

# Watershed

Across the only known continent remaining on Novus is a great river that divides the land. There is magical energy that keeps the northern half of the river flowing in one direction, and the southern half in the other. This bizarre creation of the Maelstrom allows the river to be used as a major trade route from the Eastern to Western coast, and Watershed claims territory along its entire length on either side, as well as some areas of land to the East.

The largest city in all of Novus sits at the conjunction of three river points, and is the epicentre of trading activity. Vace City was the safest location after the Maelstrom struck, and people from every direction gravitated towards it. For fifty years it was known as a haven for anyone who could make it there, growing rapidly in every direction. The huge increase in area and population became too much to effectively manage, and over time the city has since become just as dangerous a place as the open wilderness.

Other areas in Watershed include the glorious city of Silverin, created when Elves and Dwarves still existed, and is an architectural masterpiece. The odd shaped trees and plants in the Forest of Delusion, where Cystos resides. The Floating Falls are a spectacular sight to behold, defying gravity completely. Watershed Meadows and the Flooded Plains are simple areas that utilize the land for crops and animal farming.