

7 Wonders of Ainerth

- 1. Twin Orbs of Fate:** Large, smooth boulders supported on an onyx slab that have existed since the dawn of man. Men have marveled at their sights for eons, puzzling how something of such magnitude could be lifted, transported, and retain its perfectly smooth texture. The boulders sit at the base of a dormant volcano with other varying sizes of rock and debris scattered around them. Upon further inspection, the rock's makeup matches that of the others around it, and can be assumed to have come from the volcano. Even more puzzling, is each orb sits at a different respective volcano, at opposite sides of the country. Exact copies, both perfectly smooth, and perfectly impossible.
- 2. Hills of the Ages:** When one journeys to the "middle" of the map, you'll find a small hill, situated in the center of a valley. If you were to climb it, you would find that there are several other hills stretched out in front of it, increasing in size, almost like a spine. And there is a magnetic pull, drawing you down this path. Your weapons rustle and vibrate once you reach the top. It is said that those who complete the journey through the Hills of the Ages, honor the ancestors of that land and reach enlightenment when they complete it. Some have even whispered about disappearances, relatives going mad, or seeing vengeful spirits if they abandoned the path halfway through. The latter had been known to indulge in illegal narcotics. Most pursue this landmark in an attempt to atone for some crime they have committed in the past. "Age cannot undo that which was committed in youth. Only through hard work, and sacrifice, humility and understanding can you atone." Is inscribed in a smooth slab at the base of the smallest hill, placed there by an obscure travelling bard.
- 3. Caverns of Ylgoth:** Off of the southern coast, you'll come to a large cavernous opening in the side of a cliff wall. Though most of the year this cave is impossible to reach, due to the high tides, this day it is not. Formed by the natural mechanical erosion, it does not go very deep, but is extremely wide. Upon brushing away limestone and a bit of archaeological work you could come upon Fired Seaglass. You know this not to be its natural state, but the cavern is *filled* with it. There are no volcanoes in the vicinity, but only a heat of that magnitude could cause the stone to change its physical state. The locals know of this formation, but few have journeyed into it, due to the changing state of the waves.
- 4. The God's Thumbprint:** In the northern mountains there is a stone crater at the peak of Klorg's Mount. The Northmen believe that when their ancestors cried out for warmth, the gods reached down from the heavens and smashed their thumb against the peak of the mountain. They then poured out the waters of the firmament, and called up the fires from below to heat this pool forevermore.

Whoever is brave enough to climb the frigid slopes are sure to find warmth and relief from the elements here.

5. **Forest of Seclusion:** Stretches across 4 countries, packed with dense overgrowth and intimidating thickets. This forest is prime bandit territory. The floor is constantly foggy, leaking its miasma onto the main roads and less-traveled trade paths. Even so, not many bands are brave enough to stay hidden in its embrace for long. The forest is known for its strange monsters and unmentionables, constantly in wait for those who seek shelter for the night. It is not uncommon for those who stray off the path to go missing for good, bodies never to be recovered.
6. **Beatrice's Stream:** A large, slow flowing river that winds its way through a deciduous forest. Named so for the Lady Beatrice, whose husband the Lord Rowland was slain in a great battle. It is said that his army was led into an ambush, given away by a spy in their midst. Beatrice was overcome by grief and fell upon her knees, burying her head and sobbing until she gave out from exhaustion and a broken heart. Her tears were many and constant, and soon formed the river that is known today. The trees turn a bright shade of scarlet in the autumn, mourning the loss of the Lord and Lady. With more recent events, the river has grown in size, and the flow of the water has been completely reversed, causing flooding issues for some villages in the nearby areas.
7. **Ruins of Bairn:** Once a shining city, this palace has fallen into disarray, finally claimed by Mother Earth and the elements. The ruins stand as a reminder of the folly of man, and how greed and pride can single handedly destroy a great nation. Lady Egwaine, one of the surviving descendents of that time, has taken it upon herself to cultivate a garden there, assisting nature on its quest to consume the rubble. Poets and bards come from several countries away to sit in a corner of the ruins and inhale its beauty as they scribble away. Roses and irises, gladiolas, and wildflowers, sweet-smelling gum trees, and herbs all populate the ruins. Recently, with the influx of magic and the events of the Night of Prophecy-the flora and fauna have retreated inwards. The once verdant vines now constrict and lash out at everyone who passes by, thorns now present on the once harmless stems. It seems as if the garden has taken on a life of its own, feeding on the negative life force energies of those who once inhabited the city.