

THE ISLE OF AMUM - V1.0

THOUSANDS OF YEARS AGO A FIERY CATAclysm rained down from the skies and destroyed the vibrant continent of Amum.

All that remains now is the Isle of Amum. Life survived the cataclysm and humans, dwarves, elves, and orcs inhabited this part of the continent before the cataclysm and still do this day.

They once had mighty kingdoms but now bands, clans, and small groups of humans, elves, and dwarves have settled in different towns and cities around the island. Orcs roam the Ji Mountains and the hills around the Sea of Ji setting up confrontations with the City of Hadun. The Isle of Amum is littered with lost cities, powerful magical artifacts, glittering treasures, danger, and fragments of maps.



TOWER OF JI

One of the schools of magic on the ancient continent of Amum. It is now a twisted and cursed land filled with all kinds of dark magic and twisted things. Rumors abound of magic wielders who have stopped aging and hire brave adventurers to find them lost magic items and spell books.

Ji MOUNTAINS

The mighty Ji Mountains are filled with harsh passes and tribes of roaming Orcs. Abandoned and collapsed mines dot the mountains. Rumored to be the location of the once mighty Dwarven City of Rhenhar, where Dwarves created powerful magical weapons of the finest quality and whose population was rumored to have been in the millions.

After the cataclysm, the only remaining dwarves now reside in the City of Hadun and mine the hills around the Sea of Ji. Orcs moved into the mountains after the Dwarven city collapses. Some believe the Sea of Ji was the location of the ancient City of Rhenhar as the Sea was never mentioned in remaining records from before the cataclysm.

THE CITY OF HADUN

The City of Hadun is a modest City where humans and a large population of Dwarves live and work. Several mines are along the Sea of Ji's northern and southern areas. The City of Hadun is a launching-off point for miners and a distribution point for ore. The City is also home to a large contingent of adventures that are hired to provide an armed escort of miners and shippers as the area is frequently attacked by Orcs.



THE JI RIVER

Originating at the Sea of Ji, the Ji River is a major trading corridor for the City of Hadun, Otwood, Oldog, Swaybrook, and the City of Garf. Ore, supplies, and other goods are shipped on barges between the Sea of Ji and the lowland City of Garf.

SEA OF JI

The Sea of Ji is the largest freshwater body on the Isle of Amum. Rumored to have been the location of the ancient Dwarven City of Rhenhar. It is cold and deep.

INGHEATH

The outpost of Ingheath is a large oversized town filled with humans, elves, half-elves, halflings, and a smattering of dwarves. This is the area where the Golar Forest Elves reach out to the rest of the world. Generally friendly to the humans of Ingheath, they are wary of outsiders and despise the Orc incursions from the Ji hills into their forest.

It is rumored that the surviving elves in this area were once part of the great Elven Clan of Golar, but much of their cities and villages were destroyed in the cataclysm. All that remains is what is now the Golar Forest.

THE GOLAR FOREST

The Golar Forest is where descendants of the Great Elven Kingdom of Golar live. They weave magic and live in harmony with the forest creatures. They keep to themselves but do venture out to the town of Ingheath.

THE PLAINS OF DREAD

The plains of dread are littered with ancient towns, cities, and crypts. Before the cataclysm, this area was the vibrant Kingdom of Araz and a hub for trade. Knowledge flourished here and it was the home of many different magic arts. However, after the cataclysm, it has become an area filled with undead and unspeakable horrors.

It is believed that as the cataclysms unfolded, the many wizards, sorcerers, and necromancers joined forces to protect the Kingdom from destruction but failed. The aftermath of such powerful magic rendered the dead undead. There is much magic and treasure here but many travel the long way to Atwood or Swaybrook than through The Plains of Dread.

GRASSLANDS OF KAJ

Barbarian tribes of horse-riding humans live in this area and routinely congregate in the town of Slil. The barbarian tribe's value strength and the ability to ride. They despise magic and often lead undead culling parties to the neighboring Plains of Dread.

SLIL

A rough and dangerous human coastal town, Slil is home to the Barbarian games, pirates, and other vagabonds. You can catch a ship, compete in skills of strength and agility, or just get robbed blind.

OLDOG

Located on a tributary of the Ji River, Oldog is primarily a logging town. It's often a stopover for adventurers trying to find lost treasure and magic in The Plains of Dread. Many travels south from here but only a handful return.

BILNARAZ

Is a fishing town and the launching off point to ports north of the Isle of Amum. It is rumored this is where the Kingdom of Golar was located but fell into the sea after the Cataclysm. Pirates and merchants travel through here and harsh storms wipe this area, often stranding sailors on the unnamed islands in Danger Bay.

THE CITY MYR

The City of Myr is a farming hub. It is considered to be the breadbasket of the Isle of Amum and farm goods are actively traded here. Farmers from around the area travel to the Great Markets of Myr to sell their goods. Trade is robust here and merchants from faraway lands come here. There is a trade route through the Shield Forest and over the Shield River to the City of Atak where spices are traded. The trade route is dangerous, and merchants and caravans are often escorted by armed guards.

ZAG

Zag is a large fishing village and trade post for sailors and merchants. Merchants often offload goods in Zag to sell at the Great Markets of Myr.

SHIELD FOREST

The Shield Forest is an ancient old-growth forest that survived the cataclysms. It's filled with bandits that prey on merchant caravans but is rumored to be home to a tribe of Dark Elves that hide from the world using powerful magic. Rumors also abound that intact ancient cities of Elves still exist in the forest.

SHIELD RIVER

A fast-moving and violent river originates on the Ji Mountains' west side. It is a natural barrier between the City of Myr and the City of Atak until a large and long wooden bridge was built to foster trade between the two cities.



ZYBUL

A small fishing village on the edge of the Shield Grasslands. It was once invaded and occupied by a small army from faraway lands to the West but was quickly repelled by the Atak army and navy.

THE CITY OF ATAK

The City of Atak is a bustling port of trade. It sits on the edge of desert sands. Here you can find a mix of all kinds of humans, dwarves, halflings, and elves. It is also the seat of the powerful Atak Monarchy.

The City of Atak boasts the most powerful land army and the second most powerful navy across the Isle. It has been at peace since the reign of King Atak the 3rd.

KAJ LIGHTHOUSE

The Kaj Lighthouse is a key geographic feature of the Straits of Demarl. A small farming town dots the area around the lighthouse.

WALLED CITY OF DEMARL

The Walled City of Demarl is a key trading post and it's the jumping-off place for points south and other lands. The flesh pits of Demarl are legendary and any imaginable vice can be bought here.

OTWOOD

Otwood is a small town where the Barbarians trade horses and other supplies. It's a frontier town filled with ruffians, bandits, and other ne'er do wells.

WYRG PLAINS

The Wyrge Plains are home to nomadic people with strange customs and practices. They have yearly gatherings where thousands congregate for rituals and festivals. They often allow non-Wyrge people to join in the festivals but not the rituals and have been known to kill interlopers.

THE PORT CITY OF GARF

The Port City of Garf is a shipping city where ore and supplies are bought and sold for trade to all points north, south, east, and west of the Isle of Amum.

Strange peoples from far away are often found here and the City welcomes people of all creeds, races, and colors. The City of Garf has a strong military presence and boasts the largest navy across the Isle.

SWAYBROOK

Another frontier that's less rough than Otwood. It is rumored to be the seat where the most powerful thieves guild operates in all of the Isle. The town sits on a tributary of the Ji River and most of the commerce for Swaybrook travels by the river to the City of Garf.

GAME MASTER NOTES

- The Isle of Amum is a flexible world for Game Masters to create one-shot adventures or run campaigns.
- This world is game system neutral but is designed for Dungeons and Dragons type of game systems.
- The society and culture of the Isle of Amum are flexible for a GM's needs. For example, the Wyrge nomadic people are akin to the Romani people and the Barbarians of the Kaj Plains are akin to the Mongol horse riders.
- Religion remains flexible but a multiple deity system will work best for the various races and humans.

RANDOM ENCOUNTERS (2D10)

The human population is the largest on the Isle (50%) with other races ranging between 3% to 15% (see listing below).

- Humans: 0-50
- Halflings: 51-65
- Dwarves: 66-73
- Elves: 74-80
- Dark Elves: 81-83
- Half Orcs: 84-89
- Orcs: 90-100

WILDERNESS ENCOUNTERS

The GM can use whatever game system's monster and wilderness encounter table, however undead monsters are in greater quantity and distribution in the Plains of Dread area of the Isle.

TREASURE AND MAGIC DISTRIBUTION (2D10)

The Isle of Amum was once a very populated continent that was well developed. Magic and wealth were abundant but are mostly buried in tombs, dungeons, abandoned cities and buildings. Certain areas of the Isle of Amum have larger concentrations of magical items (i.e. The Plains of Dread) and others have more treasure.

The rule of thumb for the GM is to assume an 80% non-magical treasure in all areas of the Isle except for the Plains of Dread. The Plains of Dread area has an 80% concentration of magical items, but the danger and risk are **extraordinarily high**.

