly, the view from the peak of the Corranachs was nothing short of stunning. You can see so much of the whole continent stretch out in all directions around you, and the view of the moon and stars reflecting off the calm, still waters of Kalebka Lake bordered on spiritually sobering. It was nothing short of a marvel of nature.

Secondly, we encountered some odd fae sprites up in the mountains on one of the nights we spent there. I only got a brief glimpse of them, but they seemed to be having a sort of celebration. I think my presence may have overwhelmed them, however, and they shortly hopped into some of these rocks that they had painted up, and rolled away. Another odd mystery of this new world...

Montari

Cyruth

A town nestled at the base of the Krakana Mountains on Montari. It used to be known as Ostia when it was founded, but the recent growth and development experienced by the region has seen the area develop into a fledgling nation of sorts. Since then, the nation itself has taken the name Ostia, and the town - now more resembling a city - has been renamed to Cyruth.

Cyruth is largely composed of wolves from the old world country known as Loupe-Garrin, and is the capital city of Ostia. The town sprung up shortly after the calamity, largely due to the large portion of an old temple that was transported there, partially embedded into the mountain side. In the months since the Collapse, it has grown into a thriving place thanks to the hard work of its residents. Recently, it took in several Nabatan survivors from the Collapse, and as such its culture has expanded in new ways.

Excerpt from Kayde's Notes:

Ostia may not really be a proper home to me, since I can't really choose to settle until I've taken care of my own problems, but it is home to several people I care about. Maybe once I'm done with the things I need to do... I could possibly see myself living quite happily there with Gareth. Though, it doesn't have to be Ostia of course. Possibly somewhere that Gareth would feel more comfortable, with more Nabatans.

Valefor's Archive / Locations / Ostia

It's... funny. I've spent relatively few days in Ostia, all things considered, really only a few quick stops here and there. But I feel a fondness for it that I never thought I could feel for a place so reminiscent of Loupe-Garrin. The residents here work hard to support each other, the leadership cares about their people, the food at the inns is superb.... I don't think I would call Ostia home, but at the very least, I feel welcome there, and I'm glad that so many people from the old world who had lost everything are getting a chance to rebuild here. I look forward to returning here and telling our acquaintances about all the things we've seen since our last visit.

Montari

Kolebka Lake

An extremely vast lake that takes up much of the western area of Montari. It is mostly surrounded by Montari's larger mountain range, the Corranach Mountains. The lake is large enough that it has its own system of waves due to wind patterns across its surface, and even from the peaks of the Corranachs, it is difficult to see the other side.

Montari

Krakana Mountains

A smaller mountain range that runs along a portion of Montari's northeastern coast. A lush valley rests between their southern edge and the northern edge of the Corranach Mountains. Near the southernmost base of the Krakana Mountains rests the small town of Ostia.

Montari

Ostia

Ostia is the fledgling nation nestled between the two mountain ranges on the northern end of Montari. It bears the original name of the small town founded shortly after the Collapse. It has since grown its borders and developed several further settlements within its reaches, and the initial town has been renamed to Cyruth, which serves as its capital.

Ostia is led by K'vara, who once ruled the nation of Loupe-Garrin in the old world.

Montari

Sothe's Tower

A fragment of Sothe's castle that was relocated from the old world and embedded into the side of a cliff near Ostia. It seems to be enchanted and is set to work repairing itself. There are also apparently people inside being hosted by Sothe and doing various types of research.

Valefor's Archive / Locations / Sothe's Tower

I've only been here once, but it was enough to leave a lasting impression; you don't see this type of enchanted castle every day. It's evidently the remains of a castle belonging to the esteemed old world researcher Sothe, teleported right into a sheer rock face, and over time you can see the building itself attempting to repair what's been broken or lost. It's genuinely impressive architecture, but... not exactly safe in there, and based on what we learned from the researcher we met inside, I think a massive undead dragon is Sothe's idea of a reasonable security measure. I'm not in a rush to go back here again, to tell the truth, although I think Oliver and Nin are going to want to return the next time we're in the area - we never entered the large south door leading away from the main chamber, and they both considered that a tragic missed opportunity.

Tineo

Tineo is the smaller, mostly forested continent in the northwest of Avistym. It used to be home to a conclave of dragons, prior to a large scale ritual that left a scarred and barren crater in the center of the continent. It is home to a hidden treetop village of Lepians, led by Redwing.

Tineo

Tineo Map



Tineo

Redwing's Village

A small village of Lepians hidden in the treetops of the large forest covering much of Tineo. Led by a Lepian named Redwing, who gave Kendan the Morning Star (along with the required tools to allow it to sail and fly).

Valefor's Archive / Locations / Redwing's Village

So much has happened since my arrival in this world that it's hard to fathom sometimes that my journey truly began here: the place that provided me with the tools I needed to explore and seek out fellow survivors across the sea. I remember being so uncertain on my first visit here... at that point, the Lepians were completely unfamiliar to me, and until getting to speak with Redwing I had been afraid we'd never overcome the language barrier. Who would have thought that this village would have even more fateful encounters in store for me down the line, when we met Fisk and Koebi here? I've only visited twice, but it's a special little place that I wish peace and prosperity for.

Excerpt from Kayde's Notes:

Much as I appreciated the hospitality of those moth folk, I really hated my time in that village. The way the branches and suspended pathways flexed under my hooves... It certainly wasn't built for me, is all I can say.

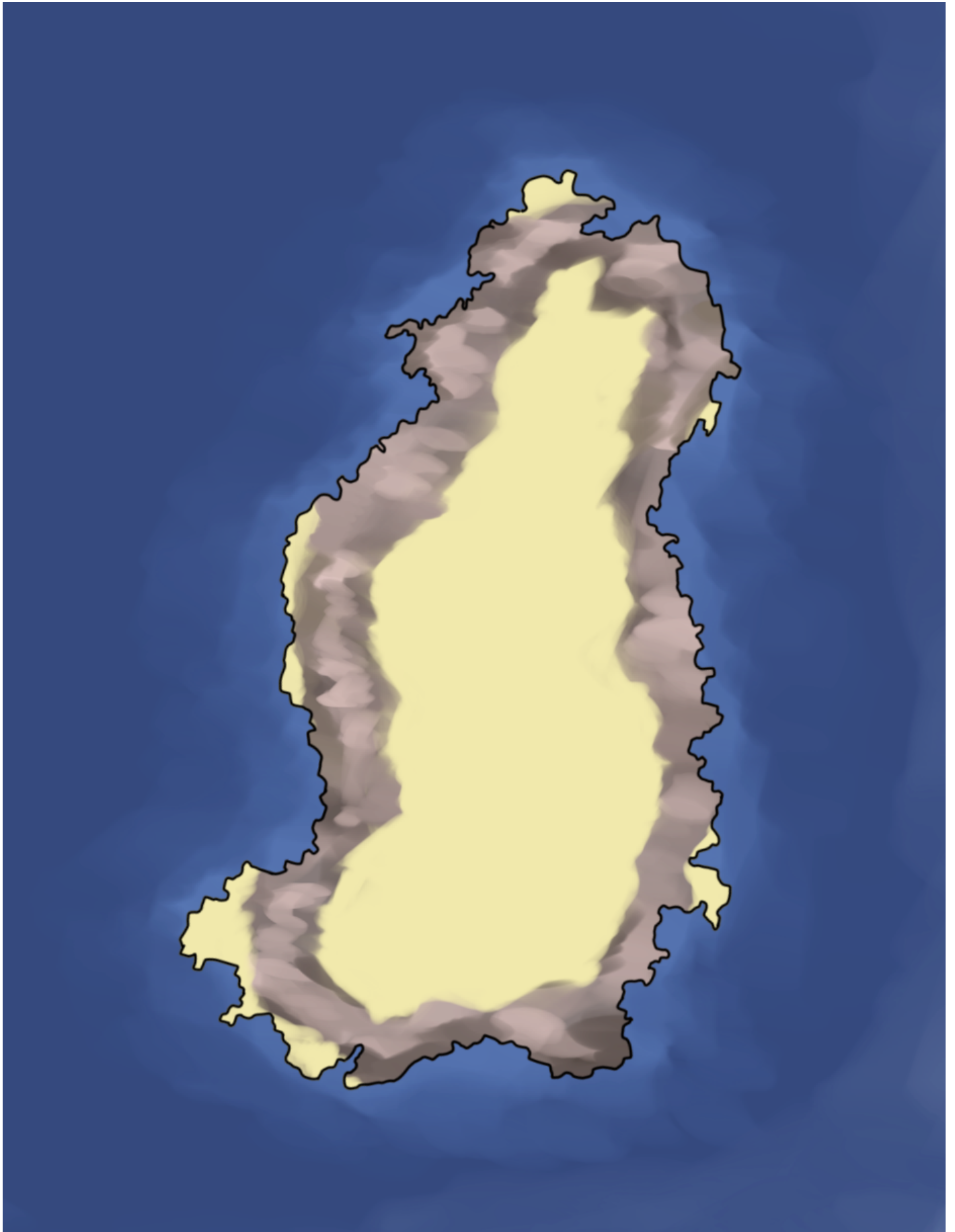
...I hope they're all doing okay.

Werrai

A continent comprised almost entirely of sprawling, glittering desert ringed by an almost hostile looking mountain range in the southeast of Avistym. It is largely inhospitable, though some unknown number of towns exist there. Knowledge of such towns seems to be heavily guarded however, and most people who have never been to these towns will likely continue to be unaware of them.

Werrai

Werrai Map



Eighth Warren

The Eighth Warren once stood proudly in the desert, but is now little more than an abandoned ruin. Unlike the Ninth Warren, which enjoys relief from the heat due to its underground nature, the Eighth Warren was built on the surface, consisting of many smaller buildings alongside a large main ziggurat. For unknown reasons, many of the deceased citizens of the Eighth Warren failed to move on after death, and persisted as spirits who endlessly pantomimed the motions of their past lives amid the crumbling remains of their home. Thanks to the efforts of the Guild Council, these restless spirits have now found peace and passed on.

With the central ziggurat lay an elevator that moved based on the presence or lack of direct light. It led to a secret chamber beneath the warren, filled with difficult terrain, the remains of warren residents, and several artifacts of note. This chamber was also the lair of an adult deep dragon, which has since been slain.

Valefor's Archive / Locations / Eighth Warren

Compared to the splendor and constant activity of the Ninth Warren, this fellow community feels somber in its silence. The streets lie in disrepair, the buildings are abandoned, and the only residents - ghosts who clung to their familiar routines even after death - have finally passed on. It's hard to believe that this place was likely a hub of craftsmanship and bustling lifestyles just like the Ninth, but each ghost we met here felt so familiar in their dedicated nature, evoking the hardworking rats we met at the other warren; this place likely functioned in a similar fashion.

The restless spirits we met here... something about them touched me deeply. The kind tailor who finally allowed himself a break, the bickering chefs who looked so at home while all of us struggled to cook them a meal, the warrior who was all too pleased to give Nin's gun a try... I even felt touched by the researcher who mourned the loss of their work, despite not meeting them at all and only hearing the story secondhand from those who helped them find peace. I expected this to be a more violent ghost hunting trip, especially considering... well, everything about Valter. But other than the earth elementals that initially guarded the gates and the dragon we found deep below, my time here could only be described as peaceful, and meaningful. I wish that the spirits of the Eighth Warren rest well.

Valefor's Archive / Locations / Eighth Warren (Addendum)

I'll... be honest. I have no memory of writing the majority of the last entry. I was only a few sentences in when my consciousness was thrown into a vision, not unlike the sensation I received from the sands of memory; by the time I returned to the present moment, the paper for my Eighth Warren entry was halfway through the usual door to send them your way. I have no idea how I

wrote all of that AND experienced a vivid vision at the same time, but the handwriting is mine, the language is my own, and the thoughts perfectly express all I wanted to write down. Whatever works, I suppose, although I want to pass on my vision itself; it's important.

I saw... the Eighth Warren. In its prime, long before the harsh desert claimed it. Those dirt paths we've seen all over town were waterways back when this town flourished, and just as I'd expected, it was a hotbed of activity much like the Ninth Warren. But the people in that vision intrigued me the most. There were the rats we've come to know, alongside a fair amount of avali, but also two new kinds of folks I've never seen or heard of before. Other ratlike people, but taller, with curious clothing that featured unfamiliar patterns... and most interestingly, people I can only describe as anthropomorphized ants. I wonder if these two species are still around today? I don't even know how long ago the vision took place, or why myself (and Chase; he was there as well) received it. This desert holds many more mysteries, it seems.

Ninth Warren

The Ninth Warren is an underground town primarily consisting of ratfolk. The citizens are all very industrious and dedicate themselves to a specific craft, learning to perfect it with all of their passion. Their beliefs follow those of an unnamed dead god, and they have a series of trials that are meant to test one's worth.

The town is hidden in a series of mountains that cradle a vast, glittering desert. The desert is dotted with strange, jagged glass trees, that look as if lightning itself was striking out of the sand. During the day, looking out into this desert has the chance to induce hazy hallucinations, though what is seen appears to be entirely unique to each individual, drawing from past experiences and memories.

Excerpt from Kayde's Notes:

I missed sleeping so damn much. I cannot state enough just how wonderful it has been to get sleep in this place. Last night's rest was... beyond divine. Wish we could stay here longer if just for that. I cannot wait to figure out how to rid myself of that once I am free from the pact.

On a more serious note, I am going to miss this place for more than just that reason. Yes, I have only really spent a week here at most, but so much happened in that short time. I made several of the most meaningful choices of my life within these caverns. I found solid leads on two separate goals of mine here. I helped someone important to my lover find some closure. I met two new friends. I lost one. I spoke with a god and gained a renewed drive to keep me from losing hope.

The Ninth Warren changed me for the better. It has my thanks for what it did for me.

Valefor's Archive / Locations / The Ninth Warren

I've seen a lot of fantastical locations ever since arriving in this world and becoming a traveler of sorts, but I think they all pale in comparison to the Ninth Warren. The ziggurats bustling with activity, the high quality craftsmanship and admirable passion everywhere you look, the glass branches emerging from the ceiling of the sacred grove and full to the brim with the memory glass of those yet to complete their trials... It's a place that almost makes you feel inadequate, with its scale and population of talented professionals, but I think you could spend a lifetime of learning just observing and talking to the residents here. We may not be staying for long, but seeing as I've obtained my own memory glass, I'd like to complete a trial of my own, and learn more about this mysterious god so many Warren folk have mentioned.

Valefor's Archive / Locations / The Ninth Warren (Addendum)

This skull mask feels heavy in my hands, and heavier on my head. The Ivory Mirror themselves told me they believed I deserved one. The Warren as a whole now welcomes me into their family, a master of my craft; I'm not going to question their judgment, but it may take me a while to fully accept such an honor. I'm not sure if the Ninth Warren is a place I can call home. But... given the memory sealed in the glass I used to hold, and the words the Ivory Mirror said to me before we departed their abode... I think it's a place I can be understood.

"I'm not really built for the whole long-term travel, nomad kind of thing. The mess I make when I work needs more space to be organized. My work needs a proper workshop. And a home. And Croft. And that's all here. This is where I belong, and I need some time to settle here. And I will be - here-! Ya'll will know where I am. If you need something made, or the Morning Star needs a tune up, or if you need help, just come by and name it. After I have some time to make a home here with Croft, I'd love to go on another adventure with you sometime." -Koebi, on parting ways with Guild Council to stay at the Ninth Warren

"Aside from that really bad trip, I kinda liked it here. Not the desert, it was way too hot...at least the oasis water was relaxing," Xena, on the Ninth Warren.

Other Places

Locations not directly on the main continents of Avistym.

The Morning Star

A large ship (approximately the size of a galley) that was previously owned by Redwing and was gifted to Kendan. It is capable of flight, and has enough room to comfortably fit an entire village of moth people. Historically it was used by Redwing's people to travel to large gatherings in other plates of the world. Currently, it acts as the main form of transportation for the Guild Council.

Excerpt from Kayde's Notes:

I feel like I've seen every damn inch of this ship by now. All this travel time is fine and all, but having to spend the nights awake and all by myself too? I've probably paced the length of this ship at least 100 times over. I REALLY need to find some kind of hobby to do overnight.

Koebi's Journal: "-the mechanism is fascinating; instead of of power being generated by the relative motion of mechanical fluxes like I originally thought, it's ACTUALLY produced by the modial interaction of magi-reluctance and capacitive dtractance. If I can refit the ambifacient wan shaft and prevent side-fumbling in the panametric fan, I'm pretty sure I could get some extra speed and height out of her, but before I can do that, I'd need to rewind the lotus o-delta type stators and-"
[The remainder of this text is almost entirely illegible.]

"They have a boat? A FLYING BOAT?!" - Chase, upon hearing about the flying boat

Valefor's Archive / Magical Items / The Morning Star

Yet another entry I'm not exactly sure how to categorize; strictly speaking, I think this is a magical item at the end of the day, but this archive is meant to give you my perspective on all I've learned, and to me the Morning Star is a location that's become dear to my heart. It represents the first unbelievable kindness I was shown in this world, carried me across the sea to where I'd meet the traveling companions I've come to know so well, and the peaceful days and nights spent moving between destinations are a comfortable routine by now. I may never understand why Redwing chose to give me this vessel, but I sincerely hope he knows just how far that generosity has taken me.

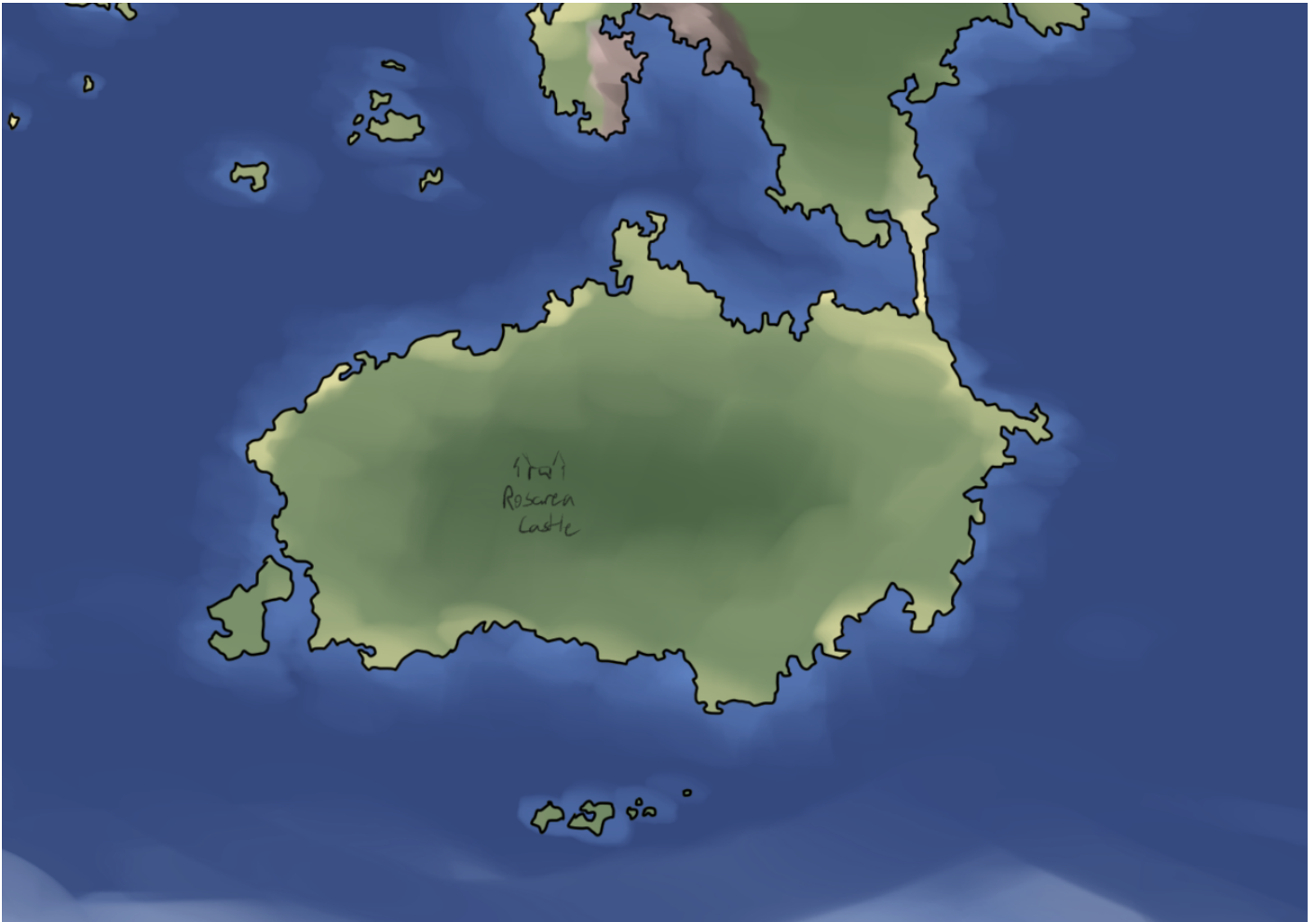
Other Places

Ruined House

A strange, burned-out home on an island south of Alsanía. Apparently, a mage of some sort lived in the house before it went up in flames. There were records of them arriving in The New World unexpectedly, with no way of going home - though no mention of how they arrived at such a conclusion was mentioned.

“Y’know, looking back at this...knowing what we know about what Aarindal did, was the person in this house from our world? It’d make sense, and if he could send the Jakkai to this New World, someone could accidentally send themselves too...” -Excerpt from Xena’s journal.

Wyrmsblood Isle



An island towards the southern part of Avistym that is covered in a singular, overgrown forest known as the Drachenwood. This island's soil has been heavily contaminated with dragon blood, which has caused all of the flora to become carnivorous and grow at a much quicker rate than would be normal. Notable locations on this island are the collapsed ruins of Rath Rosarea's castle, and a mausoleum that previously housed many corpses of dragons. The latter was the source of the dragon blood that contaminated the soil.

"This place is fucked up. A tree tried to eat me. A TREE," Xena, on Wyrmsblood Isle

Koebi's Journal: "This place has some WACKY magical properties. I obtained a sample of the water here; it seems to be connected to the gigantic growth and carnivorous nature of the trees."

Excerpt from Kayde's Notes:

There wasn't much of interest in the mausoleum, though Xena told me that it used to be filled with

dead dragon corpses, whose blood was leeching into the soil and apparently caused them to become carnivorous. We reasoned that it was likely the roots of these trees that had completely cleaned the place of any traces of organic matter. It's for this reason that I've decided to call this island Wyrmsblood Isle. Maybe not my most subtle name, but undeniably fitting.

"It's fucked up learning why all those dragons got their blood drained in the basement of that building here. An entire second fucking Thoril to be used as a vessel. Fuck. Just another problem to be added to the list...as fucking always..." - Excerpt from Xena's journal.