

# WANDROSSA GAZETTEER: VOLUME 2

**G**ods have returned to Wandrossa. The second week of Wandrossa introduced the concept of deities and how they function in the world. Instead of being spectators to this brave new being created on Patreon, the good folks who support DMDave are now taking on the roles of gods and helping create the entire universe through a game system.

This overview of Wandrossa helps new and experienced worldbuilders alike get caught up with what has happened so far in Wandrossa. It will be a living document, edited weekly and launched on both Patreon and [www.DMDave.com](http://www.DMDave.com).

**Release Date:** Sunday, February 17, 2019

## WANDROSSAN GEOGRAPHY

When Wandrossa started, I introduced a blank map on Patreon that I created using donjon's map generator. It had a few names on it, some geography, but that was it. Here is what the Gods of Wandrossa have created so far.

### CONTINENTS

As of this writing, only one major continent has been fully identified in Wandrossa, the Ninth Kingdom of Enombath.

#### THE NINTH KINGDOM OF ENOMBATH

After we had the world created, I then left it up to the Patrons to select the first continent that the game would focus on.

Of the six offered, the Patrons voted on the Blackleaf Forest region.

The next poll picked this continent's name: the Ninth Kingdom of Enombath.

Once we had a name, we then chose a quadrant of the continent to focus even further. Everyone voted on the southeastern quadrant where the actual Blackleaf Forest was located.

### KINGDOM-SCALE AREAS

Kingdom-scale regions are areas where one hex equals 100 miles. As of this writing, there is only one major kingdom-scale region.

#### BLACKLEAF FOREST

At the kingdom scale (where one hex equals 10,000 square miles, or is 100 miles wide), Blackleaf came to life through Inkarnate's map creation software.

A lot has been learned about the Blackleaf Forest since its inception, detailed later in the Blackleaf Forest section of this document.

### REGIONS

At the regional scale, where one hex equals 6 miles, there are at least seven known regions. Here are the details of those seven regions.

#### DRAKECRAGS

To the west of the Wicked Maple Grove is a wild, (mostly) humanoid-devoid forested region called The Drakecrag Region, named for the small mountain range that dominates its eastern frontier.

While the Drakecrag remains somewhat of a mystery, it is known that there is a powerful being that keeps the civilized races of the Ninth Kingdom from settling the woods there. There are rumors that it is a powerful celestial who lost its mind searching for the grave of Enombath the Phoenix.

#### WICKED MAPLE GROVE REGION

The northeastern most portion of the Blackleaf Forest is known as Wicked Maple Grove. Sandwiched between the ominous Drakecrag and the Sea of Mea, the Wicked Maple Grove region is home to the city of Bygrove and the Great Crossroads of Orlygthorp.

Wicked Maple Grove is further detailed later in this article.

#### OTHER IMPORTANT REGIONS

While the focus is currently on Wicked Maple Grove, it isn't the only known region in the Blackleaf Forest. Here are a few more important named locations:

- **Galthim Hill** is to the north of the mysterious Sepulcher of Sunless Souls and the Invisible Tributary.
- **The Invisible Tributary** is the river mouth that stands to the west of the Sepulcher of Sunless Souls.
- Far south of Wicked Maple Grove is **The Pirate Coastline**.
- **Alligator Loch** is a region that lies east of Wicked Maple Grove. It is a swampy region with a large lake, the eponymous Alligator Loch.
- **Lesser Rat Woods** is the region directly south of Wicked Maple Grove and the Chege March.

## THE BLACKLEAF FOREST

Bathed in the dull shadow of the Eternal Eclipse, the Blackleaf Forest devours the majority of the southeastern portion of the Ninth Kingdom of Enombath.

Here are a few important facts about the Blackleaf Forest.

### DEMOGRAPHICS

Just a little over 829,000 souls live in the Blackleaf Forest region of the Ninth Kingdom.

Here are the racial demographics for the Blackleaf Forest:

- **Elves** - 15% - 123,218
- **Medusas** - 15% - 123,022
- **Goblinoids** - 12% - 98,496
- **Gnomes** - 11% - 90,288
- **Humans** - 10% - 82,080
- **Halfings** - 9% - 73,872
- **Vampir** - 8% - 69,566
- **Half-Elves** - 11 votes - 8% - 61,762
- **Weretigers** - 10 votes - 7% - 57,456

- **Cordies** - 8 votes - 5% - 41,040
- **All other races** - 1% - 8,208

Notably, traditionally "evil" races such as medusas, goblins, and vampir make up a large portion of the Blackleaf Forest's racial demographics. This is no doubt a side effect of the Eternal Eclipse that casts an annual shadow over the forest.

## GOVERNMENT

The Confederacy of the Blackleaf Forest maintains order over the cities, villages, and hamlets of the cursed forest. A Presidential Council rules over the Confederacy, but its power is limited compared to the isolationist Governors that rule over the seven city-states.

In the last few years, a second power has risen in the Blackleaf Forest made up of the heads of various guilds throughout the land. This unnamed syndicracy sees the Confederacy as ineffectual and believes a stronger, centralized government built on capitalism should replace it.

## HISTORY

While a lot of the history is still being fleshed out by the Gods of Wandrossa, we at least know the reason for the Blackleaf's nature. Long ago, Enombath the Phoenix God was killed or mortally wounded and buried beneath the forest. Then, one of Wandrossa's moons was shifted so that it created a permanent eclipse, casting a neverending shadow on the forest.

Supposedly, this was done by a God of Shadow who sought to absorb Enombath's power and prevent his rebirth. Enombathonians believe that this curse signifies the end of Wandrossa.

## WEATHER

Despite the eternal eclipse that casts a permanent shadow on the Blackleaf Forest, the temperatures of the Blackleaf Forest are relatively normal for its part of the world. Summers are warm, averaging around 70 degrees. And winters are cold, with average temperatures in the mid-40s. Spring and fall both bring plenty of rain, with powerful hurricanes crashing against the eastern coast along the Sea of Mena during those months.

## WICKED MAPLE GROVE

The most well-known and researched region of the Blackleaf Forest is the northeastern region of Wicked Maple Grove. The Grove sits just over the eastern frontier of the Drakecrag mountains, about 100 miles from the eastern coast of the Sea of Mena.

Ironically, the grove itself doesn't get its "Wicked" name from any sort of evil creature that makes its home there. Instead, the maple syrup pulled from its trees has a unique taste to it—a "wickedness", as the folk of Eltun say.

There are a number of areas of interest in Wicked Maple Grove.

## ADDUKHIM

Addukhim is a hamlet at the northern edge of the Drakecrag.

## BLACK MARSH

The Black Marsh is a large swamp around the Wicked Maple River between the City of Bygrove and the Great Crossroads of Orlyggthorp.

## BYGROVE

The largest city in the region, Bygrove is also one of the most important cities in all the Ninth Kingdom.

"The City by the Grove" is known for its strong Wicked Maple Rum and the enormous academy at the heart of the city, the Academy of Eldaning.

Its Governor is a retired adventurer named Elmure Orthrolis. Orthrolis always puts the people of Bygrove before the Confederacy's interests. Because of this, many see his rule as illegitimate, and there are those—especially the Merchant Kings of Olyggthorp—who seek to supplant him.

In addition to political strife, multiple religious sects that reside in Bygrove struggle for power through intrigue and clandestine operations.

Otherwise, the diverse races that live in the old city do so in harmony, working together towards the common good.

Notable locations in Bygrave include:

- **Academy of Eldaning.** This building looks less like a library and school and more like a fortress, easily visible from outside of the city's twenty-foot high walls.
- **The Crowned Archer.** Despite being a low-key, quiet establishment, the Archer's Wicked Maple Rum is often said to be vastly superior to the Lamb's.
- **Draffin Keep.** Elmure lives in Draffin Keep, an old castle at the northeastern edge of the city.
- **Greatgate Ward.** If there's trouble brewing in Bygrove, it's probably in Greatgate Ward. Nestled at the southern gate of the City, the Merchant Kings of Olyggthorp keep remote stalls here. They pay their taxes, so Governor Orthrolis can't legally toss them out, lest he face the wrath of the combined might of the Syndicates. Regardless, the Governor's spies retain a constant presence here.
- **The Laughing Lamb.** While their Wicked Maple Rum may not be as great as the Archer's, that matters little to this popular tavern's proprietors. After all, it's the secret hideout of Bygrove's largest thieves guild, Caloo's Legion.

## CENTAUR WOODS

The Centaur Woods is a large swath of forest straddling the land between the two westernmost branches of the Wicked Maple River.

## CHEGE MARCH

The Chege March is a stretch of forests and grasslands between the Drakecrag and the Sea of Mena.

## DRAKECRAGS

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A small mountain range to the southwest of the Wicked Maple River. The Drakecraggs are notable for small, winged, horse-sized dragons that live in its peaks. These dragons are used by Enombathian military.

## ELTUN

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Known for their "wicked" tasting syrup, Elutn is a town at the heart of the Wicked Maple Grove.

## FANGS OF BAROSSU

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This branch of the Wicked Maple River joins the main river at Bygrove.

## GHOSTWOOD CREEK

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Ghostwood creek runs from Wicked Maple River and terminates at ruins.

## GREAT CROSSROADS OF ORLYGGTHORP.

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Aptly named because of the five way intersection in the center of it, the Crossroads is at the eastern fringe of the Chege March. Naturally a hub for trade, life is fast-paced in this trade center.

Every other month, the Olyggthorpians hold a major festival, inviting trades from far and wide.

The Merchant Guilds of Olyggthorp have frequently expressed their disdain for the Confederacy of the Ninth Kingdom. A revolt is imminent unless something changes.

## HEAMINSTER

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At the base of the Drakecrag's foothills lies Heaminster, a small village. Heaminster is named such for the large Abbey found there, Heaminster Abbey.

## NIGHTMOOR STRONGHOLD

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Nighmore Stronghold is the large fortress to the east of the main road between Bygrove and the Great Crossroads.

## ORCMOOR MIRE

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This large swamp is home to the Ruined Tower of Gothmog of Udun.

## RUINED TOWER OF GOTHMOG OF UDUN

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While it's still unknown who Gothmog of Udun was, this abandoned tower rises from the center of Orcmoor Mire.

## WICKED MAPLE RIVER

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The grove takes its name from this large river that cascades down from the Drakecraggs into the Sea of Mena.

## WANDROSSAN RACES

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All major Fifth Edition races are included in Wandrossa. However, new races that are requested by patrons (or created on a whim by me) are added to the campaign setting.

The following races are an integral part of the campaign setting.

## ENOMBATHONIANS (PHOENIXKIN)

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Those who descended directly from the Great Phoenix Enombath share many traits with the Great Phoenix, including a knack for surviving mortal harm. While there are not as many of these Phoenixkin walking Wandrossa as there once was, they are still notable in both appearance and stature.

## MEDUSAS

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Also known as Gorgons, medusas are snake-haired humanoids that can turn creatures to stone with nothing more than a glance.

Patrons voted that medusas are a despised (possibly misunderstood) race that lurks in the shadows, possibly in the underworld.

## CORDIES

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Cordyceps were once humanoid. However, they were infected by an aggressive fungus that took over their bodies. Believed to have been created by an evil druid, the cordies retained all of their skills and traits from their past lives, but possess no memories. The fungal invasion gives cordies a zombie-like appearance.

## SPLITJAWS

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Splitjaws look like humans, however, they have a dual set of jaws. Splitjaws hide among other humanoid societies, keeping their monstrous appearance a secret from those that they surround themselves with.

## WANDROSSAN MONSTERS

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Many unique monsters live in Wandrossa. In fact, there are monsters that live in Wandrossa that have never been seen anywhere else in the multiverse.

Here are a few of those monsters:

### BLACKLEAF DRYADS

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Hearts black and claws sharp—dripping with poison—the treefolk of the Blackleaf are as wicked as any other creature that maintains a connection to the cursed forest.

### BLACKLEAF FAERIES

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The taint of the Blackleaf Forest and its eternal eclipse have irrevocably changed the creatures that live there; the fey were no exception. Blackleaf Faeries desire to confuse and harm wanderers in the forest. Once a Blackleaf Faerie reaches a certain age, it goes through a period of metamorphosis, returning as a Blackleaf Dryad.

### BLOOD BEASTS

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When a creature is exposed to Sanguine Plague and succumbs to its effects, it transforms into a blood beast.

Outwardly, the creature appears to be the same although the veins around its skull and neck darken and its eyes blacken.

## **CORDYCEPT SPORE CLOUD**

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Cordyceps are half-plant/half-undead humanoid lifeforms that have dug out a foothold in the Blackleaf Forest. While much of their history still remains unknown, it's believed that the toxic fungal spore cloud that shares their name is responsible for their metamorphosis.

## **DEMON, IZZANNOZI**

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The izzannozi are rubbery, tentacled demons that seek to drain the life from mortals. While attached, the izzannoz controls the action of their targets, adding cruel insult to injury.

## **ETERNAL GUARD OF ENOMBATH**

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The guards of the prior Sixth Great Kingdom of Enombath. They swore their undying allegiance to the ancient lich king. Their oaths still keep them tied to the physical plane and they continue their vigil at the seat of his power.

## **ETHEREAL HAUNTERS**

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An ethereal haunter appears to be a collection of smooth, floating, marble-like objects that expand and writhe as their form—if one would call it that—touches and enters reality.

## **GOLEMS, CUTLERY**

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Not all golems are giant, fire-breathing machines or quickly-cobbled-together, reanimated corpses. Sometimes, a golem is created to fill a practical role, such as preventing adventurers from stealing a wizard's silverware collection.

## **MALVETOILS (BLACKLEAF WILL-O'-WISPS)**

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Often confused with their undead counterparts, these small, orb-like fey confuse wanderers in the Blackleaf Forest, keeping them lost and exhausted. Once a humanoid perishes from exhaustion, it turns into a tree, becoming a permanent fixture of the dark forest.

## **PHOENIX DRAGONS**

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Phoenix dragons are ancient wyrms that wield the power of the elemental phoenix. When a phoenix dragon is destroyed, its form erupts, leaving behind only an egg. If the prior dragon lived long enough, the egg hatches and grows into a greater draconic form.

## **SANGUINE APES**

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The legendary apes of the Sanguine Jungle are known for their increased size and dominance over the other creatures of the rainforest.

## **YAUNTHOM DRAKES**

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The Drakecraggs are home to small, draconic flying mounts found only there. For some of the races of the Blackleaf Forest and Ninth Kingdom, they serve as military steeds. There are some opportunities, however, they see more value in the gold gained through exporting these exotic creatures.

## **HEROES OF WANDROSSA**

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Wandrossa is home to many heroes. But their lives aren't like most adventurers; the dangers inherent in this dark and dangerous world keep them busy. Fail to adapt and die swiftly.

## **ANCIENT WEAPON FIGHTERS**

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Eight iterations of the Enombathonian Kingdom came before the current, shadowed one. Certain families whose familial ties can be traced back as far as the First and Second kingdoms have taught the methods of the Ancient Weapon Fighter to their descendents, securing the martial tradition for thousands of years.

Ancient Weapon Fighters possess a unique ability to implant part of their mortal soul into their weapons, giving it magical properties. This power aids the old families in their fight against the dark; or even the light.

## **THE CIRCLE OF MONSTERS**

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The beasts of the Blackleaf Forest are unnatural. As such, the druids of the Forest have adapted accordingly. The Circle of Monsters allows those who walk alongside nature to change shape into monstrous beings of their own design. This monster form gives those of the circle an edge in their fight against the dark forces.

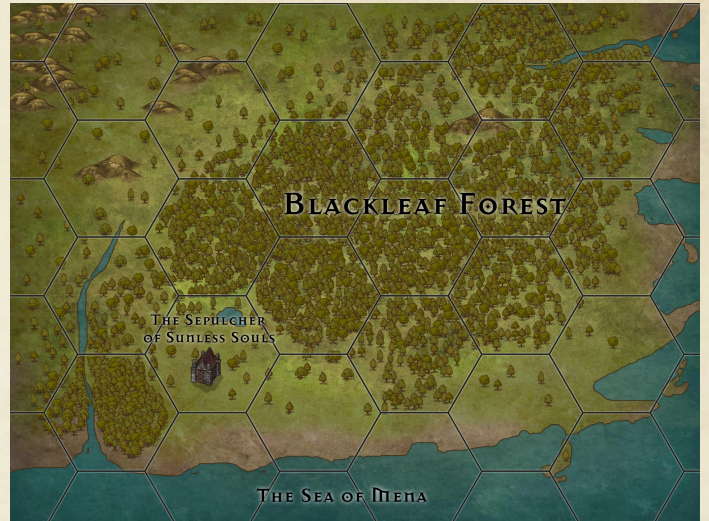
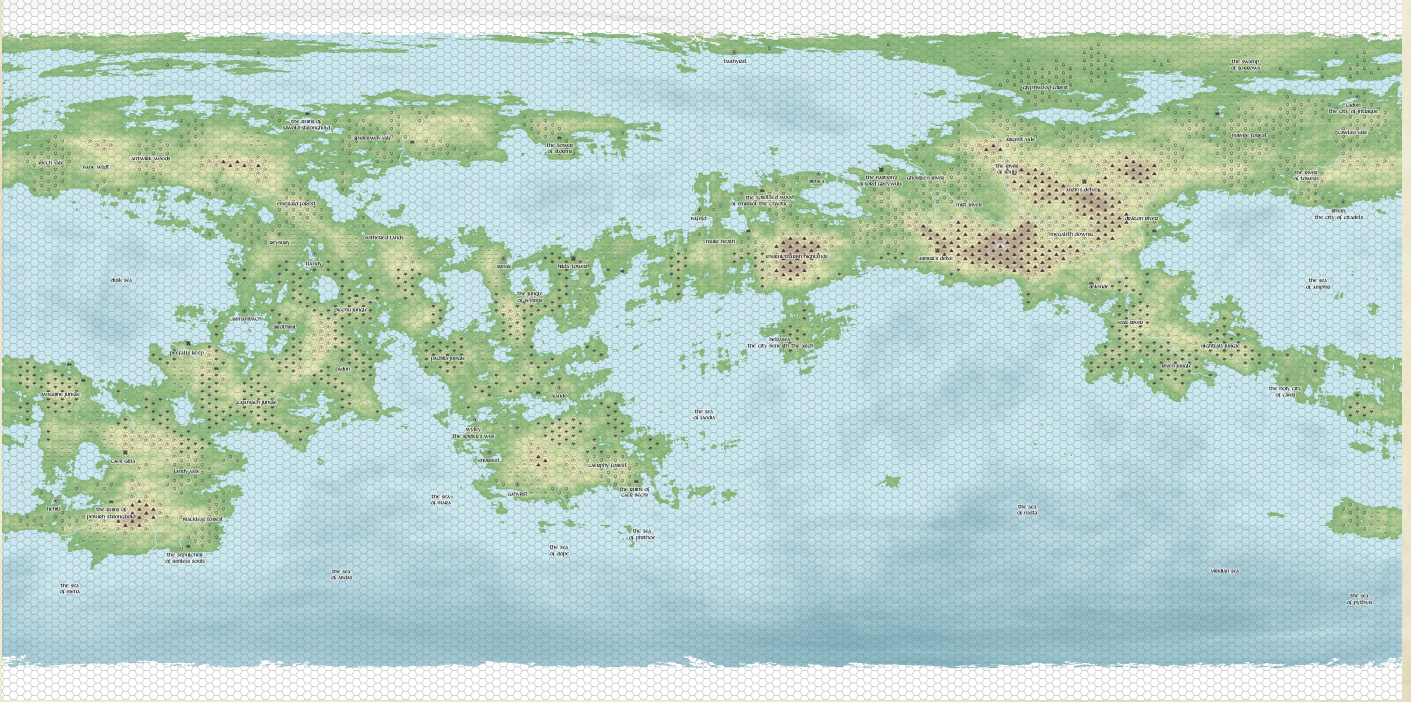
## **URBAN HUNTERS**

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While much of the Blackleaf Forest is still uncovered, the city of Bygrove, whose population scrapes the edge of 20,000 some humanoid souls, is not immune to the dark curse that overshadows the great southern forest.

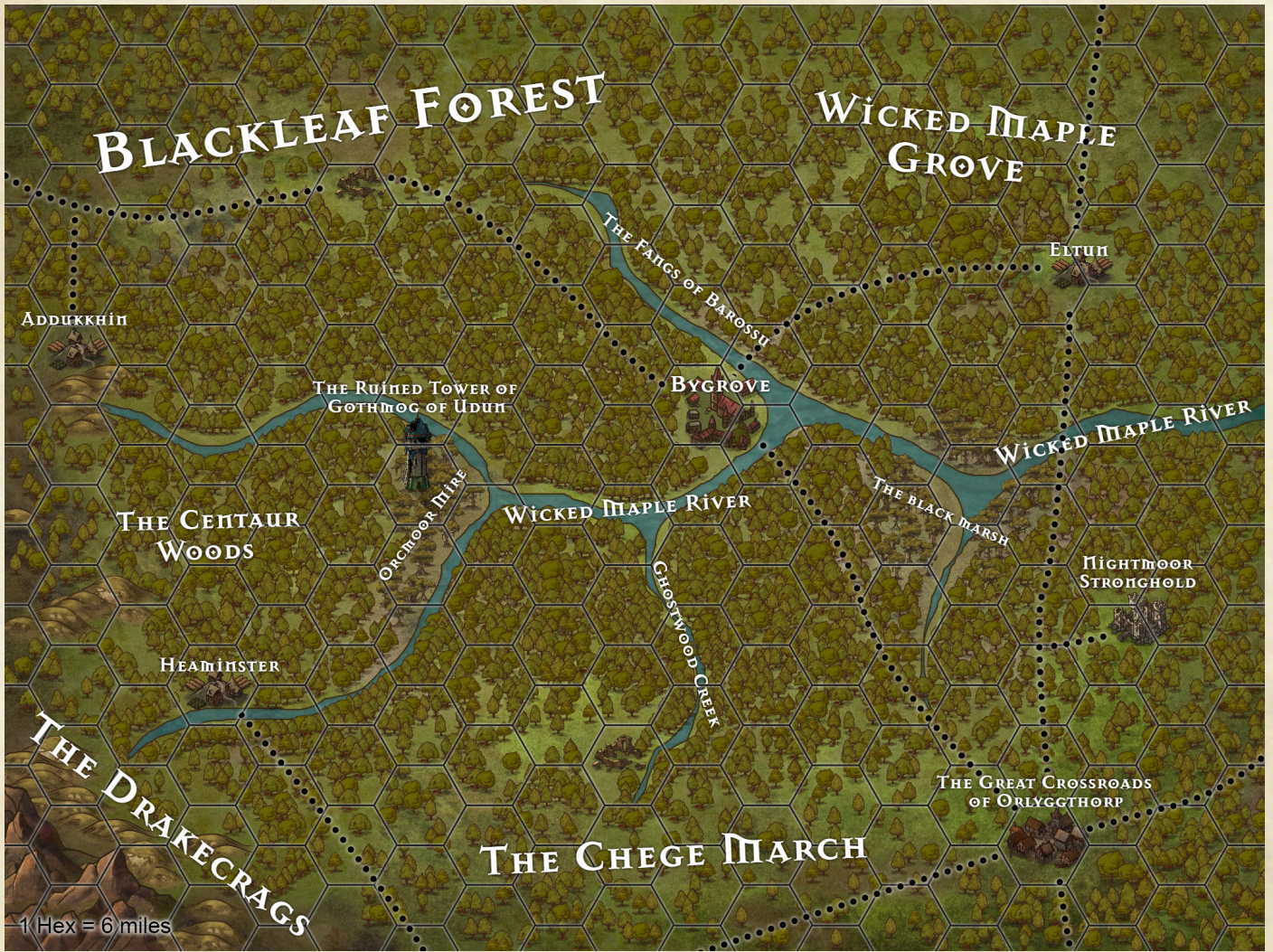
Urban trackers are a special breed of ranger who walk the streets of Bygrove, seeking the creatures that lurk in its shadows.

# MAPS OF WANDROSSA



From the top going clockwise: 1) Global map of Wandrossa created by [donjon.bin.sh](https://www.donjon.bin.sh/); 2) the Blackleaf Forest kingdom-scale map; 3) continental map of The Ninth Kingdom of Enombath.

**Interested in adding your ideas?** All patrons get to add their ideas to the world of Wandrossa. Learn more at [www.patreon.com/dmdave](https://www.patreon.com/dmdave)



Top: The Wicked Maple Grove region of the Blackleaf Forest.

Bottom: The Seal of the Blackleaf Confederacy.

Left: The City of Bygrove.

