

Notable Mountains:

Eschaton's Spine: Eschaton was one of the largest Leviathans on record, a multi mile long snake with the flesh of rocks and bones of steel. It died as the Age of Chaos did, struck down by an errant bolt of Pure Magic as it crawled northwards into the sea. Its "Spine" still forms a mountain range, large enough to block easy movement of troops or merchants.

Horn Mountains: The Horn Mountains are the tallest mountains in the land, a collection of hills and mountainous terrain surrounding Mt. Ulympio, a mountain warped by chaos such that, to those ascending it, it is infinite in height, ever stretching onwards no matter how high they climb (even if, to the outside observer, it does not stand particularly higher than its neighbors).

Notable Oceans and Seas:

Gravesea: While most open water is dangerous, the Gravesea is particularly so- not only is it haunted by leviathans, but an ancient curse over the area guarantees that any who die will rise again within the hour. Massive rafts of cursed corpses, undead sea life, and corpse barnacles all make for very, *very* dangerous journeys.

Tomb Bay: Tomb Bay is safe from the Leviathans of the Gravesea, but not from its curse- those who die upon the waters have a chance to rise again (though not with the same strength or guarantee that those upon the Gravesea do). Trade is possible here, but dangerous.

The Labyrinth: Few venture the Labyrinth unaided and live to tell the tale. The sea is a mess of hidden rocks, corals, and deadly tides, dragging many an unprepared captain to a watery grave.

Brine/Fish Twins: A pair of seas, the Brine and Fish Twins are so named for their makeup- the Brine Twin is a cauldron of complex tides and little life, while the Fish Twin is calm, full of fish, and fed by so many streams and rivers that much of it is almost fresh water.

The Green Deep and The Gold Sea: These two inland seas are some of the safest to traverse, as both the King and Queen's Gates are too small for any Leviathans to cross. They are named for their colorations- due to wild magic (or, possibly, phytoplankton), the Green Deep literally *shines*, showing off a beautiful, calm green light when hit by the moon's light. The Gold Sea, in contrast, glows a gentle gold, as long as the sun smiles

upon it. The Glass Gate, where the Green and the Gold intermingle, is commonly held to be one of the most beautiful sites in Bellor.

The Scar: The Scar is named not just for its shape upon maps, but for its formation: The islands it separates from the mainland were once connected, till a massive fight between the Titan Jormungand and the Leviathan Phoenix Throat carried through the area, scarring the land so much that the seas rushed in to fill the space they carved out.

Throne's Gap: The last safe ocean before the boiling waters of the Sun's Cauldron, Throne's Gap is named for the famous Mad King Zazeriel. Though the name of his kingdom has been lost to time, the story of how he once bid the sea to part has not-though accounts differ as to whether this order actually succeeded or not before a Leviathan ate him.

The Hunting Grounds. Revelation's Haunt. The Mawsea. The Sun's Cauldron: Do not trespass. The Age of Chaos may be over, but the deep oceans haven't gotten the memo.

Notable Ultralands

Ultralands: The Ultralands is the area formerly covered by the wild magic storm known as God's Eye. Even by the standards of the Age of Chaos, God's Eye was bad. Most wild magic storms last at most a week before petering out. The stories say God's Eye raged since the first day of the Age of Chaos (though only the Gods know how long ago that was). To have that much magic, constrained for so long over such a small area, is unprecedented. No one knows what lurks in the Ultralands. There are whispers from those few who have ventured into its outskirts- of waterfalls that transmute stone to gold, trees whose fruit grants youthful vigor even to the old, and crystal spires through which even a novice augur may see the future. There are darker whispers too, though: Whispers of those who set out into the Ultralands, and who never returned.