

WANDROSSA GAZETTEER: VOLUME 1



he first week of Wandrossa has come and gone. What started out as a simple idea has become something far more interesting. There have been a lot of exciting additions added to this awesome, crowdsourced campaign setting. And I am excited to watch this world evolve and develop with each new request and

poll.

This overview of Wandrossa helps new and experienced worldbuilders alike get caught up with what has happened so far in Wandrossa. It will be a living document, edited weekly and launched on both Patreon and www.DMDave.com.

Release Date: Sunday, February 10, 2019

WANDROSSAN GEOGRAPHY

Less than one week ago, I introduced a blank map on Patreon that I created using donjon's map generator. It had a few names on it, some geography, but that was it. Here is what the world builders have created so far.

THE NINTH KINGDOM OF ENOMBATH

After we had the world created, I then left it up to the Patrons to select the first continent that the game would focus on.

Of the six offered, the Patrons voted on the Blackleaf Forest region.

The next poll picked this continent's name: the Ninth Kingdom of Enombath.

Once we had a name, we then chose a quadrant of the continent to focus even further. Everyone voted on the southeastern quadrant where the actual Blackleaf Forest was located.

BLACKLEAF FOREST

At the kingdom scale (where one hex equals 10,000 square miles, or is 100 miles wide), Blackleaf came to life through Inkarnate's map creation software.

The next poll decided which region of the Blackleaf Forest "kingdom" we would detail further. As of this writing, the results have not yet been decided.

WANDROSSAN RACES

All major Fifth Edition races are included in Wandrossa. However, new races that are requested by patrons (or created on a whim by me) are added to the campaign setting.

The following races are a major part of the campaign setting.

MEDUSAS

Also known as Gorgons, medusas are snake-haired humanoids that can turn creatures to stone with nothing more than a glance.

Patrons voted that medusas are a despised (possibly misunderstood) race that lurks in the shadows, possibly in the underworld.

CORDIES

Cordyceps were once humanoid. However, they were infected by an aggressive fungus that took over their bodies. Believed to have been created by an evil druid, the cordies retained all of their skills and traits from their past lives, but possess no memories. The fungal invasion gives cordies a zombie-like appearance.

SPLITJAWS

Splitjaws look like humans, however, they have a dual set of jaws. Splitjaws hide among other humanoid societies, keeping their monstrous appearance a secret from those that they surround themselves with.

WANDROSSAN MONSTERS

Many unique monsters live in Wandrossa. In fact, there are monsters that live in Wandrossa that have never been seen anywhere else in the multiverse.

Here are a few of those monsters:

BLOOD BEASTS

When a creature is exposed to Sanguine Plague and succumbs to its effects, it transforms into a blood beast. Outwardly, the creature appears to be the same although the veins around its skull and neck darken and its eyes blacken.

ETHEREAL HAUNTERS

An ethereal haunter appears to be a collection of smooth, floating, marble-like objects that expand and writhe as their form—if one would call it that—touches and enters reality.

GOLEMS, CUTLERY

Not all golems are giant, fire-breathing machines or quickly-cobbled-together, reanimated corpses. Sometimes, a golem is created to fill a practical role, such as preventing adventurers from stealing a wizard's silverware collection.

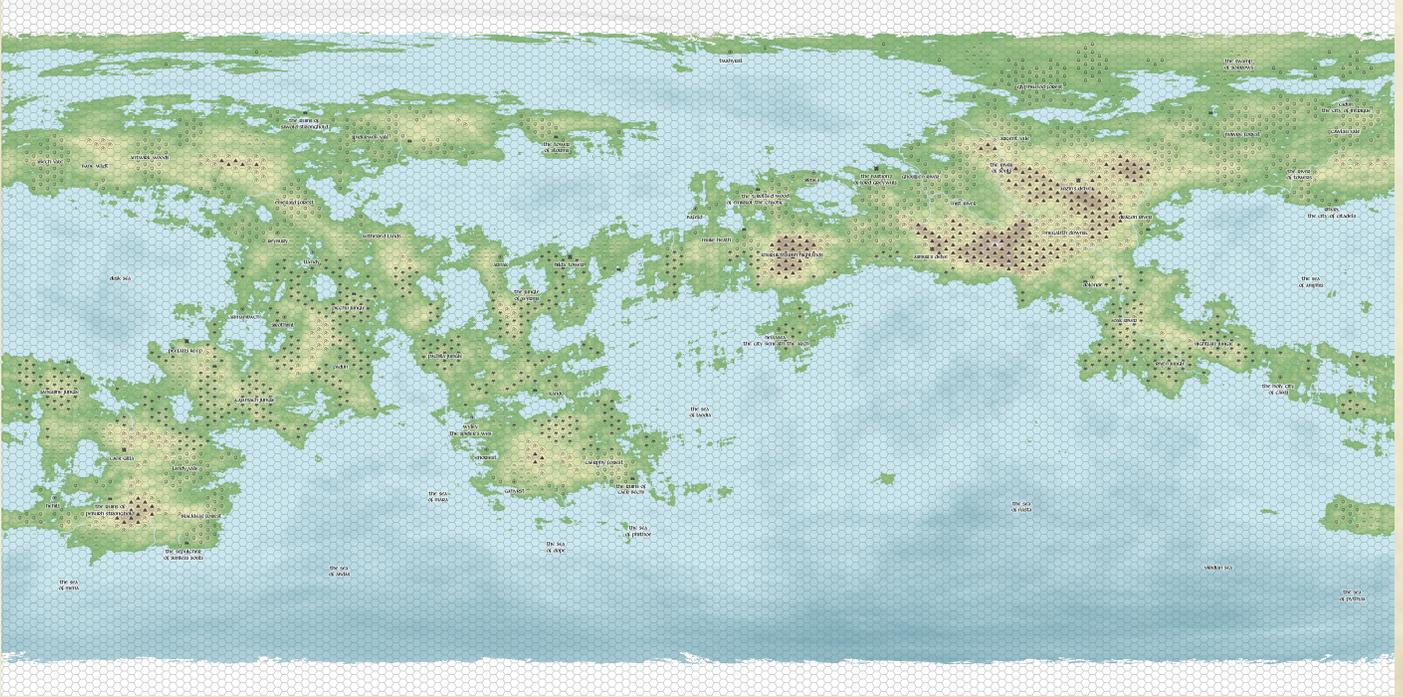
PHOENIX DRAGONS

Phoenix dragons are ancient wyrms that wield the power of the elemental phoenix. When a phoenix dragon is destroyed, its form erupts, leaving behind only an egg. If the prior dragon lived long enough, the egg hatches and grows into a greater draconic form.

SANGUINE APES

The legendary apes of the Sanguine Jungle are known for their increased size and dominance over the other creatures of the rainforest.

MAPS OF WANDROSSA



From the top going clockwise: 1) Global map of Wandrossa created by donjon.bin.sh; 2) the Blackleaf Forest kingdom-scale map; 3) continental map of The Ninth Kingdom of Enombath.

Interested in adding your ideas? All patrons get to add their ideas to the world of Wandrossa. Learn more at www.patreon.com/dmdave