

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.

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