

# World of Aestilon



## Layers

There are four major layers in Aestilon.

- The skies of Aestilon are dotted with an uncountable amount of [Skylands](#). The largest of these is the city of [Rurua](#).
- On [The Surface](#), we find the majority of the civilized world, mainly centered around the 7 great cities and [Tractas](#). Outside of these, there are many dangerous locations and a wild land of magic and monsters.
- [The Underground](#) is a sprawling network of tunnels, dotted with caverns. Most of the great cities have some sort of minor presence here. Despite being underground, each surface region strongly influences the underground regions.
- [The Deeps](#) are a fairly unknown entity. The only trustworthy entrance is in [Rudiana](#), but at any given time, there can be unexpected other entrances dotted in the underground. From these entrances, all kinds of horrific monstrosities can come forth.

## Great Cities

Page	Blurb	Tags
<a href="#">Borunoa</a>	The Great City in the Swamp.	<a href="#">great_city</a>

Page	Blurb	Tags
Iaras	The Great City in the Forest.	great_city
Kalzendil	The Great City at the center of the world.	great_city
Piam	The Great City in the barren Desert.	great_city
Rudiana	The Great City in the Mountains.	great_city
Rurua	The Great City in the Skies.	great_city
Toru	The Great City under the Ocean.	great_city
Tractas	The 8th Great City, that is not even a city.	great_city

## All Locations

Page	Blurb	Tags
Aestilon	The continent of this setting	
Aestilon Fields	The fields centrally on the surface of Aestilon.	Area
Blankwi Basin	A barren desert, dotted by the occasional oasis or ruins.	Area
Choral forests	One of the Aquifers under Piam, coral transfers the beautiful melodies.	aquifer
The Deeps	The darkest depths, where no sane being dares to set foot.	layer
Eldarhéneth	The First Elderwood, a tree so vast that its roots and branches reshaped the surrounding land.	Tree
Elderwood Forest	A might forest/jungle, with a wide variety of flora.	Area
Elemental Wastes	A dangerous area, where magic runs wild and constantly transforms the land.	Area
Floral Crystal Caverns	One of the Aquifers under Piam, crystals all around reflect the light beautifully.	aquifer
Gurome Swamp	A damp swamp, where danger lurks in the shallow waters.	Area
Kalzendil Adventurer's Guild	The Kalzendil Adventurer's guild made it easy for everyone in the city to post quests.	
Kalzendil Seaport	A seaport south of Kalzendil and the main point of access to Toru. Both ships and Aerbalen can dock here.	
Mount Ogun	A mighty volcano that stands tall in the Ogunan Summit.	Mountain
Obsidian Tunnels	One of the Aquifers under Piam, pitch dark tunnels form all around this area.	aquifer
Ogunan Summit	The mountain range that forms the continental barrier in the north of Aestilon.	Area
Parsec Ocean	The grand ocean south of Aestilon.	Area
Rascon Mine	A simple mine in the Blankwi Basin.	Mine
Borunoa	The Great City in the Swamp.	great_city
Iaras	The Great City in the Forest.	great_city
Kalzendil	The Great City at the center of the world.	great_city
Piam	The Great City in the barren Desert.	great_city
Rudiana	The Great City in the Mountains.	great_city
Rurua	The Great City in the Skies.	great_city
Toru	The Great City under the Ocean.	great_city
Tractas	The 8th Great City, that is not even a city.	great_city
Skylands	The skies above the Aestilon Surface are dotted with many Skylands, floating islands.	layer

Page	Blurb	Tags
<a href="#">Solstice Shores</a>	One of the Aquifers under Piam, an underground beach for leisure.	aquifer
<a href="#">The Surface</a>	Where most of sentient society comes together.	layer
<a href="#">The Underground</a>	All the tunnels and caverns of the underground layer are dark and full of dangers.	layer

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