

Game World

Contributed by Avantenor
Friday, 08 September 2006

Aventuria

Aventuria is a continent of the world Ethra and the point of origin for most of the adventures in the world of The Dark Eye. From the far north to the west the continent stretches across 3.000 miles and from west to east it is 2.000 miles wide. From the tundra of Thorwals to the desert of Khom you can find pretty much all of the possible climates.

Land inwards is the empire, also called the Middenrealms, with its capital Gareth (red-bordered area). The culture is vaguely the same as it is in the medieval Europe. The plot of Drakensang will for the most part be set in the Middenrealms, more precisely in the near surrounding of the city Ferdok (see below). But other exotic places will also feature in your adventures.

Ferdok

Ferdok is a city in the Middenrealms with nearly 3000 inhabitants to the west of the capital city Gareth. It is ruled by earls. It is one of the most ancient human settlements of Kosch. In the days of yore the city was moved, because of the change of the course of the great river in 270 (BF), which threatened to flood the city. Nowadays Ferdok is again located directly at the confluence of the Rakula in the Great River. Although it has lost its former importance, Ferdok has taken the position of a major commercial harbor (world-renowned: Ferdok's Beer). Ferdok is a vital link in a widely used commercial route and has remained economically significant for that reason. It is known as a gate to the west and affords speedy travelling to other parts of Aventurien.

Ferdok is an administrative part of the principality Kosch. Being the capitol for a long time, it has now lost the status to Angbar. The inhabitants of Ferdok are a rather respectable folk, who often spend time reminiscing about their glorious past. But you have to be cautious on the streets at night. There are some areas which should be avoided if you care about life and limb. Currently, there is a spate of ghastly homicides. These murders are alienating the dwellers of Ferdok and is the cause of their unrest.

This city will be the main place of refuge in Drakensang. On account of this it was build according to the rulebooks of TDE. The city map (click to enlarge) was completely taken out of the rulebook.