

Kir's Well is a small village town located in the southwest region of the Southern Scar just east of the vast Briar Veld on the continent of Alarius. Kir's Well itself is a small lake located right on the edge of the village proper. There is a small forest of mixed tropical and deciduous trees surrounding the lake that creates an oasis in an otherwise barren landscape. The tree and other plant life produce fruit, vegetables and certain plants that assist in the creation of alchemical agents useful for a wide variety of applications. The lake is named for the ill-fated explorer that discovered it. The Master Traveler Sir Kirmore Ilsbrook III was exploring the Southern Scar for patrons lost to history when legend says he came across a small pack of tiger dragons, a mix of predator cat and dragon, that made a meal of Ilsbrook and his entire entourage. The only record of the attack exists in the tales of the oasis's current inhabitants.

A tribe of warrior orcs known as the Kron Sh'vaar are the current ruling residents of Kir's Well. The Kron, as they are known by outsiders, are a fierce hunter warrior tribe that dominates the land around the oasis with an iron fist. They have ruled for several decades now with very little opposition. The Kron rule themselves through a tribal council headed up by the five most powerful orcs in the tribe and the tribe's shaman known as the Shehar (Sha-har). The Shehar is always the dominant female member of the tribe. Females are seen within Kron Sh'vaar society as closest to the tribal spirits that form the religious beliefs of the tribe. All the orcs have an equal vote in council and females are just as likely to be members as males whether or not they are believed to be in touch with the spirits. Indeed, the Kron have both female and male warriors in the tribe. Other than the obvious physiological differences between the two, both sexes are similar in stature and frame.

As already stated, the Kron are a spiritual people. They believe that ancestors fallen in battle are in constant council with the gods the orcs revere. Because of this the Kron try to keep them close by even in death. They bury their dead in mounds that line the outside of the village. They believe that by doing this their fallen ancestors will act as protectors against spiritual threats. These threats are the only things that the Kron can be said to show any kind of apprehension toward. Terrestrial threats do nothing to intimidate them.

The Kron are able to exist in this savage land for one reason. They are extremely efficient hunters of the large man-eating predatory beasts that roam the lands around the settlement. The meat that these beasts provide the Kron contains extremely high levels of proteins that are perfectly suited for the orcs. This fortunate condition facilitates the production of some big orcs. The average orc is over six feet in height and weighs over 300 pounds. To make them even more menacing their massive frames are reinforced by a thick muscle structure ensuring that the majority of the Kron Sh'vaar look like the mighty warriors they are.

The Kron are also excellent animal handlers. They have managed to bring the savage desert dragons roaming the countryside under their sway and use them as mounts on their hunts and during raids of the human nomadic tribes that wander the landscape. The sight of a mighty orc wielding a wicked axe mounted on a snarling desert dragon has dissuaded any of these wandering tribes from resisting these raids. More often the tribes simply capitulate to the demands of the orcs, which often include members of the victimized tribe being taken as servants to the Kron. The Kron use human servants to provide the skills that they do not possess or have no will to develop such as agriculture and crafting. Far from slaves, these humans are shown a token of respect by the Kron and are given their own living quarters and full rations of food from the hunts. Some of the humans under the sway of the Kron are actually better off than they were in their own tribes.