

Turin

Turin was once a huge plains area encompassing the centre of Northern Novus. The world shaking tremors that occurred a century ago reshaped the entire foundation of the landscape, and now it's fields are in layers of multiple heights, interrupted by rocky walls and cavernous openings in the ground. From the earth new races of humanoids came forth, including Goblins, Orcs, and Jakkals that have no interest in co-habitation. They want only for themselves and will destroy the towns and people that stand in their way. The people of Novus have bravely fought back against them so far, but they can only withstand the growing forces for so long.

The city of Gnost is at the centre of Turin, a very social place where tales of adventure are worth just as much as coin to the locals. To the North is the most serene and beautiful mountainous lake in existence, a place where many travellers forsake time and money to go and see. The Greater Woodlands is a huge forest near Dalmaria, a place that is hard to resist exploring once you are there.

Throughout the Foothills of Turin an enslaved race of Oxen, giant horned and hairy humanoids, have been working the land for crops and mining for two centuries. Their couple of attempts at an uprising and escape have failed, and those failures have taken away any hope at a different life away from them.