

Nortaq



Nortaq, once a flourishing kingdom and the southernmost hub of Aedelore, is now little more than a desolate ruin, haunted by the remnants of its dark past. Long ago, it was a thriving city where humans and elves, sympathetic to orcs and trolls, lived together in harmony. Nortaq stood as a beacon of unity, where diverse cultures converged, and trade routes flourished. But all of that changed with the outbreak of the First War.

When the great conflict tore across the lands, Nortaq's fate was sealed. Its alliances with trolls and orcs became its undoing, as the war's outcome brought devastation to the city. In a single, cataclysmic event, the forces of Aedelore intervened and brought the city to its knees, razing it to the ground in a sea of fire. Everything was consumed—homes, palaces, and temples—all lost in the inferno of war. Nortaq was left a charred husk of its former self, and no one dared to return to rebuild it. Now, the once-great city is a shadowy wasteland, its grand structures reduced to crumbling ruins half-buried in sand. Only the desperate and the dangerous inhabit its remains—dark magicians who seek forbidden knowledge, stray trolls and orcs without clans, and wicked creatures lurking in the shadows, clinging to the past.

The eerie silence that hangs over Nortaq is only broken by the whispers of the wind and the occasional flicker of dark magic that still lingers in the air. Nortaq is a place of dread, where the sins of the past refuse to be forgotten, and the ruins serve as a grim reminder of what happens when alliances with darkness go too far. It is a city forsaken by time and by all those who once called it home, now a hiding place for the forsaken and the wicked who thrive in its broken streets.

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