

The Crow Realm

The Realm of Crow is a small part of the world. It is nestled in a corner of the land to which few travel. It is a realm of relative peace, with city-states and fiefdoms living together in harmony. Of course, there are bad people, wild animals, bandits, marauders, monsters, goblins, and the realm itself.

The Crow Realm is surrounded on all four sides by natural barriers. To the south there is a great cliff, dropping down to unfathomable depths. People have climbed down but nobody has returned. To the north the mountains grow sharp and cold and become covered in ice and glaciers. People have travelled far north but they have always perished, or turned back in the face of the cold. To the east there is a set of tall mountains, called the Wings, that act as a rainshadow to the dry desert beyond. People have tried to cross the desert but none have returned. To the west there is the Great Bear Rainforest, a temperate rainforest full of bears. Everybody who goes there gets attacked by bears. Nobody lives there because of all the bears. It sounds like a joke but you won't be laughing when a bear is eating you.

The central geographic feature of the Crow Realm is the Crow's Throat River, and its tributaries. It is in the river valleys of these channels that the majority of the realm's folks live. There are nine major towns, all situated somewhere on this watershed. Most of the realm's inhabitants are humans, halflings, elves, and dwarves. The elves form the majority in the Alfur river valley, and dwarves can be found in the mountains.

RIVERS:

Crow's Throat - the main channel of the realm. Runs from the high north to the deep south, terminating in the huge waterfall south of Blackfeather that falls down forever over the cliff. Many large and small towns reside on the banks of this river, including four of the major nine. All other tributaries flow eventually into the Crow's Throat, so anybody upriver can always meet up downriver. It is a diverse river, with swift mountain rapids and languid floodplain meanders.

Alfur - the 'first' major tributary of the throat. Flows from the east through a heavily wooded valley. Elves form the majority population of this valley and it is their ancestral homeland.

Milky - the second major tributary, flowing from the west. The central town of Kerry is found at the confluence of the Milky and Crow's Throat Rivers. The Milky river gets its name from the white-coloured water, which is a result of glacial till suspended in the current.

Sandy - a tributary of the Milky river, flowing from the west and south. Named for its sandy bottoms, it is a wide and slow-moving river. The valley is home to huge forests of beech trees that support the glassmaking industry. Farther upriver the headwaters are actually in the GBR so are not travelled to often.

Coldwater - the third main tributary of the Throat, flowing from the north and west. Calackas is the major city of the river and the region. This river valley has a high dwarf population, especially farther from the river towards the mountains. The river is named for its very cold waters. Many folk perish in the river each year, making it one of the most dangerous travel routes.

TOWNS:

Listed in order from downriver to upriver.

Blackfeather

- ❖ Largest city in the realm. Economic and cultural capital of humans, halflings, tieflings and halfbloods.
- ❖ Situated on the fluvial Hemlock Island, which is covered in farmland. Farmland covers other fluvial islands and the river banks.
- ❖ Ruled from Castle Krage by the Duchess Violet Duke (AKA Duchess Duke, AKA Double D).
- ❖ A few villages/hamlets on the riverbanks that identify as autonomous communities but are governed by the Duchess (Mill Creek, Foundry, Gold Landing, Wheatport, Tine Darby).
- ❖ Known for its belltowers and bells. Keeps good time. Also home to a multitude of churches and temples of all religions.
- ❖ Largest city on the Crow's Throat River.
- ❖ The floodplain is known as Spring Valley and the Duchess has vague control over the area.

Irisfield

- ❖ Situated in a crook in the Crow's Throat River north of Blackfeather. Very farming-oriented community. Lots of trade and travel to Blackfeather.
- ❖ Lots of fishing in the river as well. Freshwater shrimp and mussels gathered in the slow meanders.
- ❖ Home to the Central Bank & Mint, buying precious metals from northern towns and minting them into coins. Every coin is worth as much as the metal, and the bank has a huge vault with which to give out loans and back its wealth.

Sol Ban

- ❖ Elf capital on the Alfur River. Home to many elves and always a high population of transient elves roaming through. Humans and other races also welcome and present (others are about 30% of the pop).
- ❖ Home to the Startower. Kinda like a university, where magic, history, science, nature, and all sorts of disciplines are taught. Students come from all around the realm to learn. Mostly elf professors but a handful of others (couple humans, one dwarf).
- ❖ Cultural capital for the elves but no political sway aside from its immediate surroundings.
- ❖ On both sides of the Alfur River. A lot of thin fancy bridges, as well as competing ferry services. The north side is home to the shipping docks, more inns, more industry, and the road west. South side is more homes, agriculture, parkland, and the Startower.

Novi Marof

- ❖ Smaller than Sol Ban and deeper into the woods. Fewer permanent residents and higher population of elves (few other races).
- ❖ Road runs through the mountains north to Broken Ankle. Common trade between the two areas.
- ❖ A lot of architecture incorporating living wood: treehouses, vine bridges, hedge walls, etc.
- ❖ Due to proximity to the Wings, receives a lot of precipitation, mostly rain.
- ❖ Lots of berries and fungi grow here. Known for its interesting and delicious cuisine.

Kerry

- ❖ Possibly the most central town in the realm. At the intersection of the Milky and Crow's Throat Rivers.
- ❖ More taverns per capita than any other town. Crazy names and weird special drinks; owners try to outdo each other.
- ❖ Well known for its spring Milk Festival. A whole weekend each year in late spring where parties are held, cheese is eaten, yogurt is drunk, and milk is quaffed non-stop.
- ❖ Booming meat industry, beef, pork, goat, and chicken. Slaughterhouse district on the east bank of the river.

Jewel

- ❖ Largest town in the Beech Valley, on the Sandy River.
- ❖ Home to the Lookingglas Glass Company (LGC). Employs a lot of people and owns a lot of land. Logs beech trees for ash, and sells beech nuts to locals for oil. Factories to smelt it. Transport and production big part of the industry.
- ❖ Due to its proximity to the Great Bear Rainforest, bears are a common sight, as are other wild animals and monsters.

Greenmarket

- ❖ Huge logging community, on the Crow's Throat River between conflux of Coldwater and Wolf Creek. Lots of pine trees logged and floated downstream to Irisfield and Blackfeather, as well as the other towns
- ❖ No government, run by cooperatives and the barter system. Big tradition of using the barter system. Some shops or merchants refuse to take coins entirely.
- ❖ Lots of sawmills and craft furniture.

Calackas

- ❖ On the Coldwater River near Ice Creek.
- ❖ Smaller town with high dwarf population. Lots of mining for copper, iron, coal, and tin.
- ❖ Central part of the town is actually quite a ways from the river. Port facilities, docks, and wharfs found right on the Coldwater, but wide flat roads travel away from the freezing water to the main town.
- ❖ Area-wise the town is small. Works on levels: high towers and deep basements. Underground connections and elevated causeways, both to avoid outdoor travel during the cold winters.

Broken Ankle

- ❖ Nestled tightly in the mountains near the Crow's Throat river. To the south there is a road through the mountains to Novi Marof.
- ❖ Lots of mining just like Swift Current. More precious metals though, like gold and platinum. Also silver and coal.
- ❖ Not much agriculture but heavy trade connections with the elves leads to lots of exotic foods.