

VALDAR

WORLD OF ELEMENTAL LEYLINES

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Technology & Bending

Technology and Bending are two very important powers in Valdar and are equally common and go hand in hand. Most technology is powered, inspired, and created by bending. From the powerful Goblin warships of the sea and sky, to the Yssar warsubs, to the Klimshar and Alder airships that fly over the world for years on end. Technology is everywhere just as bending is. There are many technologies in Valdar, but the most significant (and the only ones discussed in depth here) are vehicles of the land, air and sea and ballistics and the chemicals that make those possible.

Chemicals

The chemicals themselves are not amazing but do explain who the other technologies work. There are five majors substances that fall into this category: blastpowder, lax fibers, oil, fire gas, & floating gas.

Blastpowder:

Blastpowder is the first greatest achievement of the goblins and one of the main reasons the combined tribes of Garhl and Forgnar won the Goblin Wars and created the Goblin Empire. It is a special mixture of various chemical compounds that when exposed to sufficient heat burns extremely rapidly and releases large amounts of gas. The goblins found that when this powder is confined it creates a terrific explosion and has been developed into rockets, bombs, and even engines. This compound is easy to create and requires only common materials, resulting in its widespread use, despite the dangers.

Lax Fibers:

Much unlike blastpowder, the lax fibers are a well kept secret only know to the Alder elves. Though many have tried to find the secret and hundreds of people have delved deep into the forests of Falthar in search of its source, never returning again. Rumors float around that the Alder protect the source and kill all who come near it, though the Klimshar have long proved such a theory wrong. In fact, the secret lies in the Yssar Forest, away from prying eyes in a secret plant. The Alder extract the fibrous sap from the plant to refine it into extremely strong rope, cloth, and even a stiff metal-like sheets which they use to construct the bulk of their airships. This extremely light material allows for larger ships and a more streamlined design which they only share with the Klimshar as tribute to enter their city. The Klimshar have expanded its use by using the incredibly tough material to create various armors.

Oil:

Though a natural chemical, the refining process is what allows its use and as of now, only the goblins have found the secret. Thus they have used this power to create powerful vehicles and other devices and collect the stuff greedily. They have shared its power only with the Scen elves who build the airships that run off oil-powered engines, yet even they don't now how to make it. However, due to the large quantities needed, the goblins must ship it via boats to the coast of the Northern Peninsula of Scen to be picked up in a slow process by the air transports. Due to the how long the process takes, the Ebon dwarf pirates have been quite successful in stealing large quantities which many other groups pay high prices for in hopes of discovering its secrets as well as running stolen goblin ships of both air and sea.

Fire Gas:

One byproduct of the refinement of earth gas, fire gas is just as explosive, if not more so, than blastpowder. Though, it is very not as powerful as oil, it is much easier to collect and many nations use this valuable resource to create their own devices. Fire gas does have its benefits that oil does not, it is easier to move through an engine and almost equal in power to oil. It is more stable than blastpowder and when mixed with the powder, it creates an extremely dangerous chemical that is used in more modern rockets and bombs called "sludge".

Floating Gas:

The other byproduct of the refinement of earth gas, floating gas is a substance that is much lighter than air and when it is contained in large balloons, it can lift extremely heavy objects. This gas is the source of all airships ability to fly. The gas itself is extremely stable and actually can put out fires, though it is extremely dangerous to breathe. Due to the ease of collection, the gas is used everywhere and is extremely cheap to buy. Though it has many benefits, it has one major drawback. The gas leaks out of almost any container, only lasting in standard airship-bags for 1-2 months, even less if the ship is constantly loaded to near maximum carrying capacity. Do to this major drawback, the goblins do create a line of fire lifted airships where hot air (heated through coal or bending) lift the ship, though they require more expensive fuel or a crew of firebenders. However, the Alder have discovered that lax fiber cloth can contain floating gas for as long as 20 years, even under constantly heavy loads the time only drops to 15 years. Thus, while most other ships require constant refueling, the Klimshar and Alder ships fly near-indefinitely. The goblins are feverishly working one a better lifting device since this superiority poses a great threat since an elvish blockade could outlast the goblins supplies and airships.

Ballistics

Ballistics, of course, hold a great amount of power and come in many forms. Ballistics include rockets and bombs most commonly, as well as bombard are both air and sea ships. Less common are fixed bombard turrets, found only in Esper State as well as on tanks. No hand-held ballistics exist and most are too clumsy or inaccurate for anything mobile, though the "tanks" referred to earlier are rare mobile behemoths constructed by the goblins for their failed siege on Fort Klimshar decades ago. The tanks proved to be too vulnerable to elven airships and the siege was broke 15 minutes after it began with only 2 tanks to fire and both missed the wall. as a result, most ballistics are focused anti-air or to be used from the air.

Rockets:

The first true ballistic, rockets were developed by the goblins during the Goblin Wars and gave the combined tribes the upper edge that ended up winning them the battle. Originally constructed as two chambers, one with loosely packed blastpowder for propulsion and the other with the tightly packed blastpowder. A firebender blasted the opened end of the rocket with the blastpwder to send it flying and it would explode after 20 seconds. These rockets were inaccurate, but effective against massed armies. Current rockets are more of a science and are propelled with fire gas and packed with "sludge" for the explosion. The damage radius and overall power of the current rockets is ten times that of the first rockets and are far more accurate and no longer require a firebender to launch.

Bombs:

While not a true ballistic, it is the precursor to all other ballistics on Valdar. Built as experimental weapons by the combined tribes in the Goblin Wars, the bomb proved to be extremely effective and relatively accurate to use. Construction was simple, all that was needed was a container and a treated wick which was light before being dropped. The combined tribes used scientific prowess to calculate the exact dropping points and wick lengths for missions and the bombs are what truly won the war. Though the bombs were very effective, they had the limitation of needing to fly above the enemy's position, which were both extremely difficult to do. Current bombs are not too much different from the originals except the use of "sludge" rather than just blastpowder and more streamlined construction for better accuracy. Elvish bombs also include special fins to allow an airbender to direct the bomb for extreme accuracy. And of course, bombs are used with airships, unlike the originals dropped from simple hot air balloons and are thus better protected.

Bombards:

Created by the Esper State, the bombard is an adaptation of the rocket in an effort to make them more accurate. The bombard was first employed against the rising Goblin Empire in the siege of Ebonsea Manor where bombards held back goblin forces for two months until airships overcame the defenses. The bombard, though slower to fire than rockets, were more effective due to the much higher accuracy and very little has been done to perfect the construction since its original design, except the addition of rifling by the Klimshar and Alder elves. Bombards are mostly used with bomb-like ammunition and have twice the range and accuracy of rockets. All airships use bombards as effective long range offense, though no one beyond the Klimshar and Alder elves have developed rifling to increase range and accuracy. Thus the goblin and Esper State ships must come within half of the elven ship's range before being able to fire back.

Vehicles

The vehicles are the true wonders of technology and examples of the meld between technology and bending. There are three distinct types of vehicles, sea ships, airships, and land vehicles.

Sea ships:

The first effective vehicles, the sea ships have grown in power, yet the airship has begun to gain more popularity. However, the sea ships have many advantages over airships, namely the pure weight of carrying capacity. A freighter ship can hold 50 times the weight of an airship, though it is slower and less maneuverable. Also, sea ships are easier to defend and can afford the weight of the toughest armors and weapons, proving to be the perfect mobile base for invasions and sieges. There are two types of sea ships in use today, they are the steamer and the submersible.

Steamer

The most used of the sea ships, the steamer is a large floating vessel, powered by steam-driven turbines that rotate propellers, pushing the boat forward or pulling backward. The steam is created by heating water via coal. The goblins have created oil-driven turbines for faster and more powerful warships. The Ebon dwarves have also created a variation of this steam turbine which uses a special fuel created through earthbending which causes a fuel almost as powerful as oil. Additionally, the dwarven ships are renowned for their extremely tough armor that is known to cause bombard shells and rockets to bounce harmlessly off the side.

Submersible

The rarest of all sea ships, only the halflings of both Esper State and Yssar City-State have created. The ship is specially designed to be controlled and run almost exclusively by waterbending, though they do contain a confined steam turbine that can run the ship for short periods of time. The ships are commonly flooded when only halflings are aboard, though they can be run dry as well. It is rumored that the goblins have developed a submersible as well, though most disregard that as impossible due to the lack of waterbending.

Airships:

The greatest wonders of Valdar, airships are the true power of the world and the master of the sky is the master of all. There are three kinds of airships in use today defined by their power source, they are the combustion turbine, steam turbine and wind sail.

Combustion Turbine

The most powerful of all airships, these use the top technologies to move at great speeds when needed. The engines are powered by a mix of bending and combustibles; oil on goblin ships while sludge is used on Klimshar ships. Only the goblin warships and the Klimshar ships use this technology. The goblins' engines are directly controlled by firebending by the bender blasting into an intake which explodes the confined oil to start the engine. The engine will then run for up to 12 hours, though it will slow down without hourly firebending intakes. To run the engine for more than 12 hours risks overheating and could cause an explosion of the entire ship. However, this strong engine combined with massive propellers can push the airship at great speeds when it is needed. The Klimshar version uses airbending primarily as well as firebending. The firebender starts the engine like the goblins' but it is cooled and fed by constant air provided by airbenders who compress the air into huge containers and blast into the engine at regular intervals controlled via clockwork. The engine then powers great propellers that pull the ship through the sky, which is many times more effective than the common pushes propellers. This combination creates an even more powerful engine than the goblins'.

Steam Turbine

The most common type of engine is the steam engine which is exactly like those found on sea ships. Though variations exist like some that do not require the medium of water, but instead use a special chemical painted onto a rotor that spins with the application of heat. This is most common on ships with firebender crews.

Wind Sail

The oldest style, the wind sail is exactly as it sounds, a sail that is designed to catch the wind to propel the ship. Normally thought of as the slowest type of travel, the Alder have proved that wind can provide a faster and easier to harness power. Of course the Alder use their bending to increase the power, but they have great skill in the use of the wind sail and rarely have to use their bending. Most ships are equipped with wind sails for backup to their engines.

Land vehicles

The vehicles of the land are the most under developed and least common. Though they have made appearances in the form of weapons of war, the only effective land vehicle besides animal driven carts is the tank truck. The tank truck is a simple carriage driven by steam power that rides on treads instead of wheels. While it is faster and can pull more of a load, it is not as efficient as normal animal power, though the goblins are working on a better version based off their airship engines.

Races

Elf - Mostly Air and Fire, very few Water and almost no Earth, they favor Air over all.

Goblin (Jungle version) - Mostly Fire and Earth very few Air and almost no Water, they favor Fire over all.

Halfling (Shoal version) - Mostly Water and Air, very few Earth and almost no Fire, they favor Water over all.

Dwarf (-2 Dex instead of -2 Cha) - Mostly Earth and Water, very few Air and almost no Fire, they favor Earth over all.

Human - bend all elements equally, they favor the Sun

These races inhabit the world of Valdar and are mostly spread around (I'll try to get the map up sometime). Only the halflings stay in a certain area, though most dwarves are kept in a single extended mountain city by the goblins (more on that later). All of the world save a few isolated regions is explored and the goblins have a hold on the most advanced technology and the most lucrative moon-trade. As you know the moons are easily accessible from the ley lines and trade and other traffic is constant. Each moon is purely elemental based and has a unique race that calls it home. Those races are:

Fire - Fliniks

Earth - Mooli

Water - [Globbles](#)

Air - Hyppys

The Flinik, Hyppys, and Mooli can be found [here](#).

Elves

All elves share some common traits, they are long lived and proud. They have great respect for the natural world and some factions cling desperately to it. They are adept benders of the wind and air. There are three factions of elves, though they all meet in a council to discuss important matters and settle disputes. The elves do not tolerate fighting amongst their nations, but much indirect methods are used.

Klimshar Elves

The Klimshar elves are the strongest and most prosperous of the elven factions. They hold the Fort of Klimshar which guards the Leyline of Air from invaders and the other elven factions as well. The Klimshar value the element of Fire more than the other factions and see the desert as one manifestation of fire. The Klimshar elves have advanced technology in the form of airships and ballistics which make both goblins and the other elven factions envious. Towards outsiders the Klimshar are accepting granted that the outsider has come to trade, otherwise they are blunt and wary of travellers. Klimshar are seen rarely outside of their desert home, except on trading ships in the major airports of the world.

Alder Elves

The Alder elves are the most creative and respectful of nature, some of them call upon the power of water as well as air. This faction is the weakest of the three and consists mostly of nomads who travel all over the world on their special air bending powered ships. Every year the Alder tribes meet in an unknown location in the forests of Falthar to trade knowledge and wealth as well as exchange brides and socialize.

Scen Elves

The Scen elves are the smallest faction of elves, but more powerful than the Alder due to their more industrial nature. These elves have the closest relationships with the Goblin Empire and work to build and design the goblin airships. The other factions look down on this, but the Scen have vast amounts of wealth and the backing of the goblins. However, they would not side with the goblins if the elves ever went to war and the goblins fear this close connection, suspecting that the elves are trying to infiltrate the Empire to destroy it from the inside. In fact, the Scen are attempting just that, but they bide their time since it is more profitable to keep the goblins around.

Goblins

A ruthless race of arrogant and proud people, the goblins have managed to utilize their efficiency and aggressive nature to economically control the world. Their past is full of inter tribal battles and disputes with the neighboring halflings. Finally, one genius of a goblin began to focus on expanding and came across the isolated dwarves. Using their ignorance and lack of efficient food source, the goblin was able to get cheap labor and materials to sell to the warring tribes. Eventually, this goblin managed to take over each tribe one by one, uniting them into the Goblin Empire. The goblins then expanded more and more, controlling vast tracks of fertile lands and mineral rich mountains. The goblins are great traders of wealth and knowledge how hold such attributes above all. Goblins are not evil people as the Vys~ir propaganda says, but are actually hard working and honest people, though they have an aggressive personality.

Halflings

All halflings are most at home in the water and being completely amphibious, they have survived many attempted assaults from the goblins by merely diving beyond reach. If not for that obvious advantage, the goblins would have wiped out their prolific race. The halflings are mortal enemies of the goblins and are the second largest in population, only the faster breeding cycle of the goblins has kept the goblins at top in that respect.

Yssar Halflings

The Yssar halflings are the strongest rebels against the overarching Goblin Empire trade control. The halflings are accepting of most races, though detest goblins and the Scen elves. They are most open to the Ebon dwarves and humans. They are economically sound through the trade of fish with the Klimshar elves and with pearls and other "gems" of the deep that they trade to many other nations and usually get traded into goblin hands. The halflings have constant patrols throughout the waters between Scen and the island of Forgnar in the goblin islands and it is said that the senate sponsors terrorist attacks on the island.

Vys~ir Halflings

The Vys-ir halflings are not as crazed as their Yssar brothers with the crusade against the goblins, but do not like goblins in the least. The Vys-ir halflings are a powerful people in Scen and control much of the Esper state lands. As such the Vys~ir halflings virtually run the Esper councils yet continue to grudgingly trade with the goblins, blaming the humans for that continued activity. In truth, these halflings are just as greedy, if not more so than the goblins and will never pass up a good investment and are not beyond assassination attempts to keep their competitors at bay.

Dwarves

Dwarves are a sad race in the world of Valdar, either they are ignorant fools content to mine the mountains of riches in exchange for a few loaves of bread or they are the banished pirates and mercenaries hellbent on making life miserable for the goblins. All dwarves love to create and work with metal and stone and the goblins have used this to their advantage for centuries.

Akrel Dwarves

The Akrel dwarves live in the large range of mountains in central Falthar. The dwarves have always had a knack for mining and crafting,, though developed slowly do to the inadequacy of food gathering techniques. Thus for centuries the dwarves were a primitive race scratching out little food from the rocky sides of the mountains and living off mushrooms in the mining tunnels. The dwarves were well accustomed to starvation and death but there small numbers survived through strict and brutal codes. However, a few centuries ago, the goblins found the dwarves who were amazed to see other intelligent creatures. The goblins quickly discovered how primitive the dwarves were realized that they could use their valuable mining skills to their advantage, thus the goblins began to feed the dwarves with seemingly unlimited food. The dwarves began to prosper and the population grew in large numbers and is still growing today.

Ebon Dwarves

While most dwarves are content to live under the strict rule of the goblins, dissenters and criminals are not welcome in the dwarvish society. The goblins throw the dwarves out of Akrel and leave them in the wildreness. After tears of this, the exiled dwarves eventually founded thier own town one the sea coast: Port Darthan. And began to trade with the wandering Alder elves. Through trade, these dwarves learned much of the state of the world and began to enter a trade business of their own. The Ebon dwarves constructed unique iron boats, manned by criminals and goblin-haters trying to live off trading in the seas. At first the goblins resisted, boarding "unlicensed" ships, but as more and more goblin ships and cargoes fell to the dwarven pirates the goblins began to ignore them, hoping they would go away. Now the Ebon dwarves are smugglers, revolutionaries, pirates and mercenaries for the anti-goblin forces, happy to do the dirty work. Their city of Port Darthan has become a hive of scum and resistance and the goblins are wary of this possible threat.

Humans

Humans have always lived in Scen and felt content to do so. Being moderate in most respects they've had their share of wars and feuds. However, the humans are not as prolific a race as halflings or goblins and have never had a reason to pick sides. Thus humans have been assimilated into the more aggressive cultures and small groups can be found everywhere. The goblins, halflings and elves value them for their greater bodily strength so most humans serve as manual labor. The only significant group of humans are the followers of the Order of the Suns. Benders of the light, the Order is a force to be reckoned with, but like the rest of the rest, they tend to not take sides but watch from their northern Leyline of Day and help both sides when needed. However, recently a mysterious faction has captured the Leyline of Night which has caused the Order to become more active. Some speculate that the goblins are searching for new weapons and captured the Leyline to further that goal, while others speculate that the halflings captured the Leylines to blame the goblins.

To be a Bender...

To be born a bender is something special, though very common. Of all the children born, 52% of them will be benders. This is determined by an inaccurate science based on the season and influence of the suns as well as some seemingly genetic counterpart. Those born to bender parents are more likely to be born benders than those not born to bender parents. Basically, when a person is born, they have a 50% chance to be a bender of one of the two moons that preside over the current season. Being born roughly midday grants bending of the primary moon and being born roughly at midnight grants the secondary moon's bending. Both of the time slots are ~6 hours long. However, during the eclipses, those born are always benders of the primary moon, no matter the time of day. The only exceptions to this rule is that some races never produce benders of one element and some that would normally be born non-benders are born Sunmages.

Languages of Valdar

There are seven distinct languages spoken throughout Valdar, they are....
(ordered from largest number of speakers to smallest number)

- **Gobgnash** - the most common language, spoken by all goblins and used as a "world" language when outside of trade.
- **Elven (Common)** - spoken by all elves, this is considered low elvish, it is also used as a trade language at airports and amongst the Ebon dwarves. All aeronautical terms are of this language and don't have counterparts in other languages.
- **Salt** - spoken by the halflings and globbles, this language is used as a trade language in sea ports. Most nautical terms are in this language and don't have counterparts in other languages.
- **Elven (Klimshar)** - spoken by the Klimshar elves and more learned elves of other factions as well as by the hyppys, this is known as high elvish.
- **Igan** - the language of the flinik, goblin scholars and moon-traders use this language. Many goblin military orders are given in this language.
- **Vys** - the language of the humans and halflings of Scen and the official language of the Order of the Suns.
- **Terran** - the traditional language of the Akrel dwarves and the mooli, this language is kept a secret from the goblins. Though many Ebon dwarves don't know the entire language, they normally curse and bless in this language.

Automatic and Bonus languages, given by nationality/region:

Nation/Region	Automatic Languages	Bonus Languages
Goblin Empire	Gobgnash	Elven (Common), Vys, Igan, Salt
Klimshar	Elven (Klimshar), Elven (Common)	Gobgnash
Alder Tribes	Elven (Common)	Gobgnash, Elven (Klimshar), Vys, Salt
Scen Elvish State	Elven (Common), Gognash	Elven (Klimshar)
Yssar City-State	Salt	Gobgnash, Elven (Common), Vys
Esper State	Vys, Salt	Gobgnash, Elven (Common)
Darthan	Salt, Elven (Common)	Gobgnash, Terran [dwarves only]
Akrel City-State	Gobgnash, Terran	none
Naltô Council	Vys	Gobgnash, Elven (Common), Salt
Fire Moon	Igan	Gobgnash
Air Moon	Elven (Klimshar)	Elven (Common)
Water Moon	Salt	Vys
Earth Moon	Terran	Gobgnash

Locations of Valdar

The world of Valdar is very small, consisting of only two real continents, Falthar and Scen, as well as a handful of large islands. Most of the "world" is contained within the tropics, though the more northern areas reach into cooler waters. There are three hubs of flourishing civilizations: The island of Garhl in the southern portion of the Goblin Islands, The Vys~ir Fields which are the plains in southwest Scen and the Klimshar Desert (most notably Fort Klimshar) in the southern 'hook' of Falthar. Though here is the complete list of locations:

- **Klimshar Desert** - containing Fort Klimshar
- **Akrel Citadel** - the dwarven city-state and Goblin Empire protectorate.
- **Central Mountains** (of Falthar)
- **Falthar Desert**
- **Forests of Falthar**
- **Ebonsea Plain** - the eastern coast of Falthar
- **Naltô Island** - containing Naltô Keep containing Port Darthan
- **Yssar City** - the halfling city-state
- **Vys~ir Fields** - containing Ebonsea Manor, Harbor Manor, and Vys~ir Keep
- **Nickel Range** - containing Nickel Caves
- **Northern Scen Forests**
- **Yssar Forest**
- **The Blight**
- **Garhl Island** - the largest of the Goblin Islands, it contains the Leyline of Fire and the Goblin Empire capital: Galgnash
- **Delsot Island** - an island in the Goblin Islands
- **Forgnar Island** - an island in the Goblin Islands containing the goblin metropolis of Tran-Gath
- **Sharlan Island** - an island in the Goblin Islands
- **Thnii Isle** - an island in the Goblin Islands
- **Gnarltol Island** - an island in the Goblin Islands
- **Selkres Isle** - an island in the Goblin Islands

Klimshar Desert: This desert is mostly empty save for herds of large cattle-like animals Blacoons. The elves of Klimshar call this desolate place home and keep the Blacoons, making a nice profit in trade with the Goblin Empire as well as the other states. The Klimshar elves have but one settlement and that is Fort Klimshar, located exactly under the Air Leyline which is a floating tempest. An impressive airship dock hangs down from this tempest, held in place on the other side by the sister city of Hyp on the Air moon. Here the elves keep safe and can rely on their powerful airships and bending talents to be safe from the goblins since the only way to enter Fort Klimshar is by air.

Akrel Citadel: The great fortress of the dwarves, the citadel consists of nearly endless tunnels and chambers creating a vast, underground city. The dwarves keep to themselves and mine gold, iron and coal for the goblins in exchange for food. Though the dwarves do grow food in the tunnels and out on the mountain sides, their numbers are too great to support themselves. The goblins have kept the dwarves isolated from the rest of the world and keep the dwarves as ignorant slaves who are content to mine for the goblins. However, the dwarves are not completely trusting and have long kept the location of the Earth Leyline a secret from the goblins who have long sought for it.

The Central Mountains:

These mountains run from the tip of the northern peninsula of Falthar to the beginning of the "Falthar Hook" or Klimshar Desert. The mountains, as their name suggests, are located in the center of Falthar, completely isolating the east from the west, save one route that requires entering the Grand Valley and making it through the Akrel Pass to come out just 5 miles south of Akrel Keep. This pass is how the goblins found the dwarves and has made it easy to keep them isolated. The Grand Valley refers to two valleys on either side of the mountains. In the western valley lies Akrel Keep. The Alder Elves have tales of dangerous and unnatural things living in the Grand Valley and thus stay far from it. The mountains themselves are rich in various minerals including gold, silver, copper, and iron as well as large pockets of coal.

Falthar Desert:

This desert lies in northern Falthar to the west of the central mountains. It is a desolate place and is colder than the Klimshar Desert. Being in western Falthar, few have ever seen it save the Alder elves and the goblins. The Alder curse by it, claiming it to be the ancient site of a wonderful land that was cursed through the spirit wars. The goblins scoff at such tales and are glad to be left alone as the Alder rarely venture to that area.

The goblins have made quite a discovery that only the Scen elves know of: oil. The desert is rich with oil that lies just 6ft from the surface in some areas. The goblins have discovered many great qualities oil possesses and are continuing to drill more and more in secret.

Forests of Falthar:

Though referred to as one whole, the forests are really three forests, two of which are connected by a short distance. Only the Alder name these forests, but keep these names among themselves. The forests cover most Falthar, covering the entire south west of the central mountains and almost all of the east save the Ebonsea Plain.

The Alder collect many rare plants, animals, and water from the forests that fetch high prices in many airports around the world. Most others stay away from the forest for fear of getting lost, save the tough people of the Ebonsea Plain. The councilors of the Scen and Klimshar elves are only outsiders (save the goblins heading to the Grand Valley) to ever return from venturing deep into the forest, and they only go to ancient meeting site of unknown location.

Ebonsea Plain:

This hilly plain covers the entire eastern coast of Falthar (not including the Hook to the south) and is where Port Darthan lies. The plain itself is hilly and rocky, not very fertile and thus mostly uninhabited. However, small hamlets in the central plain exist where Ebon dwarves and humans scratch a living out of the stubborn earth. The dwarves and humans gifted in earthbending tend to have more success, but even with that gift living in the plain is difficult. Most of the inhabitants are a surly lot, mean and stubborn like the earth they live off of. They do not welcome outsiders, but survive of the trade from Port Darthan. Trading the common weasels, moles, rabbits, and rockbirds to far off places where such meats are considered exotics.

The only civilization worth noting in detail is Port Darthan, the ruff and crude trading town home to the wretched scum of pirates, mercenaries and criminals. Like all people of the plain, those of Port Darthan are mean and stubborn, yet revel in the freedom that the plain provides. Nestled on the mouth of one of the lone river that flows east in central Falthar, the port brings in the meats of the plain as well as large quantities of plants and furs of the forest only a two days trip up river (one day going down). The hamlets near the forest send out hunters into the dark trees, the only outsiders to breach the trees save the goblins, yet they do not go far, but find lots of game and trade-ables.

Naltô Island:

This island is the northern most land in Valdar, and is home to the fewest of people. Mostly of the island is a forest of pines, though a small fertile plain exists in the central area of the island near the coast. The island itself is the largest in the world, yet only a few hamlets on the plain and Naltô Keep reside here.

The Keep itself lies on top of the Leyline of Day and is the headquarters of the Order of the Suns. Unlike most of the keeps in Valdar, Naltô Keep does not have a surrounding city or even any town to speak of, in fact, the Keep is alone in the forest, only there because of the leyline's existence. The Order keeps a small number stationed year round as well as teachers for the Sunmage schools. The council of Sunmages and those that serve under them live mostly on the plain, farming the fertile soil and minding their own business. The Naltô Council is a loose government only existing to settle arguments and protect the people of the island. Most other nations ignore Naltô, even the goblins. Though Ebon dwarf traders coming biannually to trade foodstuffs and small wares and the Alder elves make stops at the Keep every four months. Other than these visits, the people of Naltô are completely isolated, but content.

Yssar City: half under and half above water, this city-state is the hub of the Halflings. The city sits just south of the Water Leyline, a whirlpool of great strength. The city is at the midpoint between the eastern goblin islands and western Scen. They have forever resisted the goblins and attempt to prevent the goblins from expanding. This has failed in most respects, but the goblins are forced to steer clear of the city and its waters, causing western Scen to remain protected from Goblin hands.

Vys~ir Fields: These fields are not as active as Garhl, but includes an area more than twice the size of the island. Most of the plains is carpeted with fields of produce from wheat and corn to squash and potatoes. This area is the largest producer of grain and produce in the world and supplies much of the Goblin Empire. The Fields are held by two rival factions, the Goblin Empire and the state of Esper. Esper is a nation of Halflings and Humans who resist the Goblin Empire and have strong connections with Yssar City. Major Cities in the Fields include the Goblin Empire regional capital Ebonsea Manor and the Esper state cities of Harbor Manor and Vys~ir Keep.

Nickel Range:

These mountains are a small range in central Scen, blocking the Vys~ir Fields off from the rest of the continent. The mountains look like an upside-down Y, splitting not only the north and south of the continent, but also the west and east in northern Scen. These mountains are the smallest of those in Valdar, yet are also one of the richest, only the central mountains in Falthar have more riches. The Nickel Range, as it is suggested by the name, are rich in Nickel deposits as well as some silver and iron in various veins. As such, one of the more prosperous cities of the Esper State is Nickel Caves. Nickel Caves is named for the hundreds of mines running deep into the mountains and is the second largest city of the Esper State (Harbor Manor being the largest). Run by the Vys~ir halfling nobles, the mines are worked primarily with human labor, though a large number of halflings work here as well and even some of the Ebon dwarves work in the mines as well. In fact, aside from Port Darthan, Nickel Mines has the largest population of dwarves outside Akrel Citadel. As such, dwarven wares and craftsmanship from Nickel Caves are prized possessions, even to the goblins.

Northern Scen Forests:

This name applies to two distinct regions that have a fuzzy boundary line and are commonly referred together. These forests are located to the north and west of the Nickel Range and consist of the Elsar forest in the south and the Pelnes forest in the northern peninsula.

The forests are home to the Scen elves who live in hidden villages and hamlets with no cities to speak of, though they have constructed the Pelnes Airdock where they construct and research airship designs for the goblins. The Pelnes Airdock does not have a set location since it is completely mobile and in constant motion, only the top goblin officials know where it will be at any given time, though the Alder elves have never had trouble finding it. The Scen elves insist it is the Alder's luck and great navigation skills, but in truth, the Scen always provide the Alder with the dock's location, in case an attack on the goblins was ever made. Of course, both the Scen and Alder keep this information from the Klimshar, only agreeing to divulge such valuable information if the Klimshar grant both the Alder and Scen unlimited access to the Air Leyline. So far, the Klimshar have not agreed.

Yssar Forest:

This forest lies on the eastern coast of Scen and is mostly uninhabited. The only race to set foot in the forests, besides the Alder elves, are the Yssar halflings and it is rumored that they have secret facilities in the forest. Alder, and to a lesser extent the other races, view the forest as an evil land, cursed by the blight. Though there has yet to be true evidence supporting this accusations, most stay far away from the forest as possible.

However, the Alder themselves no perfectly well that the forest is not infected by Blight and is in good condition, in fact it is one of the most valuable forests in the world. The Alder long ago discovered various plants that exist only in this forest that provide critical chemicals used in the creation of the Alder's amazing airships and is the secret to why they can stay aloft almost indefinitely with little fuel.

The Blight:

The Blight refers to two things: a disease of sorts, originating from the Leyline of Night and the area infected by the disease. Though the Blight is misnamed as the Order of the Suns insists, the "disease" is actually a mutation caused by the outpouring of negative energy. No one knows (or at least admits) hows the leyline opened centuries ago, but it is undeniable that it did and was left open for many years before the Order of the Suns closed it again.

Legend says that an ambitious Night Sunmage sought to unleash the power of the night sun to create a perfect land for himself and his followers. Apart from the growing wars (it was the time of the great Goblin Wars that created the Goblin Empire as it is today). This master of negative energy opened the portal as wide as he could and expended his and his followers energy to channel it into the world in a flood of negative energy. The black energies flowed out, killing all in its wake for a thirty mile radius (though the Blighted Mountains just to the east of the leyline prevented the energy from going beyond). This initial outpouring killed the fanatics and created a wasteland of death. For many years the leyline lay open and the energy seeped through still (though more slowly) causing the southern plains and forests of the Yssar Peninsula to become mutated by the negative energies.

Garhl Island: This island is home to the Goblin Empire's capital, Galgnash, as well as the Leyline of Fire which is the most active leyline in Valdar. There is constant trade between the Flinik and the Goblins through the Leyline and is a common vacation area for both races of all walks of life. The whole of Garhl is not vastly populated, but the entire island is covered in farms, villages, and factories. The small mountain range is filled with factories, secret research facilities and mines. The forest is filled with hunting parks and pastures for raising forest animals for food. This island is home to the largest population of goblins in the world and as such is the hub of almost all world trade.

Delsot Island:

The least populated of the Goblin Islands, Delsot is covered completely in infertile desert. The reason for this is the extremely high iron content of the soil as well as various other hazardous chemicals. The island was not always like this, but was a fertile plain, yet near the end Goblin Wars, the combined tribes of Garhl and Forgnar Island attacked with great ferocity, dropping bombs or dangerous chemicals onto the rebellious island, killing almost all life. Now it is all but abandoned, a few bands of rebel goblins still live here, yet are mostly ignored by the Empire.

Forgnar Island:

The second most populous island, Forgnar is the home of the great city of Tran-Gath which rivals Klimshar in its brilliance. Tran-Gath is home to the Gathar Airdocks which is the largest airship construction site in the world. Here the goblins and human laborers build the massive freighters and class 2 and 3 warships for the Goblin Empire. Most ships are bought by one of the Empires many trading guilds while some are bought by Vys-ir for their own trading or to refit the freighters as warships for their own military.

The rest of the island is mostly fertile plain and forest where every inch is either civilized villages and towns or farming fields and pastures to feed the Empire.

Sharlan Island:

This is the third most populated of the Goblin Islands, though not home to any great cities or locations, it does have its share of ports, farms and military bases. The mountains that split the island serve as a great source of iron, copper, nickel, and lead for the Empire and there are many mining settlements that dot the mountains, serviced by small airships from Tran-Gath and have little to do with the rest of Sharlan.

Thnii Isle:

The smallest in area, this island has very little civilization, though more than Delsot. There is only one port on the island that sends regular shipments of products from the forest that covers it to the larger island of Gnarltol.

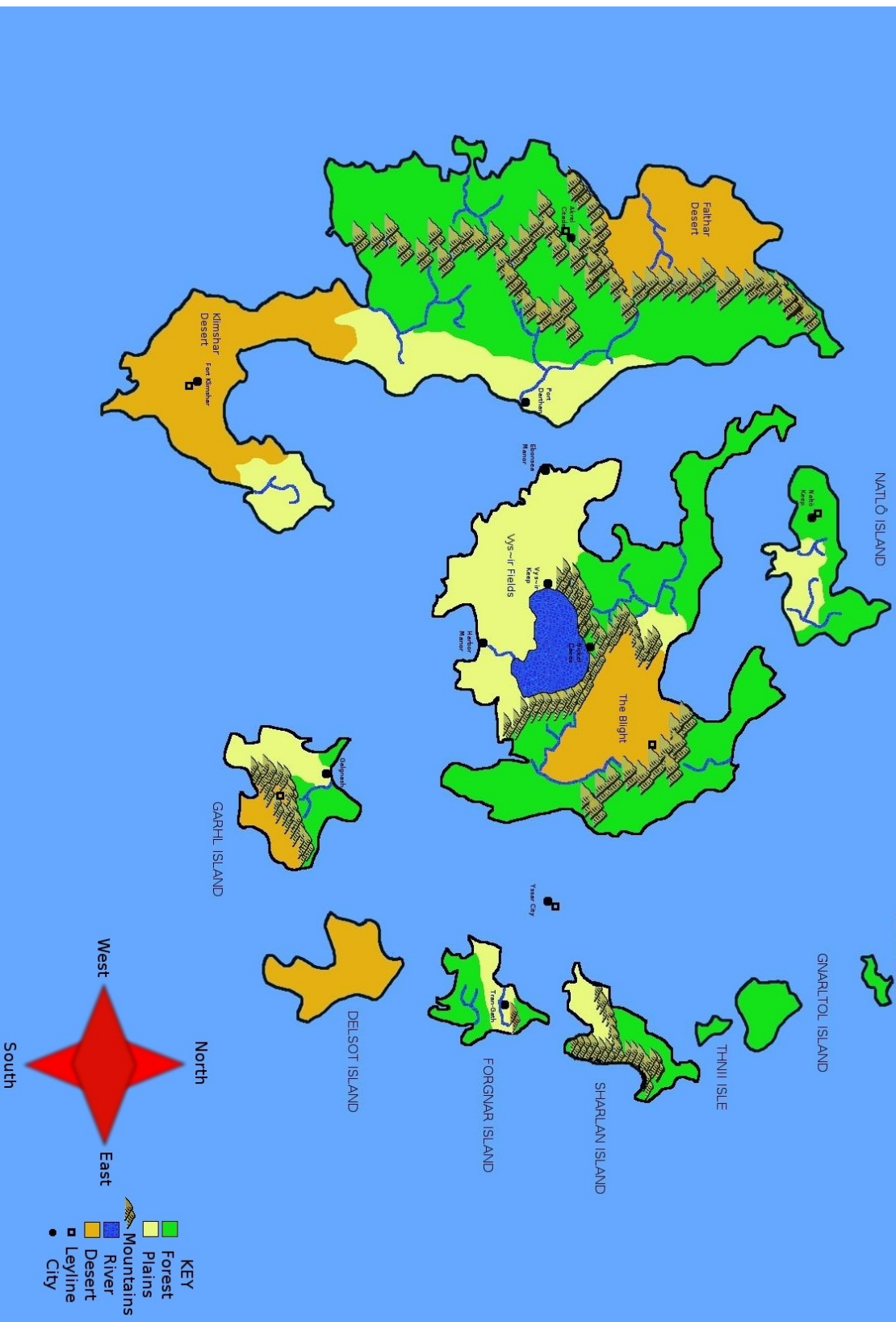
Gnarltol Island:

The fourth most populated of the Goblin Islands and the last that can be called "civilized", Gnarltol is home to the largest forest-farms where rare chemicals are harvested for use in various machines as lubricants and in the creation of blastpowder. The island also receives regular shipments from Thnii to be sent back to Tran-Gath with its one shipments. Very few boats arrive except from Thnii and most contact to the rest of the Empire is via airship.

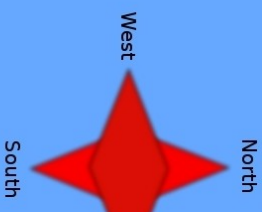
Aside from the economic value of Gnarltol, its rare plant life attracts many visitors both scientists and tourists who can stay in one of many high to middle class resorts and some of the richest tourists can even take an airship to the exotic Selkres Isle. Due to this atmosphere, the island is the most welcoming and is accepts any visitors even from outside the Empire.

Selkres Isle:

The most exotic island and the furthest north, this isle has very little in the way of civilization beyond high-class resorts with private airdocks and military bases. The island is covered in exotic forests, but the same materials are easier to collect from Gnarltol since Selkres is so far north. The military however, does keep a large presence on the island for the purpose of conducting research with chemicals, diseases and other biological materials, taking advantage of the low population while having the materials needed that would normally come from Gnarltol.



- KEY**
- Forest
 - Plains
 - Mountains
 - River
 - Desert
 - Leyline
 - City



Acknowledgments

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Art by drKarling - Giant in the Playground Forums