

WOE TO THE WICKED / ALPHA v44

Setting Reference

Player-safe orientation to the fallen world and the current campaign region.

A fallen world

The Last War ended years ago, but its scars remain. Roads, institutions and supply routes are weakened. Settlements need people who can recover supplies, protect workers, investigate threats and restore useful places. Everyday acts of cooperation sit beside danger; the world is more than a list of enemies.

Adventurers and the Guild

The Adventuring Guild connects adventurers with commissions, information, mentors and shops that actually exist and function. It gives recognition through Renown, while actual capability comes from Skills, learned methods, equipment and preparation. A commission's objective and payment should be clear before departure.

Peoples and identities

Alpha v44 character choices include Human, Elf, Dwarf, Goblin, Orc, Gnome, Giant and modular Hybrid expressions. Race, Homeland and Profession/Education supply different capabilities. Read the mechanical choices in [Player Options](#). A heritage or supernatural source does not decide a person's moral choices.

Restoration and reach

The party initially travels mostly on foot. Recovered goods, reopened routes, rescued specialists and restored facilities make preparation options available. A livestock delivery can reopen a seller; a recovered workshop can provide repair access. A stronghold serves as a hub for storage, staff and preparation when its facilities are established.

Capital portals

Destroyed portal mechanisms once linked the capital cities of the world's countries. Restoring them can provide expedited travel and change strategic reach. Their restoration requirements, network operation and costs remain undeveloped in this playtest; this reference establishes their place in the setting, not an automatic travel permission.

The Bitter Cargo region

The following location guide introduces the campaign's established places without disclosing the culprit or final confrontation. Consult the GM adventure for secrets and encounter instructions.

Place	Established context
Styrt	A port tied to refined western goods, inland trade, archaeological guild claims and shared cultural halls. The cargo yard is the opening departure point.
Nalt	The nearby memorial survey camp receives restoration supplies and copied records.
Steadfast	The mountain approach on the route to the Order of the New Dawn crypt.
Mudwell	Northwest of the proposed crypt; contacts can help explain local memorial ties.
Kilg	A separate port branch suitable for arrival investigation.
Rat Hole	A ratfolk Hybrid settlement and possible source of personal ties, outside the numbered campaign route.

The Order of the New Dawn

The historical cleansing guild once cleansed Nessleblight. Its crypt and memorial work remain part of local life. The current name does not establish a founding date. The world contains other groups with distinct purposes; do not assume similar names establish a shared organization.

Using the world map

WTTW-World-Map.map retains the supplied draft cartography. It is an editable map project rather than an ordinary image or PDF. Use a compatible map editor to open it; the file itself preserves the existing project format. Use named places and the current scale when planning travel. The **Bitter Cargo** text does not establish measured road lengths or additional roads.

Regional descriptions here are limited to established playtest material. The historical Eldoria folder is available as a source for further recovery; its older settlement lists and mechanics have not been promoted wholesale into current canon.