

Ethra, like most of Dorian, is a mix of races and cultures. From the Elves to the west, to the Humans of the east, to the Dwarves of the mountains, it is a harmony of life. The island is made up of 9 provinces, with many more on the mainland.

Faelyn:

Faelyn is a small elvish settlement. Not quite a big enough to call itself a town, it depends on the Ethrian mainland for food and resources. In return the Elves give gifts of herbs or enchantments. Though quite simple, they live pleasant and peaceful lives to the west of the kingdom.

Eldryn:

A second, smaller, elvish settlement, located right next to Faelyn. Much the same, only smaller. This island has a tower so big that it is visible from Castlecliff. It's believed by humans to be a mage training school, but if you were to ask the elves you would be met with silence.

Castlecliff:

Built on - obviously - the western cliffs of Ethra, is this magnificent castle town. High above the churning waters below, it is a striking and beautiful feature along the otherwise harsh coast. The people here are some of the wealthiest in the kingdom, with many being trained professionals and merchants.

Alavara:

If you were looking for a culture bomb, Alavara is the place to be. With a mix of human, elvish, and dwarven peoples, Alavara is usually described as the mutt of Ethra. But don't let that fool you, the people here are some of the kindest, hardworking, and joyous people in all the kingdom.

Whitehaven:

The Ethrian capital. Seat of the King, Favian DeGray the IV. His family has ruled over Ethra since before the Great Continental War, and for this he is the fourth generation DeGray to call himself King. The city is a massive hub of traders. Merchant and passenger ships are very common. The streets are lined with gold coins, imbedded into the stone paths, and there is many a fancy tavern and brothel. Divided into districts, the city makes a circle, of no less than eight areas - the tavern district, the bay district, the merchant district, the temple district, the guild district, the royal district, the military district, and the residential district. In the centre lies the Kings Castle, surrounded by a moat. Even the common people here are quite well off, and it is expected for people to be very well dressed at all times. The streets are clean, and there is very little crime. Though the people seem happy, the city is unusually quiet. There are stirrings of trouble in the castle, and secret organisations hiding in the shadows.

Claywater:

If you were to travel to Claywater the first thing you would notice is the miles of fields surrounding the town, the second thing would be the many fishing boats that fill the small bay. As the main source of food on Ethra, Claywater is a thriving community of farmers and laborers. Recently, travellers have been coming to Claywater from near and far, as rumors of precious gems being found in the river spread.

Lakehelm:

Located on the shores of The Great Helm, Lakehelm is a small town in the centre of Ethra. It's proximity to the mountains makes it a popular place for hermits and retired adventurers. Generally quiet, Lakehelm has recently seen a decrease in population, as people leave the area in favor of bigger cities that are closer to jobs and resources. Lakehelm itself relies on the small fields nearby and fish from the lake to survive, but as these resources are bountiful in the nearby Claywater, there is no need to trade outside the town itself, leaving Lakehelm with an inability to obtain resources it does not have. Much of the town is falling apart, and it's frequent to see people begging in the streets. Many have turned to more surly professions for coin, and as such there has been a rise in the number of brothels and gambling houses in the town, also bringing a lot of crime. The dwarves of the town have started a mining business, bringing huge black stones down from the mountain tunnels they

have built.

Mistbourne:

Named for the supernatural mist that rolls in from across the ocean, Mistbourne is a small coastal town rich with pearl and oyster farmers. It is famous in southern Doriant for its "Seaweed Mead". Due to the rocks that surround the coast, all fishing and collecting has to be done via magnificent rope bridges, that have been built from rock to rock across the shore, extending as far as half a mile out to sea.

Eastharbour:

The Great Eastern Jewel, Eastharbour, is Ethra's biggest trade hub, and second biggest city. Ships frequent the bay, transporting goods to and from the Ethrian cities on the mainland of Anorica. Due to its close location to the mainland, there are many tourists, so many in fact that the city now sells tours - by land and by sea - of the island. The fields around Eastharbour are full of spices, and it is their largest trade commodity. Strikingly, the city is famous for its bright red roofs, on buildings made from white stones, starkly contrasting the black mountains which dominate the land behind it.

Deerwood:

This small town on the right hand side of the Blackrock Bay is Ethra's primary source of meat and wood. Populated mainly by hunters and lumberjacks, Deerwood is a charming town made entirely out of the wood from the forest around it. The smell of oak and hearthfire hangs in the air. Despite being on the ocean, the coast is used only for recreational purposes, except for a small dock which houses ships that carry trade goods to and from the capital. Surprisingly, the town is home too a number of sorcerers, who use the surrounding forests to practice their crafts. This often leads to some kind of crisis, such as a giant boar rampaging through the town. But, the strong people of Deerwood never cease to save the day... with the help of some adventurers.

Blackfall:

This sweet village is known as "the crossroads" to those not from the area. This is because of the roads that intersect here, from north to south, and east to west. Blackfall has quite a few farms, often they grow crops which do not mature in other areas of Ethra. The woods around the village are thick and - some say - enchanted. The trees often grow to two or three times their normal size, and also twice as fast. This provides pine is exorbitant amounts for not only Blackfall, but the entirety of Ethra as well. Being on the crossroads, the village is popular with merchants and pilgrims travelling to Eastharbour, or the mountains. There are many services, not because of the permanent population, but because of the amount of traffic that passes through.

Hollowhold:

Once a fantastical dwarven city within the mountain, this town has since fallen to a tribe of orcs, and their goblin servants. The dwarves, defeated, moved on to other towns, some even left Ethra altogether. The current king's father (Favian III), concerned about this orc occupation, sent many extra soldiers to Eastharbour and Blackfall to watch for orc activity. But, it never came. More than 40 years later the orcs have kept to themselves, staying within the mountain and the small hamlet in the forest outside. They sometimes trade pelts or precious gems they find within the mountain to towns nearby, but otherwise keep out of sight.