

Wasp Wilds

Wild hills south of Sartar belonging to the Wasp Riders (D5)

Source: *Jonstown Compendium*.

These wilds are claimed by the Wasp Riders of Wasp's Nest as their exclusive territory, forbidden to everyone else. No roads or paths cross it, and constant flights of giant wasps pass over, either patrolling or hunting, so no one challenges their decree.

Wasp's Nest

Nest of giant wasps that are ridden by strange pygmies (D5)

Source: *Jonstown Compendium*.

This overgrown, stepped pyramid sits atop Windtop, the highest point of the Wasp Wilds. Isalla, the great wasp queen, fled from the servitude of Sensarosaron to settle in the pyramid during the Dawn Age. She birthed the first giant wasps, and she remains to this day inside the temple, served by the loyal Vespidae, who tend her and her children.

Inside the visible pyramid are more than a dozen levels of chewed wood, dried mud, and grasses; at the bottom is the actual nest. The plant debris protects the Nest from the elements and conserves heat, producing a spectacular combed structure that withstands all weather. Orchards of the long-lived but hard to grow olek tree surround Wasp's Nest. The pygmy wasp riders defend these orchards with their lives.

The wasp riders are extremely aloof, keeping their distance from strangers. Little of their culture is known. They consider the olek tree orchards holy, and the Wasp's Nest contains their living goddess, so they allow no strangers in the area. In particular, the infamous and deadly Spider Hunters attack trolls without mercy, and even raid into the Troll Woods on occasion. Wasp riders and wind children compete for the same hunting grounds and prey. They raid livestock from the Sylangi, Sambari, and Enstalos tribes or venture into Prax to catch herd beasts. They do trade with the

people of surrounding clans, especially for honey. For their part, the clans participate because they want to keep the wasps away. (The wasp-hating Firebull Clan of the Sambari Tribe occasionally attacks the markets, and always speaks out against them.) In return, the clans receive fungal fruits, bizarre pottery, incredibly valuable paper, and, on occasion, exotic mercenaries.

Wethersfield

Town in Killard Vale (E4)

Source: *Resettlement Sagas*.

Wethersfield has a long and eclectic history. It is the Harst market for the Townside river settlements of Killard Vale. Derreva is buried there, and residents say Heort was born here. Sartar stayed here for a long time while preparing to make Boldhome, which supplanted Wethersfield as the largest settlement of the area.

Whitewall

Fortress, capital of Volsaxiland (C6)

Source: *Saga of the New Good Land*.

Whitewall is an ancient fortress that never became a proper city. It sits atop a high plateau of white stone, which the builders used to make the city's walls. The early Hendreiki kings lived there, but their descendants moved away because of its difficult access. Centuries later High King Hardrard the Green took up residence again to resist the Pharaoh and the king of Heortland, and afterwards the high kings of the Volsaxar ruled from there.

Whitewall was the last stronghold of Orlanth. The Empire, determined to depose high king Broyan of the Volsaxi, besieged it with soldiers and magic, discipline and ferocity. At one point, even the dreaded Crimson Bat approached, but was driven off by valiant defenders. Ultimately, an awesome Lunar assault began. Its defenders, forewarned, had fled, but even so on the Windsday of Death Week in Dark Season 1621, Whitewall fell—and the Great Darkness descended on the world again.

