

# Kadaar

The epicenter of the intense magical Maelstrom that altered the world forever began at a mountain range near the centre of Kadaar. That mountain range was decimated, leaving behind bizarre formations of stone called the Ridges of Kadaar. The buzz of magical energy still in the air keeps anyone from trying to build homes or towns in that area.

On the Southern coast of Novus lies the City of Braell, where those who want to understand Aura, the Goddess of Light, commute to and learn from the revered scholars there. It is also a city of healing, a place where those who fall victim to the magical curses that afflict people across the realm can go to in hopes of having the curses lifted.

The once luscious and grass covered lands just South of the continent dividing river is now a desolate wasteland of sand and rock. The desert conditions make the land nearly inhospitable, and any of the towns and cities that once existed fell to dust during that fateful time a century ago. The dead often rise back up, wandering the land thoughtlessly until they find a victim to attack and feed upon.

Kzmatic's Keep lies on the Eastern coast, home to the crazed Lich Lord that is always striving to find a way to escape.

Lastly, the Southwestern tip of Novus has a stretch of land called the Claw of Kadaar. This is where the great dragon, Monsigneus, has made his lair and only the most brave and courageous of heroes would dare to go.