


Großartige Festung (Region)

Basic Information	
Population:	~2,003,000,000
Cultures:	Unified Abwehran Culture
Landed Title:	Herzog(in) ¹⁾ der Großartige Festung



WIP: This article is a work in progress and is not yet approved for usage in the RP.

(space reserved for map)

Map Legend	
Province/County	Map Label
Reichlich Länder	1
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Sterntor	1b
Erstetor	1c
Stahl Werke	1d
Malerei von Natur	1e
Eisen Tief	2
Eisen Hügel	2a
Zweitetor	2b
Unartstadt	2c
Alt Festung	3
Stahl Höhen	3a
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Named for its natural terrain features, Großartige Festung is literally a natural, region-sized fortress made strong by Abwehran engineering. Historically, the region was settled in the middle of the Great Conflict Era²⁾. During that time, it was the site of many conflicts between the Oberflache Reich and the Unterwelt Reich. While the continent of Wiegeheim was where the majority of the conflicts, the Großartige Festung region of the Neue Continent³⁾ had conflicts that seemed bloodier by comparison. During the After Conflict Era, the Region became home to the planetary government’s capital, also named [Großartige Festung \(City\)](#).

Proclaimed to be unconquerable, both city and region stayed that way until the Bloodless War, when specialists penetrated the corrupt and tyrannical organization in charge and caused its downfall from the inside. The region was then a beacon of peace and prosperity for centuries before the Pirate Wars, claiming to have the largest population on the planet. Kinetic bombardment during the Pirate Wars,

ravaged the region though. Entire counties in Großartige Festung were depopulated by either bombardment or evacuation. Much of the region would have been left devastated had it not been for the valiant vessels of the Weltraumflotte. While still considered the most populous region on the planet, the Abwehrran people began to develop widely spread towns and cities with dense populations and fortified structures as a result of the Pirate Wars.

Today, the counties that were ravaged have been re-terraformed and revitalized, though many do not have the populations they used to hold. The majority of the regions population lies in the Capital City of Großartige Festung, where approximately 2 billion citizens make their home.

Provincial Information

The Großartige Festung region is divided into three separate provinces and a single independent County.

Reichlich Länder

Landed Title:	Baron(in) der Reichlich Länder
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Literally considered a merchant's paradise, Reichlich Länder is the southernmost province of Großartige Festung. Home of the largest expanse of ports, the largest space port, and some of the most abundant ore deposits on the continent of Kapital, if not the world, Reichlich Länder is also one of the smallest provinces of the region. Not really heavily populated, the region boasts a large amount of automation and very few actual inhabited cities. It also suffered the least amount of damage over all in the Pirate Wars due to its richness of wealth.

Counties

- [Hafenstadt](#): A series of port towns along the southern coast of the Großartige Festung region.
- [Sterntor](#): The central county of the province and home to the largest space port on Abwehr.
- [Erstetor](#): The historic Fortress County and location of the great Erste Tor of Großartige Festung.
- [Stahl Werke](#): Location of the largest ore deposits on the planet.
- [Malerei von Natur](#): A county-sized nature preserve known for its mountain trails.

Eisen Tief

Landed Title:	Baron(in) der Eisen Tief
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The province of Eisen Tief is centrally located in the region and contains two of the most lucrative counties in the region. It is also one of several provinces that has remained untouched by the desolation of war. Because of this, Eisen Tief is both currently and historically the most peaceful province in all of Abwehr.

Counties

- [Eisen Hügel](#): The industrial center of Eisen Tief.
- [Zweiteter](#): The central Fortress County of the Province and historical location of the Zweite Tor of Großartige Festung
- [Unartstadt](#): Location of the great Pleasure City it is named for, Unartstadt is literally a multitude of resorts, casinos, recreation centers, and entertainment facilities.

Alt Festung

Landed Title:	Baron(in) der Alt Festung
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Named *Old Fortress* in the Volkssprache, the Alt Festung Province was, and still is, the most heavily settled province on Abwehr before the Pirate Wars. Heavy Kinetic Bombardment upon the county of Altstadt has caused the population of the province to focus on the city of [Großartige Festung \(City\)](#) than in any other county. Alt Festung also has three of the most infamous *Fortress Counties* on the planet.

Counties

- [Stahl Höhen](#): The industrial center of Alt Festung
- [Nordentor](#): The Northern most Fortress County and historic location for the Norden Tor of Großartige Festung.
- [Großartige Festung \(City\)](#): The Capital City of Abwehr, the entire county is comprised of the city.
- [Altstadt](#): Formerly an area filled with metropolis and towns, Altstadt is now reclaimed land used for agricultural purposes after its demise during the Pirate Wars.
- [Südentor](#): The Southern most Fortress County of the Province and historic location for the Süden Tor of Großartige Festung.
- [Azurn Schöne](#): A county-sized Nature Preserve known for its large and pristine, fresh-water lake.

Independent Counties

- [Letzteburg](#): An independent county that is always administrated by the [Emperor of the Abwehrran Star Empire](#). It is entirely subterranean.

Environmental Information

Latitude	Sub-Tropical to Tropical
Humidity	Semi-humid to Humid

Surrounded by natural obstacles on all sides, mountains to the north, west, and east with ocean to the south, Großartige Festung could easily have been a desert region if it had not been for the humid ocean breezes coming in from the tropical southern areas of the region.

Biome

Primarily, Großartige Festung is considered to be a [Temperate Broad-leaf Forest biome](#) along the southern edges of the Alt Festung Province and the entirety of the Eisen Tief province. The southern province of Reichlich Länder is entirely comprised of a [Tropical Rainforest biome](#). The northern independent county of Letzteburg is entirely comprised of a [Mountain Forest biome](#).

Local Flora / Fauna

While many species of Flora and Fauna were transferred over from the continent of Wiegeheim to the region Großartige Festung during the early days of colonization, there are many native species of the region that still survive and thrive to this day.

Flora

- [Süße Träume](#): A type of coniferous tree found in the Mountain Ranges surrounding the region. They are known for their sweet sap and exploding seed pods.
- [Nadel Tod](#): A rather large species of coniferous found only in the mountains in Letzteburg County. The needles contain a rather toxic substance known to be a good natural insect killing agent.
- [Priester Wurzel](#): A broad-leaf tree populating the hilly regions where grassland and mountain forest biomes meet, it has been known to convert plant species not native to the region into more of its species..
- [Leichegewachsen](#): A slender-leaf tree located in the forests of Reichlich Länder. The Leichegewachsen tends to grow large *pits* near its roots that it uses to literally catch animals⁴⁾ to turn into fertilizer over a period of months.
- [Stahlrinde](#): A broad-leaf tree used as a source of good quality paper, once you get past the bark that has the tensile strength of steel.
- [Ekligding](#): A simple [Leptosporangiate Fern](#) that grows in the tropical rain forests of the region. In ancient times, it was pulped and used as an antibacterial agent for wounds.
- [Losezweig](#): A willowy shrub often feared (and loved) by children for its flexible branches. Often used by said children to whip at each other.
- [Mais](#): A starchy, purple vegetable with a thick skin, the Mais grows in many alpine regions. It is considered the perfect side for fish cuisine.
- [Zuckerblatt](#): Small evergreen leaves used in cuisine to provide a sweeter flavor to foods. It can also be steeped in hot water to create a tea that soothes sore throats.
- [Todkappe](#): A type of cave-dwelling fungus that does not rely upon oxygen for its respiration purposes, Todkappe exhales a gaseous form of cyanide into the air. It is also a delicacy that requires special preparation.
- [Fabelhaft](#): A type of species not edible by Abwehrans, but often used to feed agricultural animals. Due to its purple coloration, some eccentric people use it for lawn decoration.
- [Todmoos](#): A type of moss that symbiotically grows throughout the fur of a [Versteckttod](#).

Fauna

- **Dreckjäger**: A feline-like mammal that creates small family groups and hunts in groups of three to four. They tend to dig burrows and create networks through the rock faces of cliffs.
- **Bergdrohung**: A large, omnivorous mammal⁵⁾ that stalks the border of the mountain forest and alpine tundra regions of mountains. They forage for food in the forests during the night and sleep in the snow covered peaks during the day.
- **Unbesiegbareesser**: A mammalian herbivore known for its thick protective hide and love for the sap of the Süße Träume tree.
- **Faulsucher**: An endothermic reptile the size of a small house pet that stalks the night looking for carcasses.
- **Hauszerstörer**: A small avian that breeds quite quickly, often known for its predisposition for destroying wooden structures looking for nest-building material and insect larvae.
- **Versteckttod**: A small ursine mammal with a brown pelt with mottled moss growing throughout its fur. This stealth hunter uses the moss in its fur to blend in with its surroundings.
- **Lanzegigant**: A large reptilian herbivore that can grow to the size of a large truck, the Lanzegigant is known for its armored hide and a group of horns on its head that can literally be launched at its target.
- **Stahlbrecher**: A tiny mammal that makes its home in the branches of Stahlrinde that uses an acid from specialized sacs to melt burrows into the tree's durable bark.
- **Feuervogel**: A moderately-sized avian with four wings that seeks out the carcasses of large animals. They tend to stick to groups of ten to twelve individuals at a time. Their name comes from their brilliant red and orange plumage.
- **Farmabschleppwagen**: A subterranean burrowing species of reptile that breeds at prodigious rates, the Farmabschleppwagen is known for wrecking entire acres of farmland on its own to feed upon roots and tubers.
- **Fallenjäger**: Often mistaken by tourists as a house pet, the Fallenjäger is a black-striped, felineoid that hunts from the branches of trees. Its preferred method of attack is to leap from said branches to pounce upon unsuspecting prey.
- **Verrücktsichter**: A small mammalian herbivore with four 15cm long tusks, the Verrücktsichter feasts upon the underbrush of the tropical rain forests and is known for its ill temper. Its head is armored with scale-like bones.
- **Gutdämon**: An exoskeletal flyer that lays its eggs inside small animals and tends to grow to the size of a man's head.
- **Riesen-killer**: A crustacean that spends its times in the fresh water lakes of the area, the Riesen-killer is best known for its ability to move over ten times its mass and to come out of the water for hour long periods of time.
- **Knospeschwimmer**: A type of vertebrate fish with several different sub-species in other areas of Abwehr, the Knospeschwimmer originated from the waters of the Großartige Festung region and has been a staple food for Millennia due to its rapid method of asexual production.

Rumors and Events

The following are events and rumors of potential role-playable situations that can be found in the Großartige Festung region.



For anyone wanting to add Events and Rumors to this article, please contact [Abwehran](#)

[Commander](#) for details and permission.



Yearly Events

Event Name	Abwehran Date ⁶⁾	Standard Date ⁷⁾	Planetary/Regional/Provincial/County	Event description
Founding Day	01/04/03	04/05	Planetary	The day the Abwehran Star Empire was officially founded.
Unity Festival	02/04/12	04/23	Planetary	Though originally a holiday made by the Verdienstorden, the Unity Festival is still celebrated for the union of the two Abwehran races.
Bloodless War Anniversary	01/01/02	01/03	Planetary	The anniversary of the Bloodless War's end. It is also known as the People's Independence Festival.
Bombardment Memorial Week	04/10/05	10/09	Planetary	A week of mourning and remembrance for those lost in the Pirate's kinetic bombardments of Abwehr.

Rumors

Rumor Title	Location	Rumor description
Pleasure City Crime	Unartstadt	A Recreation Center has been considered the center of an illegal narcotic Smuggling ring, though some Sentient Trafficking might be involved too.

OOC Notes

This page was originally created on 2014/11/16 15:19 by [Abwehran Commander](#).

1)
Duke/Duchess

2)

approximately 2500 Before the Yamatai Empire

³⁾

now known as the Kapital Continent

⁴⁾

and sometimes Abwehran children

⁵⁾

often the size of small houses

⁶⁾

Quarter-Month-Day

⁷⁾

Month-Day, skips 4 years

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