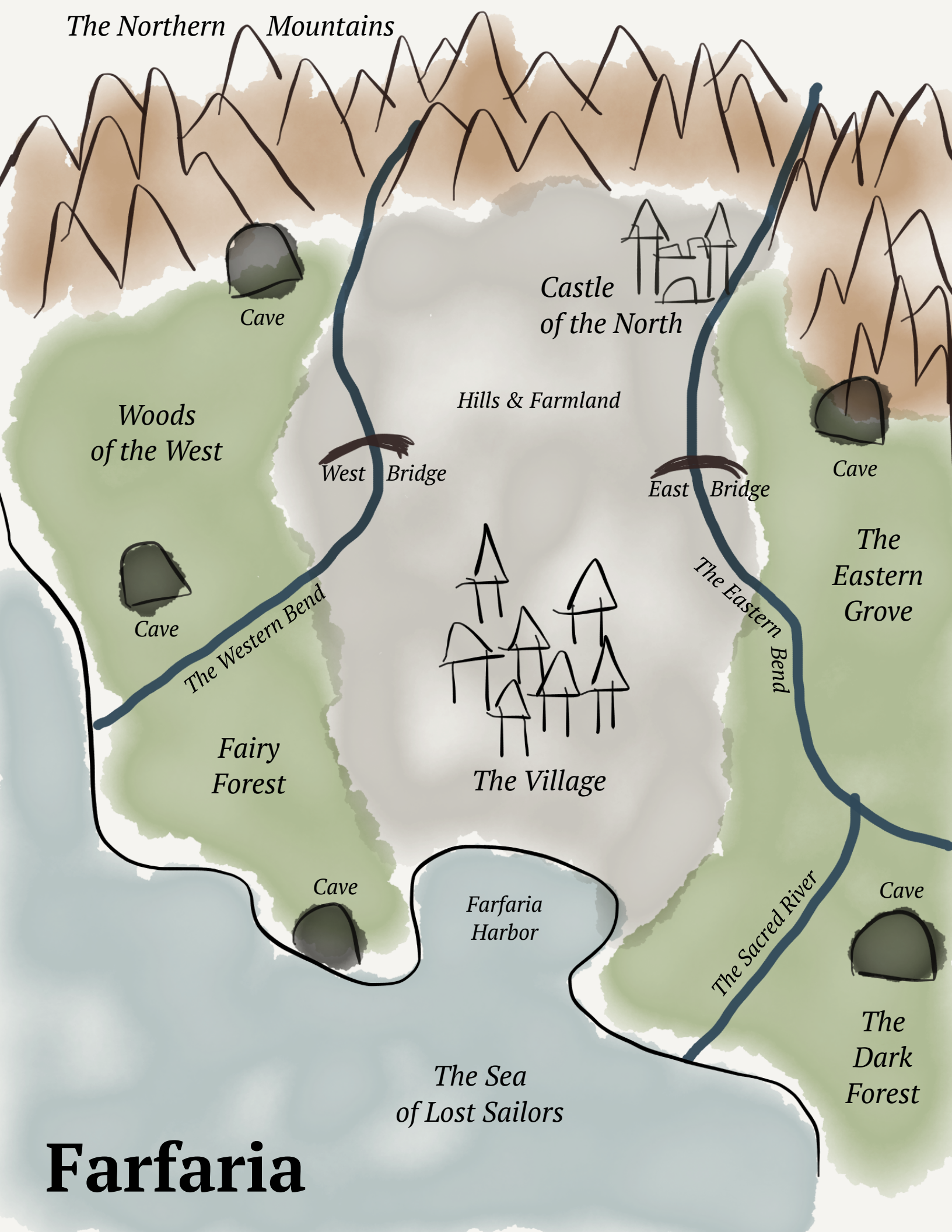


# *The Northern Mountains*



*Cave*

*Castle of the North*

*Hills & Farmland*

*Woods of the West*

*West Bridge*

*East Bridge*

*Cave*

*Cave*

*The Western Bend*

*The Eastern Bend*

*The Eastern Grove*

*Fairy Forest*

*The Village*

*Cave*

*Farfaria Harbor*

*Cave*

*The Sacred River*

*The Dark Forest*

*The Sea of Lost Sailors*

# **Farfaria**

# Farfaria Reference

**The Village.** Where you and your team of adventurers live.

**Hills & Farmland.** Where the village animals graze, farmers grow food, and children play.

**The Castle of the North.** Home to a mysterious wizard.

**The Northern Mountains.** The caves on the Western side of the range are rich in gems and ore. Dwarves mine the caves and trade with the people of the Village. The Eastern side of the range is home to dragons, ogres, and giants, who live among the cliffs and valleys.

**The Woods of the West.** Home to elves, thieves, and hunters.

**Fairy Forest.** Filled with friendly fairies and adorable woodland creatures.

**The Eastern Grove.** Unicorns roam the forest and protect the village from the dark magic of the forest to the South.

**The Dark Forest.** The villagers steer clear of the Dark Forest, where strange things seem to keep happening.

**The Western Bend & Eastern Bend.** Fresh, cold water flows down from the Northern Mountains, eventually reaching the sea. A pair of bridges provide an easy path to the woods.

**The Sacred River.** Known for its healing properties, the Sacred River provides a natural border against the Dark Forest.

**The Caves.** A series of caves provide access to numerous underground tunnels. It's rumored that a minotaur lives in one of them.

**Farfaria Harbor.** Fisherman and trade ships come and go, greeted by a statue of a unicorn perched on a shield.

**The Sea of Lost Sailors.** Many a sailor has departed on distant journeys, but few make their way home.