

THE WORLD OF ICONIA

The Planet

Iconia is actually a relatively small planet, though the exact size has never been determined. It consists of one major continent and three smaller continents. The dominant continent is known, derivatively enough, as Iconus. The smaller continents were mentioned in passing by Merlis and briefly shown on a map during Episode 14 of Season Three (“Beyond the Waves”), but they were never touched upon again. According to Merlis, they are named Ketsuno and Polara.

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Realism

Iconia is not realistic. It was created over the course of six seasons of the series by various writers, editors and artists. Only three maps have been known to exist and only two of them have been located. They were never released publically, not counting the one shown by Merlis on the show... and that was very vague indeed. Viewers saw an outline of the three continents and that’s all. The other two maps had plenty of discrepancies between them; one was from the series bible, which was set up before the series even began, while the other was created sometime during Season 3 and was maintained and added to up to and including the final season.

We worked with series creator Gerald Peevey to create a definitive version of the map, which can be found on pages XX and XX. It contains everything that was depicted on both existing maps.

To reiterate, realism is not to be found on the map. Iconia was devised sheerly for story purposes and features were added wherever the writers thought seemed right.

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Iconus

Iconus covers an area of about 11,500,000 square miles (or 29,784,863 square kilometers). It is bordered to the north by the Polar Ocean, to the east and south by the Verlilius Ocean and to the west by the Capri Ocean. It also contains three seas; the Glacial Sea to the northeast, the Atallan Sea to the southwest and the Bogmoor Sea to the southeast.

The continent’s population is a little over 400 million, a fact that was stated by the series creator Gerald Peevey on the *Legends of Iconia* podcast in March of 2013.

The continent’s geography runs the gamut from jungles to the south, deserts to the west, swamps to the southeast to tundra in the north, with forests and plains scattered all throughout.

Ketsuo and Polara

The series only mentioned these two small continents by name, but Gerald Peevey shed some light on them during an episode of the *Legends of Iconia* podcast in March of 2013. According to him, Ketsuo was going to be featured in Season Three, but plans were changed for reasons he can't recall. The continent's culture was to be a mishmash of various Asian cultures. The plan was to create a spin-off of sorts that embraced a slightly more anime-like style.

Polara, on the other hand was to be a frozen land populated by Neanderthal-like people, large mammoth-esque creatures and sabretooth tigers. The idea was to have some of the heroes travel to Polara for one reason or another, only to be caught up in an inter-tribal conflict. This wasn't planned as thoroughly as the story for Ketsuo and was relegated merely to a few notes scribbled on paper.

Oceans and Seas

The largest ocean on the planet is the Verilius Ocean and it borders Iconus' eastern and southern coastlines. The southernmost area of the ocean tends to have fairly calm waters, but the further north you go, the more intense and treacherous it is. Violent hurricanes often form over the central and northern regions of the Verilius Ocean, slamming into the shores of Iconus and causing absolute devastation.

By contrast, the Capri Ocean is the smallest ocean on Iconia, covering the southwestern and western coastlines all the way up to Gyro's Arm, a wide peninsula that protrudes from the northwest portion of the continent. While the water can certainly become worrisome, it tends to be milder than the other oceans.

The Polar Ocean is as frigid as frigid can be. It touches the entirety of Iconus' northern shores as well as a little of its northeast and northwest shores. Its waters are extremely dangerous to traverse; if the icebergs don't wreck your ship, the spires that lurk just beneath the surface will. Or the giant Barlaskas, large sea creatures with volatile temperaments.

Rivers

While there are thousands of rivers twisting across Iconia's surface, there are two extraordinarily large and important rivers that are deserving of mention here.

The Stronghold River stretches across the entire continent of Iconus, starting at the Polar Ocean and emptying into the Verilius Ocean. It is the longest river on the planet, but rather shallow as well. It becomes even more shallow as it nears the Craggs and the Stretch. Known for housing thousands of different types of carnivorous fish, crossing its expanse without a sturdy vessel is not recommended under any circumstances. Fortunately numerous bridges have been constructed over the centuries, making crossing it much less hazardous.

The Crystal River is nearly as long as the Stronghold River and is vastly wider, deeper and, as its name implies, clearer. These features contribute to it being used as the continent's most popular waterway for boats and ships of all shapes and sizes. Or at least that was the case before the Blackskull Empire converged upon the riverside kingdom of Shadestar and forbade any non-Empire ships access to its shimmering waters.

Suns and Moons

Only one sun (named Glarus Alpha) can be seen with any clarity from Iconia. It looms largely in the daytime skies of the planet. It is generally simply referred to as "the sun". Another sun (named Glarus Beta) can be seen more prominently than the others, aside from Glarus Alpha, of course.

Iconia has two moons in its orbit. The largest one is Nambius; a barren rock with no oxygen and very little gravity. Many myths are told of Nambius, but no one has landed there in a spaceship yet, due to dangerous anomalies that short out electronics upon nearing its surface.

The other moon, known as Azra, is much smaller than Nambius, though it would be more capable of sustaining life. Almost all of its surface is covered with water, though a handful of small islands dot the seascape. The gravity is minimal, but the oxygen levels are about half of what Iconia has. It is thought to be populated by numerous aquatic lifeforms.

Haven

Haven is the last major kingdom that has yet to fall beneath Nekrottus' bootheel. Even before the founding of the Blackskull Empire, Haven was the largest, most prosperous kingdom in the land. It was always this kingdom that solidified peace on Iconia.

Haven's population has increased dramatically since the Blackskull Empire began to seek world domination, as those escaping a bleak fate as prisoners or slaves have sought refuge there. It has become a melting pot with virtually every race and every civilization represented to one degree or another. This has become a point of pride for the kingdom. All different people united beneath one banner.

Haven itself covers a vast expanse of land, from the Dargor Mountains to the north to the Dread Valley to the south. It consists of two large cities, two small cities and countless towns and villages, all scattered across the landscape.

The citizens of Haven tend to favor pseudo medieval attire, but with various futuristic touches and colorations. This is especially true in the larger cities such as Questa and Darshire, where the denizens lean toward bright whites and blues and often have communicator watches and lasers. Styles become more rustic in the smaller towns and in rural areas, where they favor earth-toned clothes and lack as many modern amenities.

In terms of money, Haven has its own coinage known as Zarklo Pieces, which are made of a very rare metal found only in the icy, northern-most areas of Iconia. Each Zarklo Piece is triangular in shape and has an array of detailed glyphs on it.

Principal Cities

The following cities are the ones shown in the TV series on a recurring basis.

Questa

Questa, the capital city of Haven, is where the Palace of Justice is located. The city itself is surrounded by a twenty foot tall wall with four massive defense cannons, capable of dealing with heavy vehicles as well as twelve smaller laser cannons for dealing with scads of enemy soldiers should they be foolish enough to approach. There are several reasons the Blackskull Empire has been unable to conquer Questa... and its collective defensive capabilities is one such reason.

The buildings in Questa are angular, made of white marble and shining metal, and are usually quite tall and regal. There are some shorter structures as well, but they tend to be considerably plainer in appearance.

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Did You Know?

All the buildings in Questa, regardless of shape and size, are of the same two colors (white and silver). This was a matter of practicality for the animators rather than an artistic design decision. Not having to color each structure a differently sped up the entire process exponentially.

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The Palace of Justice

The Palace of Justice is a star-shaped building – each “arm” of the star is dedicated to providing the living spaces of the ambassadors from other realms, and the Heart of Justice is the seat of power in the center of the star. Above the Heart is the highest tower, where Rastor and his family make their homes when in Questa proper.

The palace is fashioned of marble and paneled with goldenwood (grown in the Metal Forest, now under Nekrottus’ control). The wood is known for its sheen, which looks greatly like polished brass.

Below the palace is a series of storage areas, meeting rooms, and the largest library on Iconia. At the very bottom stands the Star- Chamber, a meeting place protected by the fiercest magics, where King Rastor holds meetings with his chosen warriors.

Outside the palace is the Iconia Grand Garden, populated by every known flora and a small sampling of fauna from all over Iconia. Some areas are set apart by great carved gaps and walls to keep people from stumbling upon the deadlier breeds of flora.

The Marketplace

On the southern edge of Questa is a massive marketplace filled with tents, booths, and carts, with merchants selling their wares to anyone who drifts through. The marketplace is always bustling with activity, day and night. The marketplace takes on a labyrinthine appearance and an unknowing person could easily get lost.

Anything and everything can be purchased here; merchants come from all across Iconia to hawk their goods. Of course, obtaining these goods can be extremely dangerous for these merchants, given how dangerous many exotic locales can be – bandits, wild beasts, and Blackskull minions are dangers that plague vulnerable merchants as they travel the countryside. Naturally, this fact drives prices up considerably. After all, the merchants must charge prices that make it worth their while to bring their wares to the marketplace.

Darshire

Darshire is the main center of education in Haven, boasting two colleges: the Divine College of Wizardry and the Institute of Knowledge. While not as large as Questa, Darshire has always played an important role in Haven's development.

Unfortunately, much of the city has become war-torn due to the infamous Battle of Darshire, which left behind a legacy of ruined buildings, bomb craters, piles of rubble, and damaged roads. On the upside, the colleges suffered minimal damage during the assault and were easily repaired.

Divine College of Wizardry

Anyone who shows aptitude for magic can attend this illustrious school – for a handsome sum of Zarklo Pieces. Only the most talented sorcerers are allowed to teach the ways of magic at the college and the pupils are expected to study extraordinarily hard in order to graduate.

The campus is made up of several medium-size buildings of various shapes around one very large central building. Known as the Great Hall, the central building is where most of the truly important classes are taught.

Institute of Knowledge

Most of Iconia's leading technology came from the Institute. Its many scholars work tirelessly to teach their students and create new and improved technologies. Much of the inventing is done in secret, darkened chambers deep beneath the college's buildings.

The Institute of Knowledge comprises three buildings: the Chamber of Science, the Chamber of History, and the Chamber of Astrology. Each building is identical to the others except for a unique statue in front.

Border Town

Border Town is the roughest and toughest of all Haven's settlements. It lies along the western-most portion of the kingdom (hence its name) and forms a very long, narrow strip. It's not the grandest town, to be sure, but it's certainly the largest and most heavily populated.

The citizens of Border Town are salt-of-the-earth people who work hard and possess a prideful stubbornness that has served them well over the centuries. Most of them dress in natural colors, giving them a distinctly bucolic appearance.

The Border Town militia is a fierce fighting force, far beyond those found in other cities. The militiamen and women boast grit, determination and fighting skills that give them an edge against invading forces.

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Did You Know?

Border Town was never mentioned until Season 3, after which it was used often by the writers. In fact, Grabbo Toys planned to release a Border Town playset in 1986, along with an action figure called simply "Border Town Citizen". These plans never moved beyond the prototype stage. In recent years, photos of the prototype have surfaced online, thrilling fans and collectors alike. It was to have been a truly ambitious product that stretched four feet and consisted of seven buildings.

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Town Hall

This squat, brick building doesn't look impressive in the least, but it's where all the big decisions of the local government are made. Furthermore, it acts as the courthouse and headquarters for the militia. As such, it's heavily guarded at all times and is virtually impregnable.

Marney's

Marney's is a place of business that caused some serious uproar with parent groups. Apparently, it's a cantina, though it's never referred to as such. The only drink ever shown is a pink concoction called Verga Milk.

Inside, one is likely to find any manner of rough-and-tumble patrons, often of dubious character. On more than one occasion, the protagonists came through those swinging double doors in an effort to find someone with a shady past or occupation.

Marney herself is a stout woman with black hair, a brown jumpsuit and furry boots. She's her own bouncer, so anyone causing too much trouble will find themselves being booted out the door by her.

Grimboldsburg

Known as the "City of Stone" due to its predilection for gothic-style stone buildings, Grimboldsburg is an enigmatic city with secrets to be found around every corner. It's also known to be the dreariest place in all of Haven. Even the people are dour! Most of Haven's cities are welcoming of strangers, but that simply isn't true of Grimboldsburg. The citizens are untrusting of outsiders and can be downright hostile toward them at times. King Rastor has made an effort to put a stop to this attitude, but so far he has not succeeded.

For the last four-hundred years, the city has utilized stone gargoyles imbued with strange magic as its primary police force. The special thing about the gargoyles of Grimboldsburg is their ability to perch motionlessly on rooftops and balconies of important inner-city buildings during the day, to suddenly come alive at sunset, when they rise into the night sky to patrol the streets and alleyways, pouncing down on hapless crooks and robbers. Each gargoyle policeman is issued a magical energy spear that can be used as a melee weapon or thrown like a javelin.

Grebbin Square

Located in the center of the city, Grebbin Square acts as the hub of activity for Grimboldsburg's citizenry. The square itself is dominated by the Barlough Building, an imposing structure that houses the courthouse, city office, the constabulary center and more. Surrounding the square is a collection of businesses; the best businesses the area has to offer.

The Slopes

The southern portion of Grimboldsburg is devoted to its refuse disposal. People have been hauling their rubbish here for centuries, creating a fog-shrouded wasteland of junk, waste and mud. The city's criminal element has taken to dwelling there and actual structures (albeit haphazard, thrown-together ones) have been constructed. It's like a town within a town.

Other Towns and Villages

Haven's landscape is dotted with various towns and villages. These burgs are crucial to the kingdom's prosperity, for most of the folks who live here are farmers and miners; without them, there would be no food or minerals.

Each town and village has its own identity, but certain things are common to them all. First of all, the citizens are fiercely territorial and close-knit. If their homesteads are threatened, they almost always band together to rectify the situation. There is a great sense of community among these people. Secondly, they are hospitable. If someone needs help, most of the townsfolk will bend over backward to give it to them.

It should be noted that, just like anywhere in the world, bad seeds do exist. There are some townsfolk who have bad intentions and will stab someone in the back in the blink of an eye – but these types are definitely in the minority here.

Settlements

Throughout the course of the series, several towns and villages were shown or referenced. Below is a list of them. Others presumably exist, but these actually made it onto the show.

Draven: A creepy little hamlet overlooking a fog-shrouded graveyard.

Costavilla: A lakeside village led by an overweight but cheerful mayor named Potkinz.

Bremer: A medium-sized town famous for its large berry-juice processing factory.

Pargura: A primitive village, most notable for being the hometown of a Traitor named Vakor, who aligned himself with the Blackskull Empire... before being imprisoned by Nekrottus.

Abner: A mud-caked settlement comprised mostly of miners.

Bonnet: A delightful berg full of equally delightful people. Everyone seems *too* nice.

The Blackskull Empire's Lands

The Blackskull Empire began its existence as a miniscule kingdom with only a sliver of land under its control. Since its founding, however, the Empire has branched outward, absorbing one kingdom after another by force or by guile. Eventually, it swallowed up every major kingdom on Iconia, with the exception of Haven.

Keep in mind that Nekrottus hasn't conquered every minor kingdom and unsettled area Iconia has to offer – he has concentrated on the more heavily populated regions, particularly those that contain a large kingdom or free city.

Fortress of Gloom

What would any self-respecting master villain be without a super-keen base of operations? Never let it be said that Nekrottus isn't up to snuff, for the Fortress of Gloom is a first-class, Grade-A headquarters!

Located in the most remote and dangerous parts of the Outlands, the Fortress of Gloom is an imposing and impressive sight to behold. It is situated at the very top of one of the Fogshroud Mountains. The steep, rocky mountainside itself ensures that anyone wishing to attack the fortress is going to have their work cut out for them. It would literally be an uphill battle.

The fortress is made of dark gray metal, which gives it a cold, unsettling appearance. There is a tall tower at each of the four corners of the building. The massive drawbridge dominates the front facing of the building. As if this wasn't imposing enough, large birds of prey seem to constantly be circling the upper reaches of the structure, as if waiting for someone to die.

Naturally, Nekrottus wouldn't dream of leaving his fortress unprotected. Although the inaccessible location of the Fortress of Gloom goes a long way toward making it defensible, that's not enough to satisfy the dread conqueror. He has installed numerous cunning traps – trapdoors, living statues, cage traps, lightning-bolt zappers, teleport traps, fear traps, and much more.

An entire tome could be written on the subject of all the traps found in the Fortress of Gloom! Furthermore, Nekrottus always has a large number of troops to defend him and his precious fortress.

Principal Kingdoms

The following cities are the ones shown in the TV series on a recurring basis. The Blackskull Empire is comprised of more than two dozen kingdoms. Most of these were conquered by force, their people subjugated by Nekrottus' evil minions. Others chose to submit peacefully rather than suffer the inevitable bloodshed. Regardless, the Empire has grown to gargantuan proportions. Let's take a look at a few of these kingdoms.

Galloway

Pre-Blackskull Empire

Galloway was Haven's closest neighbor, being only a few hundred miles to the east of it. The two kingdoms always maintained a very strong relationship and traded many goods, thanks to the friendship of King Rastor and King Vander.

Once every spring, Haven and Galloway would hold a festive celebration in an area roughly halfway between the two kingdoms. It was a fair, a carnival, and a circus, all rolled into one event that lasted an entire weekend.

Post-Blackskull Empire

Upon taking Galloway, Nekrottus locked the weak-willed but good-natured King Vander in the sweltering dungeons of Castle Galloway. Rastor has attempted several rescue missions, but all of them were unsuccessful.

Galloway now acts as Nekrottus' supply depot and a center for vehicle production, as it's very close to Haven. This ensures that the Blackskull assaults on Haven aren't foiled by lack of supplies or vehicles.

Other Information

Galloway isn't a terribly large kingdom, in terms of land coverage. Rather than existing as a collection of cities, towns, and villages, it consists of one city. Of course, the city itself carries the Galloway name.

Fernsar

Pre-Blackskull Empire

Fernsar is far north of Haven, almost five hundred miles away. Fernsar was the major agricultural center of the northern kingdoms, and as such was on at least neutral terms with everyone. Right after the fall harvest, Fernsar held their giant Harvest Festival, rivaling Haven and Galloway's Spring Festival in size, but with more rustic entertainments – the nobility didn't often attend the Harvest Festival.

Fernsar covered a number of private farms, ranches, and estates, and derives its name from the main farm complex Fernsar. The owner of the Fernsar complex helps to run the kingdom, and it has been passed down through the Fernsar family for generations. (No, they're not a terribly creative kingdom.)

Post-Blackskull Empire

The last of the Fernsar line, Albright Fernsar, didn't want to be a "ruler of lettuce," and eagerly gave Fernsar over to Nekrottus in exchange for a share of the spoils of the Blackskull Empire. Nekrottus repaid his generosity by telling the other farmers about Albright's treachery, and releasing him into their care before he started his oppression of the kingdom. The fate of Albright is uncertain.

Fernsar is the main source of Nekrottus' food supply, although his Goop Zombies don't require food. As such, Nekrottus has burned a few of the outlying farms to keep the populace in fear of the Blackskull Empire. Due to its extreme distance north of Haven, it's hard to cut supply lines to the Empire.

Other Information

Outside of its food production, Fernsar is a very underdeveloped kingdom. There is a definite "small town" feel to the area, and the normally quiet and honest farmers of Fernsar are now sullen and paranoid of strangers.

The Barony of Darquist

Pre-Blackskull Empire

The Barony of Darquist lies deep in the frozen tundra, far to the north of Haven. The Darquist family founded this moderate-sized kingdom more than four hundred years ago. The family always resided in Dreadspire Manor, an impossibly tall mansion with steep, pointed roofs and creepy, narrow windows.

To keep a distance between the nobility and the commoners, the manor was constructed over ten miles away from the nearest town or village. Surrounding Dreadspire Manor is a smattering of buildings, where handpicked servants and laborers made their homes.

The people of the Barony of Darquist were hard-working individuals who became rugged and hardy due to the harsh weather that is prevalent there. They managed to eke out a living for centuries and knew how to cope with the climate and all its dangers

Post-Blackskull Empire

Surprisingly, the Barony of Darquist was one of the first places Nekrottus attempted to take over. Much to Nekrottus' chagrin, it took three separate attacks to accomplish. The first two times, the staunch citizens took up arms and repelled the minions (who were led by Spydar) fairly easily. The third time, Nekrottus allowed Shadow Queen to coordinate the invasion, which made all the difference. By the following day, the Barony was under the Blackskull Empire's control.

The current Baron, Cornelius Darquist, has been allowed to remain in charge of his kingdom, but Nekrottus keeps close tabs on him to ensure that he is not betrayed by the haughty noble. This offends the Baron more than words can express, as his pride has been severely injured by being forced to have a ruler himself. Even still, the Baron has yet to betray Nekrottus. Whether or not he has something up his sleeve remains to be seen.

Other Information

The Barony of Darquist is particularly valuable to Nekrottus due to the strange mineral known as Ebony Stone that can be found beneath the area's surface. This type of rock can be used to fuel vehicles and, most importantly, power Nekrottus' experimental weapons.

The Yupor'uh Tribes

Pre-Blackskull Empire

The noble savages, known as the Yupor'uh, are calm and rational people. They advocated peace and harmony with nature, fighting only when their lives were threatened. But when they were driven to combat, they became fierce and mighty warriors. The Yupor'uh's kindness was legendary and won them great respect among the other kingdoms, despite the cultural differences.

Post-Blackskull Empire

The Yupor'uh were caught unaware when the Blackskull Empire invaded the tribes. The Yupor'uh braves fought with vigor and courage, but the element of surprise and the superior technology possessed by the Empire made their efforts futile.

Today, most of the once-proud Yupor'uh live as slaves, chained and forced to do manual labor for their cruel masters. Some of the Yupor'uh escaped into the woods, vowing to avenge their people and save them from their miserable existence. They have conducted guerrilla raids, rescue attempts, and even a few organized attacks, which have been largely unsuccessful.

Other Information

The Yupor'uh dwell in the grassy flatlands to the south of Haven. They have founded small communities and live in sod houses with thatched roofs and animal-skin doors.

Island of the Krab People

Pre-Blackskull Empire

Located in the Verilius Ocean, the Island of the Krab People was never a formal kingdom by any stretch of the imagination. Its denizens possessed thoughts and ideals that were simply too alien for humans (and most other races) to fathom. Even their language was unpronounceable by any other species. The island nation (for lack of a better term) was actually called Xz'klurglikxxkitzuzztrcaa.

For the most part, the enigmatic Krab People have isolated themselves from other races. This was an easy task, given that their island lay hundreds of miles from any other large land mass. On the rare occasions that the Krab People encountered other races, violence always resulted. The Krab People were brutish and belligerent, but could also change moods without warning. They could be calm and jovial one minute, only to turn hostile and aggressive the next.

Post-Blackskull Empire

When Nekrottus came along, he used his guile to befriend the leader of the Krab People, who goes only by the name King Krab. He offered King Krab many things in return for his allegiance – and has indeed followed through with his promises. The two egomaniacs have forged a frighteningly strong friendship.

King Krab uses not only his Krab People warriors, but also a small legion of robots (which Nekrottus has dubbed the “Drones”) to strengthen the Blackskull Empire’s fighting forces significantly.

Other Information

The Island of the Krab People covers a significant area and is peppered with large structures made of seashells, seaweed and a strong type of natural sponge.

The Craggs

Pre-Blackskull Empire

The Craggs was a kingdom only in the mind of its unruly denizens, the Turgs. These brutes formed a society forged of disorganization and infighting. This alone kept the Turgs from being a real threat to the other kingdoms. They raided unaligned villages and farms, but that was the extent of their activities.

The Craggs were an unbelievably rocky area. In fact, you’d have been hard-pressed to find ground made of soil. Caves, boulders, piles of stone, and rock formations that jut up from the surface – this is what you could expect to see when going to the Craggs.

Post-Blackskull Empire

Nekrottus never actually “conquered” the Turgs. He didn’t have to! They sensed a kindred spirit and immediately offered their services to Nekrotts in return for some of his power. He agreed to this, though he never intended to honor his word. Not that it matters anyway, since the Turgs haven’t even noticed that he failed to come through for them.

Not terribly bright creatures, those Turgs. Regardless, the Turgs have helped fill out Nekrottus' fighting forces significantly. Despite their lack of intelligence, these brown humanoids possess a sadistic streak and a genuine love of combat.

Other Information

The Craggs cover a vast expanse of land. In fact, it covers a larger area than Haven does, which is impressive. It is so large that major trade routes steer completely clear of it to avoid Turg raiding parties.

Mollukk

Pre-Blackskull Empire

Iconia may have been a peaceful place prior to the coming of the Blackskull Empire, but it wasn't always flowers and smiles. There were always rotten apples. Take Mollukk, for example. The denizens of this kingdom have never had much use for piddly things like compassion or morality. They are a superstitious people who practice a voodoo-like dark art that they refer to as Kuzuu.

Located in the heart of Vessmir Swamp, Mollukk was about as inaccessible as a kingdom could possibly be. Its various settlements stand atop large wooden platforms and are comprised of shabby huts and grim-looking totem poles.

As a kingdom, Mollukk always refused to have civil relations with any of the other kingdoms. Any attempts to establish peace with them has been in vein. They want nothing to do with anyone else.

Post-Blackskull Empire

When Nekrottus moved in on Mollukk, he was met with resistance from these savages, who immediately took exception to anyone bold enough to trespass on their sacred land. At first, he brought his legions to forcibly take the land from them, but soon devised a plan that would make the task much easier. Taking advantage of the Mollukkians' superstitious nature, the overlord pretended to be one of their deities, a being of pure hatred called Xabulo. They were leery at first, but with the aid of his magic, he managed to convince them. Once that was accomplished, they swore fealty to him.

Other Information

The Mollukkians seem to have control over fast two-legged lizards called Reptoks that live in a series of partly-flooded caves in Vessmir Swamp. They ride the beasts into battle and also use them as pack animals.

Shadestar

Pre-Blackskull Empire

As kingdoms go, Shadestar is fairly young, having only been founded a hundred years ago. Its close proximity to the Darkrain Jungle makes it vulnerable to attacks from Krogillas and other creatures, but the construction of a formidable wall halted most of these assaults. It has become a prosperous kingdom, thanks to its primary city, Zander, being the only city located on the banks of the very wide Crystal River. Those travelling the river by boat use it as a port of call, which brings in a great deal of revenue for Shadestar.

Post-Blackskull Empire

Now under the control of the Blackskull Empire, Nekrottus uses Zander's waterway access for his own gain and will destroy any unaffiliated vessel that comes down the river. He keeps plenty of Goop Zombies and Turgs on site to help fend off any attempts to wrest control of it away from him. He also keeps at least a few of his personal henchmen around as well.

Other Lands

Iconia is chock-full of intriguing places, most of which aren't in Haven or the Blackskull Empire. This section is devoted to exploring some of these locations. Not only is it impossible to describe every single interesting locale on the planet – it would only serve to restrict your imagination. There's always room for other cool places on Iconia.

Silverwick Mines

A hotly contested stretch of land meandering through the Mountains of Rasmyz along the northern edge of the continent, Silverwick bleeds through the earth at the heart of the mines. Silverwick is a silver liquid that is a crucial component to most of the powerful eldritch-tech weapons wielded by both the Blackskull Empire and Free Iconia. The liquid is toxic to the touch of all Iconian species, save one: the ancient Silverwick Miners.

These miners were crafted centuries ago as free-willed automatons, and have evolved into a complex society of their own. The Miners sell Silverwick to whomever controls the land at the moment, having no real interest in what goes on around them while they tap the veins and bleed off Silverwick, or fashion great pools for its storage. The miners themselves are nonviolent and even outright passive under most circumstances.

The Sky-Rend

In the northern sky above the Isle of Melancholy, when night falls for its brief visit to the pole, the Sky-Rend shows day-lit sky. The Rend is a hole to yesterday – exactly twenty-four hours into the past.

A powerful tool for good or evil, except the past is never changed easily, and occasionally, the changes make the present worse. The "Hole to Yesterday" occasionally drops creatures,

objects, or people from other times and places them onto the soft bog soil of the Isle. Neither side wishes to claim it, so it sits: a sinister threat or a beacon of hope to some fateful few.

Dino Valley

The tropical jungles in the southern regions of Iconia are inaccessible to all but the hardest explorers. At the very center of these jungles is a gargantuan valley where dinosaurs still walk the earth, as do prehistoric cavemen.

Stepping into the valley is like stepping through time back to a savage age. To say that Dino Valley is dangerous would be a severe understatement. There's a reason few people make the trek to this locale, and it's not because of the oppressive heat or the large mosquitoes.

Fortress of the Forgotten Lords

An ancient fortress alone in the desert, sealed completely from the ravages of time. It has numerous statues of terrible forgotten creatures, and men in armor alien to Iconia. It vanishes every few days, only to reappear somewhere else in the desert, waiting for some ancient key or predestined call.

The fortress is a black building layered with beautiful golden reliefs and gargoyle statues. It is nearly four times the height of any other structure on Iconia – foreboding, brooding, and immense.

Lair of the Doom-Worm

Somewhere in the wilderness is an immense natural cave, within which lives the Doom-Worm. The worm's lair is a massive natural cavern with many traps and dangers placed by legions of others from eras in the distant past, desperate to prevent its awakening by any means. It will take the brave heroes weeks to search the dark and dank lair and find the worm, but what it looks like is unknown.

Aquilla

Legend has it that an underwater nation existed long ago, even before the humans appeared on Iconia. This nation spanned a large area beneath the Atallan Sea. Supposedly, it was a magnificent civilization of freethinkers and artists, where no one ever disagreed and violence was unheard of. This civilization is known to us as Aquilla.

Since that time, many have explored the Atallan Sea in hope of rediscovering the ancient kingdom or at least learning of the civilization's fate. Unfortunately, no one has been successful in these attempts. For now, the questions linger: Where is Aquilla? What happened to its people? Did it actually ever exist?

Dread Gulch

A great writer once referred to Dread Gulch as a “desolate and lonely hole in the ground, filled with misery and howling wind from end to end.” No sane man or woman dares to stay in Dread Gulch for more than a few hours at a time. Aside from the intense heat and the flame that erupts from the ground, this area is laden with more predators than the mind could possibly fathom. Many people have gone into the valley and never returned.

The Haunted Marsh

It is said that hundreds of years ago, a large band of settlers headed west into unexplored territory and were never heard from again. According to legend, they met their end somewhere in the foggy swampland now called the Haunted Marsh. No one knows how or why these colonists perished, but numerous people have spotted their ghostly forms wandering the swamp, glowing eerily in the moonlight.

This large stretch of muddy land is teeming with flora and fauna alike, much of which is dangerous. Few places on Iconia can boast as many hazards as the Haunted Marsh.

Tarpathian Forest

An ancient forest of cloud-raking oak trees and lush vegetation, the Tarpathian Forest is a shrine to nature itself. It fosters abundant wildlife, picturesque babbling brooks, and a full-size lake known as Lake Zeberia. Most importantly, this is the home of the sage wizard Merlis. Many, many years ago, he constructed a slender but tall tower out of magical stone and enchanted wood.

Since that time, Merlis has placed the woods under a powerful protection spell that drives evil away instantly. No evil being can even enter the Tarpathian Forest. Furthermore, the woods are guarded by a race of magical bears that Merlis calls the Ursinarrs. The Ursinarrs stand more than seven feet tall and possess near-human intelligence, though they aren't capable of speech.

The Stretch

This long, relatively narrow strip of land is an arid desert that makes the rest of the continent's western region inaccessible to those seeking to travel from the east. Most of it is laden with endless sand dunes, cacti and little else, but its southern section is a bit more interesting. It is this area that has become known as The Frontier, for it is the western border between civilization and the wild lands that lie beyond. Although The Frontier is still a desert, it is broken up by precipitous mountains and rugged, rocky hills. Scattered in between these mountains and hills can be found dozens or perhaps even hundreds of boom towns teeming with people looking to strike it rich on Gemrock, a precious mineral that can only be found in this region.

The Sky Realm

Hidden away in the clouds that float above Iconia is a kingdom known as the Sky Realm, which consists of several floating cities. These cities remain suspended above the planet by its people's mastery of gravity-based technology. The Realm is truly a sight to behold.

Each city appears to be a massive disc with pointed buildings and towers of gold and silver. The Bird People can be seen flying about and there is never a lack of activity. But not all is well in the kingdom in the clouds. At the highest peaks of a nearby mountain range, there exists the Buzzardoids, a race of opportunistic vulture-like humanoids who despise the Bird People. The Buzzardoids regularly cause trouble for the Bird People, attacking and raiding at every turn.

Subterranea

Far beneath the surface of Iconia lies a network of caverns, tunnels, and chambers built by the highly intelligent Worminoids. No one knows how extensive these catacombs are. Some say that they are so vast, that even the Worminoids have no idea. This leads one to believe that there are countless swarms of Worminoids scattered all throughout the planet's depths, most of which have never met any other swarms.

Very few people can boast that they've seen Subterranea. The few entrances to the underworld are well hidden. Furthermore, the areas surrounding these entrances are heavily booby-trapped by the Worminoids to keep interlopers out of their world.

Steppes of Karmahn

The Steppes of Karmahn could never be called a beautiful place to live... or even to visit. Parched from the sun and absence of trees, the area is bleak and miserable to say the least, but to some, it was home. The most notable of these denizens were the various barbarian tribes that have been warring with one another for several millennia. For better or worse, Nekrottus and a particularly conniving barbarian warlord known at the time as the Destructor turned all the barbarians into Goop Zombies (with the exception of a champion named Kazgull). Though most of the Goop Zombies have been taken by Nekrottus to use as expendable soldiers, many still aimlessly wander the Steppes of Karmahn.

More recently, however, rumors have persisted that new barbarian tribes are amassing, though it's anyone's guess as to whether or not there's any truth to the hearsay.

Krotea

With technology vastly superior to any Iconia had ever seen, the mighty Kroteans dominated the world, subjugating every civilization they came across. When they were on the cusp of ruling the entire planet, a mysterious force turned them all to stone. Or at least all but one (more on that later in the book). While most of their settlements have been lost to the ravages of time, the cradle of the Krotean empire remains mostly intact, though much worse for wear. Krotea is a sprawling city void of any life. Its gigantic stone buildings, with their once-magnificent columns and majestic steps, stand defiantly, as if to spite the damaging winds, harsh weather and all the other factors that normally wipe such cities from the face of the planet. The sight of thousands of "statues" among the ruins is truly unsettling once one realizes they aren't statues at all, but the ancient stone corpses of the Kroteans.

Darkrain Jungle

The planet's largest jungle is also its deadliest. Numerous towns exist within the darkened canopy of gargantuan tree branches and leaves, but only the most resolute can survive in that environment. Some scholars have said that there are more indigenous beasts in the Darkrain Jungle than everywhere else on Iconia combined.

One of the most prominent species that makes its home there is the Krogillas, a strange humanoid hybrid of crocodiles and gorillas. They are brutish, fiercely territorial and have no concept of right or wrong. Each one is a worthy adversary in its own right, but the fact that they travel (and fight) in groups makes them absolutely frightful threats to anyone traversing the jungle.

Races and Societies

Keep in mind that the following races and societies aren't the only ones to be found on Iconia. There's plenty of room for you to create your own. However, we have featured all the ones that figured prominently into the cartoon series.

Bird People

Habitat

The Bird People live in the Sky Realm (see page XX), a collection of huge metal platforms that float high above Iconia's surface. Each platform is crowded with sleek, pristine buildings made of gold and silver. Families usually live in tall apartment buildings, with each apartment being self-contained.

Society

The Bird People have a very civilized society, where crime and corruption is all but unknown. Freedom is highly valued by the citizens, and they will fight like rabid dogs when someone threatens that freedom. The Bird People's king doesn't have total authority – instead, the Bird People have a governing body of leaders called the Tribunal that is headed by the king. Only the most respected individuals are allowed to become members of the Tribunal. This, of course, creates a feeling of trust between the citizens and the Tribunal itself. All major decisions are voted on by the Tribunal, with the king's vote counting as two votes.

For thousands of years, Bird People society has remained more or less unchanged... until the last ten years or so. The younger citizens have starting bucking many of the age-old traditions in favor of practicality and functionality. They forego the meditation rituals, skip the candlelighting ceremonies, and gloss over the three-day-long wedding procedures. It's a new age in the Sky Realm.

Appearance

The Bird People are stocky with stout body frames. The most prominent feature on a Bird Person's body is the two large feathered wings, protruding from his or her upper back. Their skin is ruddy in complexion and the men often wear long beards. The latter is particularly true with the older generation of Bird People. In recent years, the younger ones have gone against tradition by going beardless – much to the chagrin of the elders.

As far as clothing is concerned, Bird People usually steer clear of shirts, preferring to go without or to wear open vests instead, coupled with loose-fitting trousers, and boots. The females nearly always wear long, flowing gowns, the exception being the warrior women who are defying the conservative viewpoints of ages past.

Abilities

Not only are the Bird People capable combatants, they are also extremely gifted in the ways of science and technology. Additionally, their stocky bodies lead their enemies to mistake them for graceless oafs. This assumption is far from the truth, for the Bird People possess an innate degree of nimbleness that defies their appearance.

Their most obvious ability, however, is the gift of winged flight. They are capable of soaring at great speeds at very high altitudes and with astonishing control.

Buzzardoids

Habitat

The Buzzardoids dwell among the highest peaks of every mountain range on Iconia. They typically live in massive buildings that exist within the sides of these mountains, although most are more like fortresses than houses.

Society

Buzzardoid society is based off of the military. All Buzzardoids (male and female alike) are required to join the Elite Command upon their 20th birthday. There, they are trained in the ways of combat and survival. There are completely equal rights between the sexes – a soldier is a soldier, period!

Appearance

The Buzzardoids resemble their namesakes, with bald heads, feathered wings and long, slender necks. They stand in slightly crouched positions and have beady little eyes. Buzzardoids nearly always wear military-esque clothing in shades of gray or dark blue.

Abilities

The Buzzardoids are very tactical minded when it comes to combat, but this sort of regimentation is also applied to their everyday tasks as well. Everything with them is about strategy.

Their wings enable them to fly with a massive amount of power. They lack the finesse of the Bird People, but their flight is a good measure stronger. Once in motion, virtually nothing can halt them.

Buzzardoids also have talon-like claws protruding from their fingertips, making their swoop attacks positively frightening.

Krab People

Habitat

These odd humanoids live on the Island of the Krab People, located in the Verilius Ocean. The Krab People are a race of strange contrasts. While they are brutish, they are also artful and creative, decorating their arms and armor with natural wonders from the sea. This artistic nature also spills over into their architecture. The buildings they craft are of seashell, seaweed, and a surprisingly sturdy sponge. These buildings are usually off-white, pale pink, or dull green in color and display uncanny craftsmanship. The overall look of the structures is organic.

Society

Krab children are born at sea and raised by seagoing females, who eventually herd them to shore to learn from their assigned burrow leader. Krab People molt, losing their shells and regenerating them; males temporarily lose their pincer during this time. It is rumored among the Krab People that one day a great leader will be born whose carapace is of purest silver – so far King Krab has kept a merciless watch for any threats to his leadership.

Females usually act as leaders and strategists of the Krab People, as the menfolk usually lack the intelligence and insight the females have been blessed with (King Krab being a notable exception). In war, they fight using fairly advanced weapons that work both on land and underwater, with many of their weapons being based on focused soundwaves.

Appearance

Males tend to be larger, and are often colored more brightly than females, with blues, reds, and undersea tans mixed across their armored forms. Females tend to traditional brown and grey with occasional markings of red and blue. The Krab people have tough exoskeletons that protect them from harm - and the ocean depths.

Abilities

Male Krabmen have an oversized pincer that they use in melee combat, while females lack this distinction and have two fully manipulative limbs. This has created a distinct societal imbalance,

for the Krab women have far more skill in technical and artistic fields than the males, who relish the more physical activities – battle-games, strength contests, warfare, and (surprisingly) ritualized dances. Males tend to be slow-witted, while females follow intellectual pursuits. This perhaps is why King Krab has gone beyond his simple kingdom in pursuit of power – as a somewhat bright male, he doesn't fit the traditional role of pure warrior.

Turgs

Habitat

Turgs originate from the rocky area called the Craggs. Some Turgs live in the multitude of caves, while others prefer living in subterranean tunnels they spend years digging. A lesser number of Turgs build shelter above ground, using rocks and even wood.

Society

Turg society, if indeed such a thing exists, is based around... well, nothing really. Calling it a society at all is stretching the truth. Turgs are gruff savages with a penchant for combat, so much of their society revolves around it. Whenever there's a conflict, Turgs will do what comes naturally—fight! Whoever remains standing wins the dispute.

Appearance

Turgs are squat humanoids with leathery brown skin and knotted muscles. They have long, slender faces with thin, hooked noses, which gives them a slightly comedic appearance. The Turgs have narrow, coal-black eyes. They wear primitive clothes made from animal skins. War paint is common among the Turg warriors.

Abilities

Individually, Turgs lack any substantial combat prowess. However, if you encounter a group of them, you could be in for a rough time. They specialize in dogpiling an opponent in order to maximize their numbers.

Worminoids

Habitat

Worminoids live in Subterranea. They sleep in small but cozy holes in the wall (well, cozy for Worminoids!), located in a huge circular chamber called the rest chamber. Each chamber contains literally thousands of these holes, situated side by side. Small stone stairs and walkways allow access to higher areas with more sleeping holes.

Society

Worminoid society mirrors certain aspects of the Roman Empire from our world's past. This is plainly evident in the way they dress (togas, leather sandals, and golden or silver helmets), their fascination with gladiatorial combat (prisoners versus Giant Scurriers is a favorite event), and their architecture (yes, they have buildings down there!). They primarily use tridents and nets,

though many of them pack laser pistols as well. The Worminoids are gluttons and tend to be quite vicious when the mood takes them.

Appearance

A fully-grown adult stands about the same height as an average human, but weighs significantly less, due to their light, flexible skeletons. To be frank, they look like worms that have somehow evolved into humanoid form, with pale pinkish-white skin and hairless bodies. They don't have hands or fingers per se, but their arms are malleable enough to perform fine manipulation.

Abilities

These humanoids have perfect vision in even the blackest of environments and they are productive diggers. They also have substantial strategic minds.

Yupor'uh

Habitat

The Yupor'uh lived in the plains to the south of Haven, but have since been taken as slaves by Nekrottus..These plains are ripe with edible vegetation and roving herds for hunting. The mild weather facilitates prosperous farming, which the Yupp'uh have mastered. The tribes were made up of small communities scattered about the flatlands. Each family resided in a sturdy-but-crude sod dwelling with a thatched roof and animal skins covering any openings.

Society

Yupor'uh society is based on honor, spirituality, and bravery. Those who display these qualities are treated with more respect than those who do not. It is also a patriarchal society, with the males acting as warriors and community leaders while the females handle the domestic aspects of society. Each community is led by an Elder Chief, who is always the oldest and wisest member of the group. The Elder Chief is treated with utmost respect.

Appearance

The Yupor'uh tend to be tall (almost always more than six feet) and slender (almost always under 200 pounds). They have blue-gray skin with coal black hair, which is never cut short. They have narrow eyes of black, yellow, or blue. All Yupor'uh wear clothes made from the skins of herd animals that they have hunted for food.

Abilities

The Yupor'uh are a lithe and nimble people. They have perfect bodies for warfare – swift, durable, and highly coordinated. They possess more strength than their appearance would lead one to believe. They also tend to be more in tune with nature than most other species.