

# Regions and Cultures

The geographic regions and peoples of Nesperia

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# Map of Present-Day Nesperia



# Hampshire

Hampshire is the Northwestern region of Nesperia. It is composed of a predominately human population, but the region is bordered by lands home to Elves, Dwarves, Gnomes, and Goliaths, so if ever there was a melting pot of Nesperia, Hampshire is it. The region contains light woods and mild slopes, and is home to Freeport, the largest city in the realm.



## Settlements

### Freeport

#### Settlement Details

**Population.** 75,000 residents

**Government.** The Council of Children resides at the High Temple of Nesperia in Freeport.

**Defense.** The Children's Hand, the church's standing army, is garrisoned in Freeport. **Knight-Commander Maxeen Dubois** is the current commander of the church's army.

**Commerce.** Port trade. Freeport serves as the main shipping yard for the northern Hemisphere of Nesperia. Freeport mainly trades with the exotic **Zeldaeen** women, the southern capital of **Duning**, and the half-Orcish sea folk of **Rok'Tur**. Magical services are available in the Scholar's District.

## Myram

### Settlement Details

**Population.** 4000 residents

**Government.** Holy Delegate appointed by the Children of Freeport. A new Delegate is appointed during the Cycle.

**Defense.** The Delegate commands a sizable army, members of the Children's Hand, and a private retinue of bodyguards.

**Commerce.** Tourism. Myram benefits from being centrally located in Hampshire. It enjoys a good deal of foot traffic and therefore focuses on trade goods from the neighboring regions. No magical services or sales are available.

## Frickley

### Settlement Details

**Population.** 87 residents

**Government.** No structured government. The townsfolk look to the innkeep **Pello Stoutpipe** and hunter **Tastra Fleetsong** for leadership. More recently, **Jahia Lennowen** has settled into a leadership position in the town of Frickley after laying her life down to defend it from Giant attacks.

**Defense.** The town's only line of defense are the bowmen and hunters lead by Tastra, and Jahia herself.

**Commerce.** Frickley has a small logging industry, and routes trade carts to and from Freeport, selling timber in exchange for common goods.

## Lukestown

### Settlement Details

**Population.** 232 residents

**Government.** Mayor **Jackson Felderman** is the elected official of the town.

**Defense.** Mayor Felderman also serves as sheriff and does his best to keep the peace.

**Commerce.** Lukestown keeps to itself, only producing enough goods to sustain itself.

## Lake Varia

# Isle of Zelda

## Settlements

Unknown...

## People

### The Zeldaens

#### Summary

Calling themselves The First Daughters, the Zeldaens are an amazonian-like tribe of women who live off of the coast of Hampshire. Said to have been birthed by Zelda in her image, these women maintain a matriarchal culture. The only men found on the island are those they have deemed worthy to serve as breeders.

#### Culture

It is a rare occasion to see a Zeldaen on the mainlands of Nesperia. They only leave their home in search of worthy mates, and only when the breeders on the island become too old to reproduce. It is a common joke amongst the people of Nesperia that a man's greatest dream is to be kidnapped by a Zeldaen and live a life of debauchery on the Isle of Zelda.

#### Relationships

Trade ports are open to receive and deliver goods to the outside world. They also maintain an amicable relationship with Tritans, an aquatic race of people the Zeldaens admire for their honor and honesty.

#### Religion

The Zeldaens worship Zelda exclusively. They recognize the Mother of War as their creator and live to exemplify her tenants and morals. They consider themselves more closely connected to the god than mainlanders, although the reasons for this belief of theirs remains a mystery to most Nesperians.

# Felora's Wake

400 years ago, the event known as Felora's Wrath laid waste to much of the southwest coast of Nesperia. In a fit of rage, she called white hot light down upon the region. Some speculate that Felora was targeting an evil that threatened the foundation of the world. Others chalk her wrath up to a scornful lover's quarrel. Whatever the case was, the land was eradicated of all life. Alongside the many monstrous tribes and civilizations in the area, the High Elf city of Leu'cadia was also lost to Felora's Wrath.

Since the event, the area has kept its desolate landscape and civilized races no longer inhabit the area. However, this has only created a safe haven for goblins, orcs, and more exotic creatures. Monstrous races have flourished in the region, and only those with a death wish or insatiable taste for treasures dare trek the bogs and badlands that remain.

## Settlements

Unknown.

## People

Unknown.