

THE WORLD OF FARLAND



Campaign Setting

Everything you need to run an immersive campaign in the World of Farland, a land conquered by evil.

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The World of Farland

www.farlandworld.com

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Introduction

Overview

Thanks for your interest in the World of Farland! Farland is a long-running campaign setting primarily designed for Dungeons & Dragons. It's been available online since the year 2000, and has been updated for each version of D&D. The World of Farland has enough detail, though, that it could be used as a campaign setting for any fantasy or sword & sorcery roleplaying game.

Farland provides a gritty, rather dark campaign theme reminiscent of *Lord of the Rings* and other fantasy settings where a clear enemy or dark villain exists and the threat of imminent doom is constantly on the horizon. The continent of Farland has been conquered by the Lords of Sin, the servants of the Dweller in the Wintervale, and for several centuries, the downtrodden population have been forced by their foul rulers to worship the evil god Vornoth, the Walker in Darkness. But recently three kingdoms—Kale, Kelerak, and Daven-- have thrown off the yoke of tyranny and rebelled. Thus, battle lines have been drawn: The four kingdoms in the East—Orland, Zeland, Wawmar, and Farland-- remain occupied by the Lords of Sin, who gather their armies to reconquer the liberated kingdoms, while the West struggles to organize and mount a defense, teetering precariously on the brink of falling back into shadow.

The Gods War

It all began with the Great Forces, ontological embodiments of Good, Evil, and Neutrality, enemies due to the very nature of their essences. Arrayed in a sphere, and intrinsically opposed, these Forces smashed against each other in a brute force attempt to crush their opposites into oblivion. In the middle of the sphere was all the non-spiritual matter of the Multiverse. Untold eons of friction, of the ceaseless pushing of these cosmic Forces, created at the center of the sphere a great Maelstrom of heat and



pressure. And the heart of this Maelstrom of Friction condensed into a diamond of perfect beauty, flawless and unspoiled: the Lifestone of the Universe.

And seeing the beauty of this gem, the Forces changed. The once-mindless Forces now knew desire, desire for this perfect gem. The Forces thus spawned Powers, beings of such strength and might that they later became gods to the species they would create. The Forces granted existence to the gods such that they would have sentient agents with which to wage war over the Lifestone of the universe. The Gods War raged for an unknown time, the tides of victory and defeat ever ebbing and flowing, but the strife never ended, for the gods were evenly matched. Worse, in their ceaseless battle over the Lifestone at the heart of the multiverse, the gods damaged it.

Aghast at the damage their direct conflict over the Lifestone had caused to it, the gods declared an armistice and met in a council. This council of gods lasted many ages, with talk about what could be done to save their precious Lifestone, the gem they all craved so much. The god Khuldul Rockcarver was assigned the task of repairing the gem, for he had great skill in working with gems of all sorts. Many ages he labored on the Lifestone, fixing some of the damage, but much of it was beyond his ability to repair. Much of the harm done during the war was irreversible. The gem had formed into a planet with hills, mountains, and deep seas. And though flawed, they still had a great desire for it, perceiving that it was somehow the key to ending the war once and for all, and they named it Núrion, the Shattered Jewel. But they did not know why the Shattered Jewel was the key.

Then, of a time the god Tal-Allustiel discovered that the race he had created in his own image on Núrion channeled some of the power of the Maelstrom of Friction to him through their worship. And the riddle was solved: The gods desired total control of

the jewel because whatever creatures that lived on it and worshipped a certain god increased that god's power. So, each god created species on the Jewel and set them to war against each other with the task of proselytizing other species to the worship of their own god. But the Dark One, Vornoth the Betrayer, tricked the other gods of evil into sacrificing themselves so that he could create a weapon that would allow him to win the wars that were now taking place on Núrion: The dreaded and fell Book of Seven.

The Dweller in the Wintervale and the Book of Seven

Early in history, Vornoth the Walker-in-Darkness corrupted one of the most powerful creatures on Núrion and made her his lieutenant and helpmeet. And she took herself into the East and dwelt in a desolate valley, and endless winter seized the valley. And so she came to be known as the Dweller in the Wintervale. At the command of Vornoth, she made it her mission to subjugate all of the species on the continent to the worship of the Dark God. And Vornoth gave unto her the Book of Seven, but it was a powerful artifact created by gods, and she could not unlock its secrets. She studied it for millennia.

And for all those thousands of years, wars raged on the primary continent on the Shattered Jewel, many caused by the Dweller in the Wintervale. At first the wars involved elves and dwarves fighting the Dweller's hordes of orcs and dark folk, while humans lived as uncultured barbarians. But slowly the humans gained ascendancy, founding great kingdoms. Their civilizations rose and fell, the gods were worshipped in their times, and none were able to gain ascendancy. Elves and dwarves, once masters of the continent, found themselves

pushed to the fringes, mere allies of the humans that they had once treated as lesser creatures. The humans founded a mighty kingdom in the East called Farland, and the kingdom gave the continent its name.

Then the Dweller unlocked the final secrets of the Book of Seven. It was the beginning of the end.

The Dark Conquest and the War for Liberation

Using the terrible tome given her by Vornoth, the Dweller created seven evil lords, each lord from a race that typified a sin, each lord the paragon of that sin within the race. The lords were Pride, Lust, Gluttony, Envy, Sloth, and Greed, with Wrath as their captain. And each of the Lords of Sin was imbued with a Dark Will by the Book of Seven such that they could command evil creatures within their domains.

The power of the Deadly Lords could not be resisted. Soon they conquered the continent of Farland and set all the hapless humans and demi-humans living thereon to the worship of Vornoth. For hundreds of years the formerly free peoples of Farland chafed under the yoke of orcish rule, and the final victory of the God of Darkness seemed nigh.

But not all was lost. Light stirred in the West. Rebellion, sparked by a few brave warriors, sputtered and flared into conflagration. Kingdoms were freed. A mighty war for liberation began, but evil would not be denied so easily. The Lords of Sin in the service of the terrible lady in the east began to muster their forces to retake the liberated kingdoms and punish the rebels that dared to resist them....

Adventures in Farland

As you may already be surmising, this setting provides rich opportunities for adventure. The traditional adventure path in the World of Farland involves starting your PCs in one of the liberated kingdoms—Kale, Kelerak, or Daven— and then having them engage in local adventures until they build up enough power to venture into the occupied kingdoms and face the Lords of Sin and their armies. They could face and take down underbosses and orcish warlords until they are powerful enough to take on the Lord of Sin with the lowest CR. Then they work their way up to challenge the more powerful lords. This is a tried-and-true recipe for an exciting game where your players can feel like they are making a difference when the stakes are high. If you want a grittier campaign, you could also start your party in one of the occupied kingdoms and have them try to eke out their survival under the rule of evil. If you desire something even darker, rewind the clock a few years to the year 8160 Farlandish Reckoning to the time before the rebellion when none of the lands had been freed. You could even have your players engage in an evil campaign using the Dark Folk race options in the *World of Farland Players Guide* and have them serve the Lords of Sin in their attempt to reconquer the lands.

Or if this is all too heavy for you, simply set your campaign in one of the liberated kingdoms and keep it there. The rumors of impending war could provide flavor to your campaign, but your players could ignore them and go dungeon-exploring like in a traditional fantasy RPG game. This book gives you plenty of adventure hooks, as well as factions if you desire to add politics to your game. On our website, we also offer free high-quality 5e adventures for you to use in your game set in The World of Farland.

Using this Book

This book is a collection of material from the Farland website designed for Game Masters who want to run a campaign set in the World of Farland and players who want to learn more about the world. This *World of Farland Campaign Setting* compendium is meant to be used with *The World of Farland Game Masters Handbook* and *The World of Farland Players Guide*. This book provides you extremely detailed information about the geography, cultures, religions, species, societies, calendars, languages, and personages of the World of Farland. It includes maps and art to help you envision the world. The *Game Masters Handbook* gives you detailed historical timelines, details on the planes of existence, original monsters and magic items of Farland, new game play rules, and stats on the Lords of Sin and the Dweller, among other things. The *Players Guide* delivers playable races, backgrounds, class options, equipment, spells, and an original herbalism system

(and much more) for use by players. With these three books, you will have all the information you need to create an amazing campaign set in Farland.

All three of these books, including this one, contains exclusive content not available on the website, and the website contains content not presented in our books, so we also encourage you to visit us at www.farlandworld.com. Furthermore, you can follow the World of Farland on twitter: @Farland_World. Welcome to the community, and we wish you many happy returns!



Chapter One: Geography and Climate

The Continent of Farland

Physically, Farland is but one continent on a larger planet. The elves call this planet *Núrion* (pronounced NEW-ree-ahn, with a trilled R.) The word means "Shattered Jewel." Farland is known as the "world" of Farland, however, because it is all that is known of the entire world, at least to the inhabitants of the sub-continent. This is similar to the situation in Europe when the "New World" was discovered; it was literally a New World, because the entire world had been Europe and Asia.

Geographically, the known boundaries of Farland span about 1800 miles East to West, or about the distance from New York City to mid-Colorado in the United States, as the crow flies. North to South, Farland spans about 1000 miles, or around the distance from Minneapolis almost to Mississippi, again as the crow flies. Thus, the continent is just under 2/3rds the size of the United States. Of course, maps of Farland are rare, especially in the dark times.

The Northernmost edge of the world of Farland lies at 40 degrees North latitude, however, the entire continent is at a relatively high altitude. Hence, the southernmost boundaries rarely get as hot as Northern Texas or Southern California. South Western Farland is also subject to a summerly jet stream that blows off the Arned Sea. Much like England, this air

current serves to temper the weather. For this reason, the summers in South Western Farland are only slightly hotter than the summers in Northern Farland. This weather anomaly also makes the summers there prone to large thunderstorms. Northern Farland gets quite cold in winter. The average daytime temperature in Elder Daven City, Daven (34 degrees North Latitude) in July is only 84 degrees, while the average temperature in Dragonspur City, Kelerak (42.5 degrees North latitude) in July is 79 degrees. The average daytime temperature in Elder Daven City in January is 49 degrees, while the average in Dragonspur City is below 30 degrees.

Some other average temperatures in daytime in degrees Fahrenheit			
Location	Latitude	January	July
Barbarian Lands	37 N	23	70
Kale City, Kale	29.6 N	40	89
Orland City, Orland	30 N	42	91
The Far City, Farland	34 N	38	86
The Summervale, Belendale	35 N	23	72
The Nameless City*	35 N	10	32

* The Nameless City, in the Wintervale, is locked in the expanse of the Great Glacier, a mysterious weather anomaly.

Climate types ranging from somewhat hot (the Zeel Flats of Daven), to very cold (the Barbarian lands and the Great Glacier), as well as heavily forested (The Belendale), mountainous (The Grand Peaks), or savanna (The Horselands of Zeland and the plains of Orland) can all be found in the expanse of Farland.

The planet *Núrion* on which Farland is located is roughly the size of Earth, although the human kingdoms use the Farlandish calendar, which has an even 360-day year. This means that there is a calendar deficit which must be made up every two years. *Núrion* has but one visible moon (called Sulus) and one sun (called Tanarus). The constellations, of course, are very different.

The population of Farland is currently unknown. The majority of intelligent beings are human, with orcs and other goblinoids likely being a not too distant second. Non-humans are more rare. The Kingdoms of Farland are vaguely similar to medieval Europe, except for the drastic difference of magic.

Landmarks and Geographical Features

Besides the political boundaries of the continent dividing it into kingdoms, many striking natural features can be found on it. These features are listed below.

The Belendale

The total expanse of this huge forest is unknown to the human race. Split down the middle by the tall Kelerak Mountains, this wood is rumored to house monsters, beasts, and magic of all sorts. Few who venture in

are welcome, and even fewer return. The heart of the Belendale is Gloralion, the hidden city, also known as the Summervale because it ever opposes the evil Wintervale.

The Deadlands

This section of broken lands lies at the horrid gate to the land of icy evil known as the Wintervale. It is said to be the birthplace of the first human kingdom, long since fallen to dust. Now only ghosts and worse are said to inhabit it.

The Great River or The Deadwash

Also known as the Highland River and the Greatwash, this river is the longest river on the continent of Farland. It is as large as the Mississippi River in spots.



The Grand Peaks

Running the length of the entire Kingdom of Farland, these mountains are sometimes called the Great Peaks or the Mountains of Or. They are the tallest mountains in all the continent of Farland but are only about the height of the Alps. Some scholars theorize that this natural frontier and barrier is partially responsible for the military success of the Kingdom of Farland. It has only successfully been invaded once in recorded history due to these mountains.

The Sarumvest

The second largest forest on the continent of Farland, it is said to be the ancestral home of the legendary elves. As of now, no civilized races are known to inhabit it. In this haunted wood, the dead are said to walk.

Selfhaven Archipelago

Lying somewhere south of Daven in the Endless Sea is this fabled island. One of the only places in Farland to escape the Dark Occupation, it is said to be the home of a thriving pirate kingdom.

Thitherlands or the West Lands

West of Kale lie the unexplored wilderness called the Thitherlands or the West Lands. Legends say that barbarian men of strange tongues make this locale their home. Tales also tell of the fabled Elvish ship-haven of Laithostar from which elves sail into the west. This port is said to lie somewhere on the coasts of this unknown land. The West Lands are geographically part of the continent of Farland, but since the major human civilizations were never able to extend their rule into the West Lands, they don't generally consider it part of Farland.

Valley of Mists

Lying north and east of the Kale Mountains, this mysterious valley is said to house many wild trolls.

The Wintervale and Enemy Lands

This frozen land is the home of the Dweller in the Vale, the master of the Lords of Sin. It is a horrid land, blanketed by a perpetual glacier. Only orcs and other hardy races are known to naturally make this land their home. East and South of the Wintervale lie lands under the sway of the Dweller.

Wizard Isle

Said to lie somewhere in the Gulf of Gor, this mysterious island was supposedly once the home of the Arch-mage Seldorius of Farland. The mage has long since disappeared into the mists of time. Ruins now dot the island, and hushed whispers speak of a secret that the island harbors.

Chapter Two: Liberated Lands

Freed Kingdoms

The Rebellion has managed to free three of the human kingdoms: Kale, Kelerak, and Daven. North of Kelerak is the barbarian land of Anaria, which never entirely fell to the Dark Conquest. These domains lie in the west of the continent. They are detailed below.

Kale

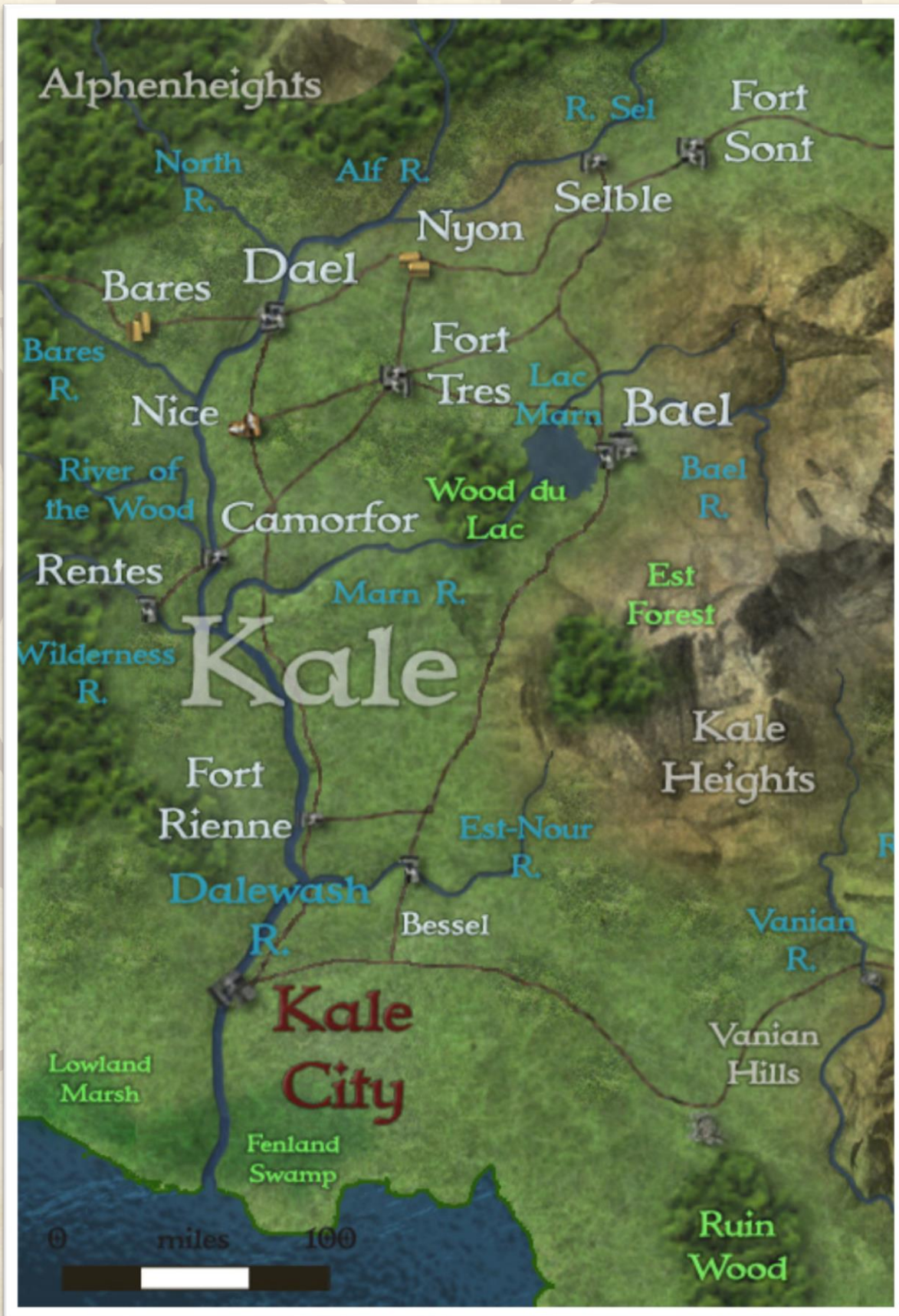
History, Politics, and Culture

Around the year 5250 F.R, the barbarian tribes in the vicinity of present day Kale started to unify against the growing threat of goblins and other evil creatures to the east. This was the beginning of a great chiefdom known in latter years as Jundland. In the year 5275, the great Shaman Beornhelm became chief of the Junds. Jundland was located in the area of present day Kale City. Twenty-three years after Beornhelm came to power, a great and terrible army of goblins and hobgoblins attacked Jundland from the east. Under the leadership of Beornhelm, the people of Jundland were able to repulse the evil forces, though losses were staggering. Thereafter, for many years Jundland knew peace and grew stronger as more of the surrounding barbarian tribes joined Jundland. Then in 5314 tragedy struck Western Farland in the form of the Red

Plague. Jundland was most heavily hit of any place in the land. The might of Jundland was broken and fighting men became scarce in the land that once was known for its ferocity. Then in 5316, the forces from the east came again. This time the goblins and hobgoblins wiped out Jundland and survivors were few. These survivors escaped to the wilderness to the north and over the following centuries the people reverted once again to barbarism.

Kale is the youngest of the kingdoms of Farland. In the years after the fall of Jundland, Kale was inhabited by many barbarian tribes. They were mostly hunters, trappers, and woodsmen. These peoples were totemic and otherwise non-religious. Perhaps the only knowledge they had of organized religion came from their rare





contact with the elves to the north. In the absence of organized religion, they turned to hero worship and their traditional holidays venerated strength in the hunt. On the first of the year, which they celebrated every ten moons, young men would venture into the wilderness alone to hunt barehanded. Any man who returned with meat for the tribe would become a man of the tribe during a coming of age ceremony. This was a perilous time for the young men of Kale. Many never returned and superstitions abounded pertaining to the forested wilderness to the west. Tribes had no central leadership and the lifestyle for these barbarians revolved around loosely organized groups of extended families living in independent homesteads.

In the year 6517, a charismatic young barbarian of the clan of the stag to the west near where present day Bares is located, recalling legends of the might of Jundland, thought once again of unifying his people. Young Louis, in order to assure his power, started killing off prominent men of his tribe surreptitiously, and later more openly. As he dispatched those who would oppose his rule, he declared himself leader of the Clan of the Stag. Rallying the remaining members of his tribe behind him he started bringing other tribes in the area under his control. Thus, when Lord Kale entered the lands in 6560, Louis of the clan of the stag had already become a powerful leader in his own right. Lord Kale, ever the diplomat, used Louis' power to his benefit, married his daughter, and through flattery and gifts beyond anything Louis had ever seen, secured Louis' loyalty. Therefore, Louis did much of the work of unifying the peoples of Kale and the timely arrival of Lord Kale saw the birth of the fledgling kingdom. Many of the traditions of the native barbarians have survived to present day. The celebration of the New Year is still celebrated, though men are permitted to go in groups on their hunts and are now typically armed. Organized religion has still failed to completely take hold in Kale, and veneration of young strong men, (and the historical legends that

abound about the astounding feats performed by these men) is still practiced.

Due to the individuality of the natives of Kale, cities were slow to form and for nearly a hundred years, Kale City to the south was the only city of note in the fledgling kingdom. As the threat of war always loomed, more and more people turned to city life and the villages of Dael and Bael became great cities in their own right. These two cities were originally small trading outposts established by Lord Kale himself. They were also used for communication with Kelerak and the elves. Thus, their names are Davenian in origin, as Lord Kale is from Daven (the names of Daven have a Germanic flavor). Bowing to the ancient barbarian belief of power in rhyme, Kale named the three places that he founded with rhyming Davenian names.

Other cities retained their original Kalias names (the language of the barbarians of Kale is similar to ancient French), such as Fort Rienne. As Lord Kale established himself as king of the new Kale, he gradually brought all of the barbarian clans to recognize him as their ruler. This was not exceedingly difficult as they were unorganized for the most part and those that had been organized were organized under Louis' rule. Louis died in the minor war that started as a border dispute with Daven in 6598 F.R. Lord Kale made Louis' four sons captains in his army and later his own son, born from the union between himself and Louis' daughter, was named Louis the second and came to power in 6603 (F.R.). Throughout the following centuries, the now-King Kale and Louis the first's descendants worked to make Kale a powerful kingdom in its own right. Bael, Dael, and Kale city were established as the main centers of political power and the surrounding lands were divided into three city-states, each with the right to govern its own affairs, although each was ultimately loyal to the king in Kale City. True to the traditional politics of the land, each town or city enjoys its own power and is ruled by a baron who in turn commands knights and

lord knights, and the supreme power in the land is recognized as the king in Kale City.

Peace was known in Kale for nearly three centuries under the rule of the descendants of Louis and King Kale's progeny. Then in 6900 an alliance between Daven and Kale was formed, and the Decadion War began with the combined forces attacking Orland. Daven eventually fell to the combined might of Orland, Zeland, and Farland in the year 6983 and Kelerak was forced to cease trade with Kale. Then, in 7010, with help from Kale and Kelerak, Daven was able finally to expel the forces of Orland from its borders. Kale was further attacked in the ongoing wars by the Eastern Alliance in 7168 but was able to maintain a temporary victory, and in 7169, in the Battle of the Bend, Kale expelled the troops from the east. The following year, though, Farland returned in force and the fighting continued until, in 7172, Kale's armies were defeated at the Battle of Fenmire. The heroic and legendary Captain Aurel martyred himself so that his men could successfully retreat, thus preventing a total massacre. He was later

immortalized by Guisson the poet in "Aurel's Gift." Kale continued on to suffer defeat at the Battle of Kale. Farland and the Eastern alliance pressed on to besiege the city of Kale. Then in 7175, Kale surrendered and was annexed as a province of Farland.

For a period of time thereafter, the Kings of Kale were petty and subject to Farland in all their decisions, and their will was not their own. King Turpin, wandering in sorrow for his lost freedom in the eaves of the Greatwood, chanced to meet there a beautiful elven Lady named Rilia. The two fell in love and Petty King Turpin took Rilia to wife; soon she bore him a daughter who was to change the fortunes of Kale, at least temporarily. During the following years, the spawn of their union, the great leader, Queen Sybille Halfelven of Kale, known as The Diplomat, convinced Farland to withdraw from Kale after intense negotiations. Kale agreed to pay yearly tribute. Sybille herself had a daughter she called Belle, who was espoused to King James of the Green Throne of Kelerak. Therefore, the blood of the Elves passed also



into the line of Kings of Kelerak. The centuries passed thus, with Kale paying tribute to Farland, and Kale prospered as much as can be expected under such conditions.

Then in the year 7439, the dark days of Kale began anew as the court wizard Jaef became the power behind the throne of King Felmat of Kale. Taxes increased tenfold during the years of Jaef's power, and individual freedom, long held sacred by the denizens of Kale, was abolished. King Felmat publicly declared that commoner's lives were the exclusive property of the crown. In a display of power, he ordered Jehan, the Captain of Felmat's guard, who was in Jaef's employ, to take ten random commoners in the assembled crowd and summarily put them to death. Sacrifices were also demanded daily from among the populace and it was rumored that these unfortunates were the victims of vampirism. The populace was astonished and word spread surreptitiously that Jaef was the cause of all such grief.

In the year 7487, hope stirred in Kale. A group of heroes was able to infiltrate the castle and slay the court wizard Jaef. They secured many powerful artifacts from Jaef as wergild for their wounds and loss and fled Kale City, fearing the wrath of Jaef's many and terrible agents. Jaef was not dispatched easily, however, and the heroes were severely wounded in the battle. Jaef's most deadly followers were indeed vampires he had long ago summoned to aid his cause. They had long escaped notice hidden deep under the castle in a secret chamber. Jaef had become a powerful mage over the years and his greatest fear was death. Therefore, as he grew in age, he called on evil magics and rituals to grant himself immortality. He had since become a lich, a living undead wizard. He had secreted his phylactery, an amulet that he kept in the secret chamber beneath the castle guarded by his vampires, and there his spirit was set to flee if ever his original body were destroyed; hence Jaef guarded himself doubly against death. He was extremely paranoid, however, and only his two vampire servants, himself, and

Jehan, the corrupt guardsmen, knew of the location of this hidden chamber. After his death, he was able to instruct his followers speaking to them from the phylactery amulet. He ordered them to follow the fleeing heroes in order to recover his powerful artifacts and a strong human body. Jaef's spirit would be able to live again within this host. The heroes fled far and fast, though their flight was hindered as they were severely wounded from the battle. Worse, one of their group, a mighty cleric of Bestra, had fallen at Jaef's hand; thus, healing was impossible to the group. Rest was also denied them, as they were forced to keep moving, harried during the day by Captain Jehan's forces and at night by Jaef's loyal vampires. The chase finally ended near the town of Wotun.

After a night of defending themselves from the attacks of the vampires, dawn appeared over the horizon and the heroes were finally able to kill the last of the undead servants of Jaef. Just after dawn, however, Captain Jehan appeared on the scene, and the exhausted heroes fought valiantly, dispatching all of their foes except Jehan himself. The battle cost them dearly, however, and as midday approached, the leader of the group, the great warrior Bruyant alone remained alive to face Captain Jehan. Fatigue and lack of rest coupled with his many near-mortal wounds, finally won out and Bruyant fell after a valiant fight. Captain Jehan did not emerge unscathed, however, nearly dying himself in the battle. Meanwhile the townspeople of Wotun had been watching the battle and though timid, were sufficiently enraged to see the valiant heroes fall that they were moved to attack Captain Jehan even as he searched for the artifacts of Jaef. Given Jehan's much weakened state, the townspeople easily overcame him and the last of Jaef's servants fell. The townspeople, being simple folk, did not recognize the artifacts as such and buried all who fell that day with their belongings in their local cemetery, as was their custom. Thus, Jaef's plan failed and his spirit was locked in the amulet in the hidden chamber beneath the

castle in Kale City for centuries to come, for none were left alive who knew of the secret location.

Thereafter, Kale became more or less peaceful, until again peril came marching from the east. Because of the dark designs of the Dweller, long brewing, an organized army of goblins and goblin-kin marched on Bael led by the Lord of Pride, Thuldin the fallen. They attacked Bael in the year 7792 but failed to take the city. Later that year the mighty city of Bael finally fell under renewed attacks. Two years later Kale City also fell to the Lord of Pride and the dread years of the Dark Occupation began, as the rest of the continent also fell sway to the evil. In the year 7802 the elves attempted to free Kale but after initial success were driven back into the safety of the Belendale. In the following centuries, Kale suffered greatly at The Lord of Pride's hand until in 8161 the Elhan Valanduil, the northman Bartarius, and their friends were able to free Kale, although Valanduil unknowingly found the amulet of Jaef and bore it with him, a deed which would later allow the fell lich to return to the world. The two heroes set up a nobleman by the name of Gaidan tentatively as leader of the newly liberated Kale, ruling from the city of Dael. Thinking the kingdom safe, the heroes Valanduil and Bartarius left Kale to try to help Kelerak. Gaidan's rule was short lived, however, as in 8162 the evil hero-assassin Bolg-gatha and his adventuring party The Eye secretly entered the Kingdom of Kale. In a bold maneuver, they invaded the city of Dael and slew its newly named Lord. After a fierce battle, they escaped back into hiding. Thankfully, in the once great capital of Kale City to the south, there was another who was hard at work to ensure the freedom of Kale.

One of the most respected of the noble families in Kale City before the evil occupation were the valiant family Dukalle. Claiming descent from the original Lord Kale himself, The Dukalles were always known not only for great wealth but also for profound generosity. While they suffered

greatly under the rule of the Lord of Pride and many were slaughtered wantonly by his forces, the family lived on mostly because the family Dukalle had been instrumental in Kale's great port trade. Taking great pride in his kingdom's fame and not wanting to risk that fame, Lord Thuldin allowed the family Dukalle to continue its operations relatively unobstructed. Therefore, some of the family survived through the occupation while other noble families were entirely wiped out.

Therefore, when liberation came unexpectedly from the north, the generosity and nobility of the remaining Dukalles helped unify the people of Kale City and give them hope. The current head of the family and central in his family's efforts is the charismatic Milon Dukalle. Milon grew up traveling the trade routes so important to his family's position. From the mighty cities of Dael and Bael in the north to the mines of Bessell and ever southwards to Kale City, Milon traveled alongside valuable shipments of trade goods. This life hardened him as monsters and brigands ran rampant under the time of occupation. From an early age Milon learned that there was a time when a well-placed word would save a man's life and others when a man's life depended on his skill with the sword. Milon's father taught him in the ways of great leaders, and his lessons were often dear bought as the penalty for failure was often death. Milon was a good student, though, and of necessity learned quickly how to use his sword to great advantage and became renowned as a master swordsman. Back home in Kale City, he also quickly learned the importance of using his sharp mind and able tongue to talk himself out of life threatening altercations with the Lord of Pride's forces. The people quickly learned to look to Milon when decisions were needed and he enjoyed widespread support amongst the citizens of Kale City. Thus, after Gaidan's death, the kingdom needed a leader and Milon saw his chance. Ever a man of action with a streak of ruthlessness, he stepped forward in Kale's time of need and declared himself the rightful ruler of the kingdom. Early after Gaidan's assassination,

several noblemen attempted to step forward, but Milon used his charisma and his skill with a sword to oppose them politically or militarily, and he handily dealt with all comers, claiming for himself the title of King. Since these initial skirmishes his rule has gone unopposed and the kingdom of Kale has started to grow again in might under Milon's firm hand.

Daily Life

In peaceful times, the people of Kale (Kalais as they call themselves, or Kalish for the outsider) are perhaps less religious than their eastern neighbors. The average peasant strives to be independent and provide for his family from that which the land provides. Hunting and trapping are necessary skills for all Kalais men, and though farming is also a necessity, meat is usually procured from the abundant game in the forests of Kale. Children are brought up listening to tall tales of supernatural men who wrestle wild boars to submission barehanded and shoot mighty stags dead with a single arrow from a hundred paces. Kale has had a history of strife, however, and the populace is easily turned to prayer when a priest of Bestra or Calbran is about during these times. Thus, Kalais commoners are known for a combination of hero worship backed by an inherent faith in the power of Calbran and his lady Bestra.

Horses are very much sought after as the sign of a wealthy man in Kale, though they are rare compared to other kingdoms such as the plains kingdom of Orland. While horses are not as important for transportation in Kale, they are important for the hunt that is so popular among the Kalais. Most commoners of Kale will never be able to afford a horse, however, and thus perhaps even more coveted than horses are hunting hounds. A man without a dog is a rare sight outside of the cities. These faithful companions offer additional protection when alone in the wilderness and are quite helpful when hunting. Wealthier men often

hunt together and the baying of hounds can be heard for miles as they pursue their prey.

Wheat is the primary crop grown in Kale and is cultivated mostly along the banks of the Dalewash. To the north barley and buckwheat are hardier and thus usually are grown in favor of wheat. The rich farmlands to the northeast in the region of Bael are used primarily for the cultivation of the grapes native to the area. The preferred animal for plowing the fields is the ox, however donkeys and even mules are more common due to the high expense of an ox. Farming crops are more profitable as an export than for one's family's sustenance. Thus, most Kalais stick to traditional foraging and hunting for most of their own food and export their crops to bigger cities for profit, using the money to procure farm animals and tools as well as hunting implements. As subsistence farming is rare in Kale, usually many families will band together to work the fields and will split the profits working together with the transporters' guild to get their product to the cities.

Dangers

Kale has been beset with many dangers throughout its history. Not only have Daven and Kelerak disputed its borders over the centuries, but the Western Wilderness has long been troublesome as well. Wild beasts and wandering monsters have often left the depths of the western forests to attack the human settlements of Kale. More recently, the kingdom of Kale fell to the Lord of Pride, an emissary of the evil forces who seized control of all civilized lands of Farland roughly 400 years ago. During the Lord of Pride's occupation attacks from the wilderness became yet more frequent as evil within the forest grew stronger and less wary of humans. Before the occupation, every year stalwart men would venture into the wilderness to the west and attempt to stake claims there. For some years, the borders of Kale thus were moving steadily west as these men armed with their

preferred woodsmen's axes would repel beasts and lesser monsters who would creep out of the depths of the forested wilderness. However, since the occupation, this practice has been stopped and men have turned to desperately defending their families and thus the traditional homesteading tradition of the men of Kale has become less common and Kale has become a land of forts heavily defended from outside attacks.

Kalais also suffer from diseases such as the Coughing Plague and the Red Plague, as well as other epidemics, though they are much more of a threat in large cities. Disease was a much larger problem during the years of occupation since people moved to the cities for protection. Traditionally, and now once again since liberation, people tend to live apart from one another, and homesteading is common. Traditional customs pertaining to illness require those who become sick to leave others and travel into the forest until they have regained health. Traditional knowledge of wild healing herbs is also widespread. Thus, for many Kalais, disease is less of a problem as in other parts of the world.

Food

Food is a driving force in the life of a commoner of Kale. Foraging brings food to the table more often than farming. Though rich farmlands abound on the banks of the River Dalewash, these fruits of the land are mostly used to feed the populations of the larger cities. A good part of all the crops grown in this area are shipped down river to Kale City. Thus, the average peasant is left to forage for wild flora and fauna and meals are usually a soup or stew, called potage without meat and ragout with meat.

Denizens of Kale are luckier than most in Farland as game is abundant and therefore protein is not as scarce as in other parts of the continent. Rural citizens of Kale are especially lucky in this respect. The many forests of Kale provide plenty of meat to a good hunter. Dairy products are especially prized and while the wealthy and ruling

class are known to have an affinity for cheeses, it is not rare to find a commoner who has never tasted cheese and many haven't even heard of this delicacy. Milk is considered an incredible treat to most and herdsmen therefore are held in extreme regard.

When Lord Kale founded the kingdom of the same name in the year 6560 F.R, an astounding discovery was made to the great joy of the founders of the kingdom. Wild grapes were found growing throughout the region. Lord Kale, (finding their taste much to his liking,) showed great foresight and immediately ordered these grapes to be cultivated in the area around Kale. While these grapes were delicious and unlike anything Lord Kale had ever tasted, they were nothing when compared to the variety of grapes growing naturally to the north near the lake west of Bael. Humans had yet to learn the art of winemaking as wild grapes are rare elsewhere in Farland. The Elves to the north had long known of the superior quality of the grapes surrounding the lake to the west of Bael and its surrounding valleys. As Lord Kale and his followers explored north, they were met by the elves and were taught many things including the art of making wine. The Kalais, having a taste for strong drink, were able to discover the making of port and it is port that Kale is now mostly known for as opposed to fine wines. Kale today is known far and wide for its grapes and the resulting grape juice, port, and rather expensive wine from the region of Bael are known as far as the Dwarven kingdom of Wawmar, where it is especially prized. Visiting dignitaries to Kale are treated to meals of bread, wine, and cheese, a combination hard to come by elsewhere in the lands of Farland.

Laws

Traditional law prior to the arrival of Lord Kale from Daven was unorganized and varied greatly among the various tribes. Common across the lands however, was the custom of dueling, or la lutte. A man, or

woman for that matter, was able to challenge another whom he or she felt had committed a crime, to a duel either to first blood or even to death. Another common way of dealing with crime was the paying of a wergild, traditionally in the form of enough meat to hold a feast for the entire clan. More serious crimes were settled by the payment of a wergild of a horse or in rare cases several horses. What leaders there were often meted out punishment in the form of banishment, and the accused would be forced to go off alone, unarmed, into the forested wilderness to the west, never to return. Lord Kale brought a more modern set of laws patterned much after the laws of Daven, though traditional justice is often still practiced in rural areas even today. The laws as set by Lord Kale and later modified by his descendants and as enforced today by King Milon are as follows:

1. Worship of any evil God, including but not limited to the Dark Walker, whose true name shall not be uttered, is hereby deemed unlawful and punishable by death.
2. All citizens of the mighty kingdom of Kale shall swear fealty and obeisance to the king and his consorts and shall follow all rightful decrees he should wish to enforce.
3. His majesty the king shall moreover have to the right to modify any existing law at any time as he sees fit or implement new just laws at will.
4. In the event of murder, let any man, woman, or child have the right to avenge him or herself. Said revenge must be witnessed by at least two other citizens of Kale. If one wishes to forego this right, the leader of the city-state in which the murder occurred may deal justice.
5. All beasts of burden are only to be sold within designated markets in designated market towns. All sales must be witnessed and finalized by the market captain in such designated markets.
6. Any and all of these laws are applicable to citizens of Kale and only citizens of Kale. Any foreigner in the kingdom of Kale must

declare himself to local authorities within three days of entering the kingdom and will pay a one-time immigration tax of 10 silver per party.

7. Any foreigner wishing to become a citizen of Kale may pay a one-time processing fee of 10 silver directly to the king in Kale City and then his or her application will be considered by the king himself.

8. No baneful enchantments are to be cast upon the citizens of Kale under penalty of banishment or death.

These 8 laws are considered sacred and are enforced when necessary, though individual power is considered one's right, and thus men are left to fend for themselves in many cases.

Towns

The capital city of the kingdom is Kale City to the south. Bael, to the northeast, is second only to the capital in size and fame. It owes its fame largely to the naturally occurring large and luscious grapes found near Lac Marn and now cultivated in all the surrounding lands around Bael. Most other large towns lie along the banks of the River Dalewash. Far to the north almost to the borders of the Belendale lies Dael, a city made famous for its rich farmlands. Dael has also been the historical trading post with the elves to the north, though it has been many years since this trade has prospered. Bares to the west of Dael is mostly known as an outpost of Dael. It grew immensely in size during the years of the evil conquest as men retreated from their homesteads to the west and took up city life. Nice lies to the south of Dael and is another port city on the Dalewash. As it is connected to Bael by road and Kale City, it is one of the most important ports of Kale, as the wine from the Bael region is brought overland to Nice and then shipped south by ferry to Kale City. There is now a near forgotten road leading westwards from Nice. Some say this road once led to an outpost city within the Western Wilderness, and others say that

every fifty years or so elves are seen making their way westward using this ancient road. Most deny that it is even a road, though, these days as it is so badly overgrown. Fort Tres lies to the east of Nice on the edge of the Woods of the Lake, and is a rather large outpost along the road north to Selble and then on to Kelerak and east to Bael. To the east of Nice and Dael and north of Bael, and connected to these cities by road, lies the towns of Nyon and Selble and the outpost of Fort Sont, all trading stops on the road to Kelerak.

Further south along the Dalewash, Camorfor acts as a small port town for the outpost town of Rentes. Though life is perilous in this area due to the proximity of the Western Wilderness, many choose to live in the area, for work is plentiful. Rentes, though small, knows fame for its superior carpenters and woodworkers. Camorfor is also known for its shipbuilding. Fort Rienne lies further south along the Dalewash and serves mostly as protection for the cargoes ferried south to Kale City and on to Daven, and those cargoes originating from the south and traveling north. Fort Rienne is also the port city for the mining town of Bessell to the east. Bessell is located in the hills west of the Kale Mountains, and there iron deposits have been found in abundance and even trace amounts of copper and silver.

Guilds

Considering that Kale is bordered to the west by untamed wilderness, the guild of transporters is very important to the Kalais. Caravans of covered wagons drawn by oxen are the preferred method of travel for anyone traveling long distances. The guild of transporters has headquarters in Bael, Dael, and Kale City. They do a thriving business due to the trade goods that must be transported between these cities. Lesser offices are located in Camorfor and Bessell transporting wood and iron ore. Another similar and important guild is the river-sailor's guild with offices in Kale City, Fort

Rienne, Camorfor, Nice, and Dael. The guild of boatwrights is especially powerful in Camorfor. Ferries are the most common ship built in Kale and use the current of the mighty Dalewash to travel south and are pulled back north by oxen or mules. In Feterville is located the main office of the guild of carpenters and woodworkers. Due to more than a thousand-year history of crafting wood products and the ready availability of wood in the forest to the west, these men have earned great fame as master woodworkers. There is a secondary office in Kale City where they mostly deal in business matters trading and selling their goods. The guild of miners is located in Bessell and nearby Fort Rienne. Smelting is underdeveloped in Kale and most of the ore mined in Bessell is exported to Kelerak and even as far as the distant Dwarven kingdom of Wawmar. The mercenaries' guild has maintained itself for many years, even during the Dark Occupation, as the Lord of Pride provided them with work to supplement his less-than-reliable goblin army. Recently, new work has been found for unscrupulous Kalais mercenaries, as the dark warlord Afej has hired anyone treacherous enough to work for him. These mercenaries have revived the old adage unjustly held among the Kelerites that the men of Kale are liars and betrayers. Lastly, the guild of herdsman has a small headquarters in Fort Tress but mostly herdsman are semi-nomadic and do a rather thriving business traveling in groups from village to village selling the much-desired milk from their goats and cows.

Occupational Realities

When Thuldin the fallen, the Lord of Pride, entered the lands of Kale in 7792 F.R, he concentrated mainly on taking Kale City and assumed full control of that city. He failed to realize the individualist spirit of the Kalais, though, and as long as his under-bosses ensured that port and wine still came south from Bael and ore was still arriving in Kale City from Bessell, he spent little energy

traveling the lands, rarely leaving Kale City. Thus, the individual citizen of Kale never stopped thinking of himself as a free man, at least in his innermost heart of hearts. As the yoke of the Lord of Pride became more oppressive, however, the citizens of Kale turned their minds openly towards freedom and as the generations passed, the fighting spirit they inherited from their barbarian ancestors stirred. Therefore, when the heroes Valanduil of the Belendale and Bartarius Outelion of the northmen came, they were only too happy to help rid their beloved land of the evil that was oppressing them. Always, the Kalais have been a fighting people and as many of them never gave up their barbarian traditions completely, they are easy to anger in times of war. Though the fate of Kelerak to the east is precarious today, and Daven to the south has become a wasteland full of undead, Kale seems to be faring well for the time being. There is no immediate threat to the kingdom, and King Milon enjoys widespread popularity among his peoples. The attacks from the forests to the west have slackened in recent years and there is talk among the peoples of starting once again to slowly move their borders westwards, especially in the area of Fetorville, where wood is always in high demand.

Demographic Information

The total area of the Kingdom of Kale is roughly 28,000 square miles. Roughly 28% of this area is arable land, the remaining area is divided among wilderness, rivers, lakes, and the like.

Kale's population is approximately 1,000,000 persons, 99% of which are humans. The remainder are dark folk, mostly goblins, who live as brigands in the wilderness.

- 26,000 residents are isolated or itinerant.

- 789,000 residents live in 2000 small villages and hamlets.
- 40,000 residents live in 10 towns.
- 45,000 residents live in 3 cities (Kale, Bael, and Dael). There are no large cities in Kale.

Kale supports 2,220,000 head of livestock, 1,496,000 of which are fowl and 704,000 of which are herd animals.

Kale City, Capital of Kale

Areas of Interest (see map)

- 1 King Milon's Keep
- 2 Grand Courts and Gallows
- 3 Amphitheatre
- 4 Jetet Docks and River-Sailor Guild Offices
- 5 Grand Temple of Kantor
- 6 Sunset Inn
- 7 Mansion Quarter
- 8 Grand Temple of Bestra
- 9 Poulen Park
- 10 King's Fair Grounds and Lists
- 11 Baston Prison
- 12 Roy Gate
- 13 Sud Gate
- 14 Mare Gate
- 15 Souci Gate
- 16 Nor Gate
- 17 Lous Gate
- 18 Champ Park
- 19 Artisan's Lake
- 20 Pech Quarter



General Information About the City

Who Rules: King Milon Dukalle, King of Kale

Other Power Centers: The Lord DeCourt, a powerful noble, dares not oppose Milon directly, but he does work to undercut his authority; Doolin, the head of the Artisan's guild, one of the richest men in the city; General Namus, who is very popular among the citizenry.

Population: About 20,000-25,000. The population is mostly human, but a very small population of wandering dwarves has since settled in the city. A few half-orcs also dwell in the poverty of the Pech Quarter.

Major Products: Kale City exports Brandywine, port, and other spirits, products for which Kale is famous. It also exports wheat, fish, and leather goods. Kale City is also a busy port through which all sorts of goods pass from the north and south.

Armed Forces: King Milon keeps a standing force of approximately 500 well-trained knights, stationed in Milon's Keep or in the Baston Prison. In time of trouble another 2000 or more militia men can be called up.

The City: Kale City is the youngest capital city of the human kingdoms. Originally little more than a feudal stronghold, it has since grown into a bustling ship port. Cargo from the north of Kale and from Selfhaven Archipelago is filtered through its port, enriching the city. Kale City even managed more or less to maintain its pre-conquest state during the reign of the Lord of Pride, who took smug delight in making the city as glorious as possible. The strong guiding hand of King Milon and his knights ensures that the economic functions of the city have grown now that it is free.

Large guilds dominate the economy of the city. The Artisan's Guild, the River-Sailor's

Guild, and the Transporters Guild are the most powerful of these entities, and one cannot work or sell anything in Kale City related to their areas of expertise without the express permission of these guilds. Membership is difficult to obtain, but permits to sell or give service can easily be had for a price.

Geographically, the city is dominated by the large Keep of the King, which itself is surrounded by the main market square, the royal Fair Grounds and Jousting Lists, and the Grand Public Courts. The banners that fly from the Keep's parapets are visible from most quarters of the city.

The Pech quarter of the town is an area of poverty. The city's persona non-grata and her poorest residents both find themselves confined to the Pech Quarter. Any remaining half-orcs are obliged to live here. The twisting alleys of this area house the several small thieves' guilds (always wary because of Milon's swift justice), and rumors have even spoken of stray bands of dark folk left over from the occupation, that live in the sewers of this Quarter.

Important Dates for the City (Many are Approximations)

6560--Kale, the second son of King Orlock of Daven, cheated of an inheritance, goes off with his loyal followers and founds the Kingdom of Kale.

6562--Kale founds Kale City.

6602-- A baron from the Kingdom of Kale attempts to found a colony in the Wilderness lands to the West of Kale. Kale receives word that the colony is initially founded successfully and is prospering.

6610--Lord Nicolas of Kale City begins funding buccaneers and raiders to capture Davenian merchants by land and sea. This is at the secret behest of King Girars.

6615--Kale and Daven become involved in a border dispute. A minor war ensues.

6617--All contact between Kale and her Western colony ceases. Kale is too involved in its losing conflict with Daven to investigate and the colony is entirely lost and is eventually forgotten.

6625--The conflict between Kale and Daven is resolved. Daven has expanded its Western border at the expense of Kale.

6983--Daven falls to the combined might of the Eastern Alliance. It is annexed as Western Orland. The Eastern Alliance forces Kelerak to cease trade with Kale; Kale suffers greatly.

7010--Abelard Von Basil, of the royal family of Daven, leads a successful revolt against the Orlandish invaders. The Kingdom of Daven is refounded.

7168--The Eastern alliance, led by Farland, sends troops into Kale.

7169--Kale expels the troops of the Eastern Alliance in the Battle of the Bend.

7170--Farland invades Kale in force.

7172--Kale is defeated at the Battle of Fenmire, but escapes a massacre after one Captain Aurel sacrifices himself so that his

7173--Kale is defeated at the Battle of Kale. Farland and the Eastern alliance besiege the city of Kale.

7175--Kale surrenders and is annexed as a province of Farland.

7179--Queen Sybille Halfelven of Kale, known as the diplomat, undergoes negotiations with Farland.

7190--Farland agrees to withdraw from Kale, partially due to the threat growing to its East in the Wintervale. Kale agrees to pay yearly tribute.

7212--The Coughing Plague strikes in Kale City, causing much death.

7401--The Second Coughing Plague epidemic strikes Kale City. King Breton dies in the plague.

7792--The Dark Conquest begins. An organized force of orcs marches toward the city of Bale.

7793--The force, led by The Lord of Pride, attacks Bale but is repulsed. Later that year he takes the city.

8160--The city is liberated.



men can successfully retreat.

Factions of Kale

Dukalle's Loyalist: This group consists of knights and lords loyal to the new King of Kale. Generally, an honorable faction, and an extremely powerful one, this group opposes the faction of The Lord DeCourt, although not with open force. This group is nearly entirely human.

DeCourt's Loyalists: Consisting mostly of political operatives and courtier, this faction is not powerful in terms of force of arms, but it wields a great deal of political clout. The goal of this group is to advance the personal power of Lord DeCourt, a grasping and greedy nobleman. The members feel that if they can advance Lord DeCourt, they will advance themselves. This group is nearly entirely human, although there is one half-orc male courtier named Denalle who doesn't look like a half orc and who does the group's "wet work."

Guild of Transporters: This guild is economically powerful. Generally aligned with Dukalle's Loyalists, they aren't above working for anyone who pays them, although they do their best to stay within the law. Their leader is a human woman by the name of Ide Du Ligne, a canny and wise person indeed. This guild is mostly humans, but it does accept non-human members, and several dwarves, halflings, and even one half-elf are members. This guild employs spellcasters and mercenaries to protect the goods and persons it transports.

Mercenaries' Guild: An amoral—and sometimes immoral—faction, this guild consists of warriors, sell-swords, and downright brigands, although the occasional honorable member can be found in their ranks. The leader of the guild is an old human fighter by the name of Horus; he used to serve in the Lord of Pride's forces, and the lessons he learned there he has not forgotten. This guild is mostly human, but a

gang of dwarves are also members, as well as a healthy number of half-orcs. They will serve anyone who pays them, but they are rarely employed by King Dukalle. Lately they have been employed by the DeCourt Loyalists as well as by the Dark Baron Afej, in Western Kelerak.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Kale.

The abandoned colony: Immediately before the Dark Conquest, a colony was started in the vast woodlands west of Kale. Contact with the colony was lost after the darkness fell. What happened to it?

Guard the caravan or boat: The transporters guild is always looking for hearty individuals to make sure that its goods get where they are going, and recently attacks by monsters have been increasing.

Choose a side: Recently the strife between the Dukalle and DeCourt loyalists have increased. One side needs to come out on top, but it needs to happen politically. Blood must not be shed unless absolutely necessary.

Contact the elves: The elves of the Belendale have recently made contact with the freed kingdom of Kale, but the friendship must be cemented. Surely the elves will have favors they will ask the PCs to accomplish, and doing so is sure to increase the bond between the humans and elves.

Protect against Daven: Undead have more and more begun to cross from haunted-Daven into Eastern Kale. The border must be guarded, and scouts report some sort of organized undead group approaching.

The Kingdom of Kelerak

Kelerite Feudalism

The archmage Keler conquered the land that was to be Kelerak, literally "The Offspring of Keler," during the Kingdom Wars, subsuming the indigenous peoples into the Easterners that made up his army, or driving them north. He then took his newly conquered kingdom and divided it up, granting the land to his generals, naming them Earls. Keler reasoned that those noblemen who were willing to die in battle for him would also be loyal to him. To become an Earl, however, the former generals had to swear to be loyal to Keler and to support him economically through taxation and militarily through the raising of soldiers. These Tenant-Lords lightheartedly swore their oath and then retired to their new tracts of land to govern them as they saw fit, regarding themselves almost as kings in their own right when it came to their small demesnes.

The Earls, however, soon discovered that the great size of the tracts gifted by Keler necessitated sub-governance, and thus they named Barons to rule sections of their lands. The Barons were also chosen by Keler because they had distinguished themselves in battle. These vassals swore loyalty to the Earls above them in the same manner that the Earls had sworn loyalty to Keler.

Having sworn an oath to the Earls, these Barons, and the Knights they subsequently appointed, were counted as having sworn an indirect oath to the King. It was their job to maintain law and order, and they were counted on to do their job well or be removed from their positions.

At the bottom of the hierarchy were the serfs or peasants; these hapless souls were given a plot of land by the lord above them, and they were legally required to work it.

They could not sell their land or move without permission.

Eventually, however, these Earls grew too powerful. In the year 6080 F.R. the Earls united against King Theobold Keler and nearly dethroned him. The King was ultimately victorious, however, and forever after outlawed the office of Earl, dividing the land into smaller pieces and giving the power directly to the more numerous but individually less powerful Barons, who now became directly responsible to the King himself. The King also retained the power to grant Lordship to his subjects, which he used primarily to raise funds and to secure the loyalty of those he raised to the peerage. These Lords were often granted small tracts of land or villages, but were responsible to the Baron in whose demesne their lands fell. Thus, the Kelerite feudal hierarchy became: King, Baron, Lord, Lord Knight, Knight, Commoner.

Farming dominated the lives of most people in Kelerak's early history and it still does. Most people reside in small farming





communities adjacent to ample farmland. Most Kelerite towns are small and dependent upon the agricultural products of outlying villages; Kelerak does have an abundance of large cities for a Western kingdom, and as such farming is even more important. This is one reason that the worship of Bestra, goddess of agriculture, is so important and widespread.

The ruling class makes up about three to four percent of the population. The ruling class are not all titled nobles; it also consists of educated and wealthy merchant families. These merchants are able to work or buy their way into the titled nobility, and because of their economic success, they are usually richer than those who are born into the noble class. These latter individuals know how to be nobles, but they do not know how to grow or maintain their wealth, and as such their fortunes often shrink while those of the new nobility grow-for a few generations at least.

Many of these newly-minted nobles are important to the society of Kelerak because they are the primary moneylenders. While aristocrats and senior clerics sometimes lend money, most of the capital essential for economic growth comes from these merchants. Nobles and the churches tend to spend their wealth on projects that increase their personal prestige, such as larger mansions or temples, and artworks like statuary, while the merchant-nobles fund ventures like mercantile production, shipping, the mining of iron and other precious metals and the crafting of said metals, and military ventures. These projects keep the economy of the kingdom alive.

Although aristocrats are always eager to keep the nobility as elite as possible, the kings of the green throne see their power to create new aristocrats as a valuable method for maintaining loyalty and adding fresh blood to the somewhat stagnant pool of nobles in the kingdom. In the year 8170 F.R., the Baron of Dragonspur and aspiring king of the Green Throne still gives out noble titles in this way, and few people who

were previously critical of the powers in Dragonspur leave their peerage ceremony without feeling grateful.

Daily Life

The daily life of the average Kelerite peasant revolves around farming. The most valuable farming tool in the kingdom, besides the magic of the clerics of Bestra or of the occasional friendly druid, is an ox. The average peasant family is unlikely to be rich enough to own one exclusively, however, and thus groups of families often band together to purchase an ox which they can all share. The villagers in this communal group often manually help the people whose turn with the ox has not yet come. Much of this manual work is done with the second most valuable farming tool: the plough, which, while preferably pulled by a beast of burden, can be pulled by hand.

Growing crops is a very tentative affair without magical aid and a successful crop is due to much labor and luck. A village with a powerful resident cleric of Bestra is a lucky one indeed, and likely a rich one. One would think that farmers in the summer (the growing season) would have an easier time of it, but the relatively harsh weather at the somewhat Northern latitude of Kelerak makes farming difficult even then. As a peasant is responsible to his lord for taxes no matter what, even a bad harvest will not excuse him from paying them, and he will have to find another way to make up the missing fees. Most peasants do not pay their dues in coin; rather they pay them in crops or some other form of trade. Of course, they can keep what small bit is left of their harvests or profits once they have paid their taxes. Nor can serfs successfully welch on paying, for many estates have a reeve whose job it is to ensure that peasants are honest.

Peasants generally live in wooden-framed houses called Thuck Houses. The walls of these huts are plastered with a mix of mud, straw, and manure, called wattle-and-daub. This mixture, left to dry in the sun once

applied, both adds insulation to the house and adds strength and durability to its wood frame. Although Thuck houses are small, their advantage is that they are cheap to construct and repair. The thatched roofs can be patched with straw, which also covers the floor. There are no windows, as the cost of glass is prohibitive; instead the small holes in the frame are covered with thick pieces of cloth. The entire family, as well as their animals, sleeps in one room. The livestock are brought inside for safety from brigands and wandering monsters. The Orcish taste for horsemeat is well known, but orcs will gladly settle for cattle. Moreover, wild animals like wolves and bears lurk in the expansive forests of the kingdom, and these can take a pig or cow as easily as an Orc could. The loss of any animal would be a hardship, but the loss of valuable animals such as an ox would mean the financial ruin of a family.

Towns depend upon a readily available water supply. If water cannot be easily collected from a nearby river or lake, it is often diverted into a town using a series of small canals; pipes are also employed. Water in towns and cities spouts from a fountain pipe. Because the Church of Kantor teaches that water is sacred, bathing is not as much of a rarity as it is in other kingdoms, especially for the rich. A rich person might have a bath one or more times a week, but certainly any bath, once drawn, is used by every member of a household, even a rich household. Kelerite peasants tend to bathe monthly or bi-monthly, but face and hand washing is quite common. Public bathing is a custom adopted from Farlandish culture, and large cities, like the famous Dragonspur, offer public baths, called "Shivers" because of their temperature, to those who can pay a tin penny for their use. The Shivers, however, also attract thieves from the powerful Thieves' Guilds who steal what they can when the victims are disrobed and when it would be embarrassing to pursue a thief. Many still do, though, and many times the inhabitants of a town have laughed at the sight of a naked man chasing down a thief.

Dangers

Besides the threat from famine, diseases (such as the Coughing Plague), and wolves or bears, there are worse things that must be dealt with. Undead are a rare source of danger. Most villages have long taken precautions upon the death of a citizen designed to ensure that the person does not rise again after death. These superstitions and religious rituals are more or less effective (some more than others) and most villages do not have problems with undead, but sometimes evil spirits from the Cold East do manage to infest the corpses of villagers, causing them to walk again. Thus, villages are often on the lookout for signs of undead, such as collapsed graves, holes near graves, and people who are inexplicably sick. If a village is infested with undead, the villagers turn to the clergy, a resident paladin, or a brave villager or watchmen to combat the menace.

There is also a threat from wandering monsters. This is also a rare danger, since the kingdom's borders tend to be generally secure. When a monster is discovered, however, villagers turn to the same adventurous individuals to combat the beast. In times of trouble, adventurers' guilds are often founded to serve as protectors of the towns (for pay of course). As the threat is usually ended quickly, either by the guild or armed intervention from the local knight or baron, these guilds often disband as quickly as they are formed.

Food

Most people in Kelerak provide for themselves, finding or growing their own food. Bread is a universal staple. People prefer white bread made from wheat flour. However, only the nobles or the upper class are able to grow the wheat necessary for white bread. Growing wheat takes soil that has been richly fertilized with manure--an expensive proposition--so peasants generally grow barley and rye, crops which thrive in poor soil. Rye and barley produce a

heavy, dark bread called Kraton bread. If the harvest of rye and barley is weak, the average serf will throw into his bread dough almost anything he can scavenge, including peas, beans, and acorns.

As well as bread, the people of Kelerak eat a great deal of pottage, a soup or stew made from oats. The types of pottage eaten in Kelerak vary depending on the local tastes. In western Kelerak, the villagers like to add beans and peas, while in the eastern parts of the kingdom different vegetables such as turnips and parsnips are preferred. Leek pottage is popular in the south, but the specific ingredients of this stew depend on what the serf's private garden has yielded.

Most of the meat that peasants eat comes from pigs. There are many advantages to these creatures: they can forage for themselves both in summer and winter, and they can eat almost anything organic. They fatten up on acorns from the forest, a free and plentiful food source. Hence, pigs are inexpensive to keep. Most pigs are free-range, and it is a common site to see a group of pigs wandering about the town square of a Kelerite village as if they own the place.

Peasants also consume mutton when they can get it. But sheep and lambs are often thin, small creatures, the choice animals generally having been taken by the Orcish masters during the occupation, and the leftover meat is not highly valued. Only now in the year 8170 are the flocks of sheep in Kelerak beginning to recover. The serfs consume every part of a sheep, even using the blood left over from butchering to make a dish called Kantor's pudding (blood, milk, animal fat, onions, and oatmeal).

Wildlife such as rabbits, turkeys, and deer are plentiful in Kelerak, and one might think that peasants could feast on these animals at their leisure. Hunting these animals would be a grave mistake, however, for these creatures are the property of the local lord, and hunting them is illegal. Many villages do, however, receive permission to hunt "lower" animals such as hedgehogs and squirrels.

Peasants are generally also allowed to fish from their local river, as long as they only harvest grayling, dace, and gudgeon.

Because many villages grow up near rivers, fishing is a ready supply of food even in the leanest times. Trout and salmon in the river, though, are property of the lord of the village, who also keeps a fish-pond on his estate stocked with trout. Woe to the peasant who dares steal fish from his lord's pond.

Serfs usually drink water since the rivers have remained more or less unpolluted. Besides water, villagers also drink milk, mostly goat milk and more rarely cow milk. Peasants would prefer to drink beer or ale, but the average peasant can only acquire it on special occasions, because brewing these drinks is a time-consuming and difficult task. The barley in the mix must be soaked for several days and then painstakingly germinated. This creates the malt. The malt is then dried, ground with a pestle, and fermented in hot water. Only then can the ale or beer be consumed. The average peasant cannot sell homebrewed beer without a license. To get permission to sell ale during market day, for example, one



needs to apply to the local merchants' guild for a permit.

Food for the rich and poor vary considerably, as would be expected. The rich eat more meat and fruit, and they generally eat more richly. One will rarely encounter a fat peasant, but among the nobility, excess weight is less rare.

Laws

Here is set down what Keler, first king and founder of Kelerak, established in consultation with his magnates after the conquest of his new lands. These are the general laws that apply to the entire kingdom, but individual barons often impose their own additional laws.

1. The worship of The Dark Walker under any incarnation is hereby decreed unlawful and punishable by death.
2. It is decreed also that every freeman shall affirm by oath and compact that he will be loyal to the Green Throne both within and without the bounds of Kelerak, that he will preserve the lands and honor of the throne with all fidelity and defend the throne against its enemies.
3. It is willed, moreover, that all the men of Kelerak shall be protected by the king's peace and shall dwell in quiet. And if any one of them shall be slain, let the lord of his murderer seize him within five days, if he can; but if he cannot, let him pay the throne 46 pieces of silver so long as his substance avails.
4. And let there be no unlawful casting of magics, bewitchment, or ensorcellment of any sort. Magic may only be cast beneficially and it may never influence or affect a person of Kelerak against his will on penalty of death.
5. It is forbidden also that any live cattle shall be bought or sold for money except within cities, and this shall be done before three faithful witnesses; nor even anything old without surety and warrant. But if

anyone shall do otherwise, let him pay once, and afterwards a second time for a fine.

6. This also is commanded and willed, that all shall have and hold the law of the king in respect of their lands and all their possessions, with the addition of those decrees ordained for the welfare of the Kelerite people.
7. Every man who wishes to be considered a freeman shall be in pledge so that his surety shall hold him and hand him over to justice if he shall offend in any way. And if any such shall escape, let his sureties see to it that they pay forthwith what is charge against him, and let them clear themselves of any complicity in his escape. Let recourse be had to the courts. And those who ought of right to come and are unwilling to appear, shall be summoned once; and if for the second time they refuse to come, one ox shall be taken from them, and they shall be summoned a third time. And if they do not come the third time, a second ox shall be taken from them. But if they do not come the fourth summons, the man who is unwilling to come shall forfeit from his goods the amount of the charge against him -- "ceapgeld" as it is called -- and in addition to this a fine to the king.
8. The sale of any man by another outside the country is prohibited on pain of a fine to be paid in full to the throne.
9. It is also forbidden that anyone shall be slain or hanged unlawfully for any fault. And this command shall not be violated under pain of a fine in full to the throne or upon repeat offenses he himself shall be put to death.
10. Further, it is willed that any non-human wishing to dwell within the realm of Kelerak shall sue for permission to do so and a tax of 4 silver pieces per year shall be levied for this special allowance.

Towns

Kelerak has a few cities and towns, but it is largely a kingdom of villages. Most people

are village serfs, but religious centers attract pilgrims, and several, most notably Bestraville, have developed into larger communities.

Outside of Dragonspur City and Wyvernia, the largest towns in Kelerak are the fishing cities of West and East-of-Sky, and the religious center of Green City. Because they lie on trade routes or near bountiful natural resources like the Lake of the Sky, these towns attract merchants and traders of all sorts. Green City, of course, attracts pilgrims.

The big market fairs always attract more people to the towns of Kelerak, and as these fairs generally take place in spring or summer, the population of the cities and towns greatly increases during these months.

Besides trade routes, communities organically spring up near large water supplies such as rivers and lakes. Besides water, another pressing need is defense, and many communities, especially the wealthier ones, are enclosed in wooden palisades to keep out brigands, raiding dark folk, and wandering monsters. Cities such as Dragonspur and Wyvernia have stone walls that serve the same purpose, but towns generally cannot afford the expense of constructing walls of stone. The great Dragonspur Wall was breached in the Dark Conquest and parts of it were leveled by the dragon Skywing. It has never been rebuilt, as the Lord of Lust did not see it as a priority.

As trade is the life-blood of many towns, local lords strive to make the community friendly to merchants. After all, these merchants pay taxes and thus enrich the coffers of the lord. Taxes are collected by a sheriff. Because many townsfolk are illiterate, however, the system is rife for corruption. The solution to this corruption is a charter. A charter gives towns the right to collect their own taxes, thus circumventing the problem of corrupt sheriffs. Charters also commonly provide for

a court of law so that legal issues can be settled locally.

Towns are rather dirty, because people often empty their privy pots into the streets, and they throw their trash into the gutters as well. This practice spawns multitudes of vermin, such as rats, carrion crawlers, and worse. Moreover, the unsanitary nature of the cities also causes plagues, although the villagers do not realize this fact. The free-roaming pigs do their best to dispose of the refuse by eating it, but they cannot keep up with the volume.

Fire is an ever-present danger in Kelerite towns, as most communities are constructed almost entirely of wood. There are no street lamps in most towns, because of this danger; Kelerite towns lack the common Continual Flame street lights found in the Kingdom of Farland. Hence, wandering about in a large town at night can be a dangerous proposition, because of the thieves that exploit the darkness. This causes travelers at night to carry open torches, which can prove to be disastrous.

Construction in a Kelerite city or town is expensive, because land is at a premium. Thus, many Kelerite houses have a small ground floor and upper floors that expand outward as they get further from the ground. This is a method for reducing costs, but the overhanging houses often block the sun when one walks down a city street.

Kelerite Guilds

As in most feudal societies, guilds are very important in the economic life of Kelerak. A guild is a collection of artisans or craftsmen who form a union to ensure quality of production and fairness of prices, and to keep competition down. Guilds appoint marshals to see that members do indeed maintain their quality and that they do not overcharge or undercharge. Members violating these rules suffer various penalties, from paying a fine, having to do the work over for free, or being expelled from the guild. Since one needs a license from a guild

to conduct business in a community, expulsion is a grave punishment. Guilds are not entirely punitive, however; they also see after the families of sick or deceased members.

Achieving membership in a guild is considered an honor, and it is not an easy task. First a potential member must serve as an apprentice for some 15 or more years. During apprenticeship, the young man is expected to remain single, to work only for room and board, and to give up any leisure time. In return, the youth is instructed by a master craftsman. Upon completion of the apprenticeship, the person is made a journeyman guild member. He now works for a wage in hopes of saving enough to start his own business.

As mentioned, only members of guilds or their licensees can sell their wares within the community. The exceptions to this, though, are market days. During market days, non-guild members may engage in business, as long as they remain within the designated market square. For this reason, market days attract great amounts of people from the surrounding countryside.

Unfortunately, Kelerak inherited from the Eastern Kingdoms the tradition of powerful thieves' guilds. These organized crime syndicates vary in power depending on their membership and the personal power of their leader. They engage in very many illegal activities, ranging from extortion through stealing and fencing to assassination.

Occupational Realities

It was fortunate for Brathelathor the disorganized Lord of Lust that the feudal system of Kelerak had been firmly in place and running smoothly for over a thousand years. The Lord of Sin changed little about the system; he merely substituted himself as King and his Orcish War bosses, or Hoths, as the Lords of the system. Of course, the average Orcish foot soldier, or dog, enjoyed a station above any human serf or peasant

in the Kingdom. Acts of rapine and violence by the foot soldiers were only moderately discouraged and became somewhat commonplace.

The Lord of Lust also rewarded his commanders with the land of the conquered Kelerite, slaying and taking the manors and castles of the original occupants. Some of these occupants became serfs or slaves, or were slain. Other noble families retained their station, after offering a substantial bribe as well as swearing allegiance to the Lord of Lust.

The Deadly Lord also began cultivating Lotus and selling it very cheaply to the populous as an easy method of enforcing docility on large masses of people. This strategy was never very successful, however, and once the kingdom was liberated, the production of lotus was all but stopped by unanimous consent. However, the lotus-addicted beggar lolling in the street is still an unfortunate sign of the Dark Occupation.

For the average citizen, life under the Dark Occupation became nearly unbearable as he now had to contend with less land, the rampages of Orcish soldiers and the incessant in-fighting between the Orcish bosses, and the corruption within the system. And while used to serfdom, the idea of being owned by an orc boss added to the humiliation of the population. These terrible living conditions only ensured the existence of a healthy resistance in most cities or towns.

Once the kingdom was liberated, many of the barons attempted to reinstitute the ancient feudal system-- with themselves at its head. This civil war, coupled with the looming threat of reoccupation from the Dark Forces in the East, is causing Kelerak, for the first time in its long existence, to face the possibility of extinction as a kingdom.

Demographic Information

The total area of the baronies that used to make up the Kingdom of Kelerak is 30,000 square miles.

The total current population is approximately 990,000 persons because of the harsh realities of the dark occupation. This population is much less than the approximately 2,000,000 inhabitants the Kingdom can and did support in its heyday. Roughly 98% of the current population is human. The remainder are dark folk, like orcs and goblins.

- 21,080 residents are isolated or itinerant; many of these are dark folk.
- 805,820 residents live in 1958 villages.
- 69,400 residents live in 12 towns.
- 49,700 residents live in 6 cities (East and West-of-Sky, Green City, Wyvernia, Jacob's Rock, and Dessingrove). 44,000 residents live in 1 big city (Dragonspur City).

Kelerak currently supports 2,178,000 head of livestock:

- 1,481,040 fowl (e.g. chickens, geese, ducks).
- 696,960 dairy and meat animals (e.g. cows, goats, pigs, sheep).

Great Barons of Kelerak

Baron Oliver Goldcrown

Master of East-of-Sky, Warden of the Middle Wood, Beloved of Bestra, Fisher's King

Even before the Days of Liberation, Kelerak was beset by bitter feuds among its nobility. The Goldcrowns of East-of-Sky and the Danubes of Jacob's Rock had one of the more intense rivalries, in no small part due to both having retained their positions at great expense after the occupation by the Lord of Lust, though admittedly this subordinated them to the Hoths that truly ruled their domains. The competition between them reached its peak when Zebet, Hoth of East-of-Sky, declared war on Alzuril, Hoth of Jacob's Rock.

In 8157 FR, Barons Jason Goldcrown and Gregory Danube met secretly to plot the death of the Hoths, loathing them even more than each other. Their scheme might even have worked, had it not been for one of Gregory's many illegitimate sons, George by name, a blasphemer and secret warlock who gave praise directly to the Lord of Lust instead of Vornoth. The erotic forms taken by this praise were perversely pleasing to the Lord of Lust, who often permitted the young man to summon his pleasure devils for more intense sessions of devotion. Conspiring to oust his father, George sent imps under cover of invisibility to spy upon him, learning of his meeting with the rival Goldcrown. As a result, both Barons were imprisoned and, eventually, mercifully executed.

As reward for this service, George was given control of the Danubes, delighting now in lording over those who had previously spurned him. In response, the very first act of the new Baron Goldcrown, Oliver, was to personally lead a force to the Danube estate outside Jacob's Rock, abduct the women and children, settle them in his own household and decree the end of hostilities between the pure bloodlines of the families. Incensed by both insult and losing his prime source of amusement, George Danube swore to make Oliver Goldcrown's death last ten times as long as his father's. Hoth Zebet was naturally delighted by all this, applauding

Oliver's bold initiative in the war against Hoth Alzuril.

After the Lord of Lust was defeated and the Hoths driven out or slain, the nobles that had served under them had to fight to prove they were free of corruption. In a shocking turn of events, Oliver Goldcrown was found to have a personal shrine to the Lord of Lust and a great many forbidden texts in his chambers, and a magical study revealed a potent evil aura about him. In truth, this was part of the elaborate revenge of George Danube, aided by the demoness Lilith, who had simply switched the belongings of the two patriarchs. George Danube was exonerated of all crimes, declared the new lord of the region and took on the grim duty of executing the last servants of the Hoths.

For the next five years, Oliver Goldcrown, rightful baron of East-of-Sky, was believed dead, though in fact he had simply been imprisoned in the deepest dungeons of Lord Danube. At last, in 8167 FR, a band of heroes in the employ of Yedus Anglarond, found proof of George Danube's evil nature and released Oliver Goldcrown from his prison, then confronted the vile lord in his court. Knowing when the game was up, Lilith retreated from the board, taking with her the protections she had bestowed upon George, who was swiftly put to death by Oliver.

Since his reinstatement as Baron of East-of-Sky, Oliver Goldcrown has developed a reputation for being, in charitable terms, a bull-headed, mulish, intractable, unrelentingly tenacious fool. Many suspect it was only through this that he survived the horrors of being a prisoner of George Danube, though none are so foolish as to question him about that time. When he sets his mind to something, Oliver is harder to move than a mountain.

This has proven to be something of a problem for Felix ack-Heathcliff, high priest of Kantor, for Oliver has set his mind on

highly reactionary and conservative policies that Felix believes work well only on curtailing expansion of East-of-Sky. The utmost subtlety is thus required for him to mitigate these negative policies, for he is opposed by Jacob ack-Simore, a wizard of no small power who serves Oliver wholly and unquestioningly, having once been a prisoner of George Danube himself.

In the wider political world, Oliver is closely allied to Baron Gregory Danube, son of the old Baron Gregory, who he reinstated to the family's rightful holdings in Jacob's Rock. Both having lost their father and position to the treachery of George Danube, the pair are said to have pledged themselves to eternal loyalty and brotherhood. He is staunchly opposed to either of Lords Felmund or Starsul having control of Wyvernia, citing lack of heritage.

Marius Sonnesberg

Duke of the Eaglesreach, The Silver Duke, Gatekeeper to Anaria, Loather of Pumpernickel

Marius Stephan Johann-Claude Sonnesberg XII, born in 8103 FR and heir to the old barony of Eaglesreach, was noted from an early age to be afflicted with the curse of eccentricity. During the infamous reception of 8110 FR at the temple in Eagle Grove, he loudly commented on the ugliness of the then-little-known Tamarrik's scars. Rather than strike him down for his insolence, the great oluk had laughed and claimed the boy showed more courage with his honesty than any dozen soldiers he had killed in battle.

With this dubious endorsement behind him, Marius was given far more leeway than otherwise he would have received, developing a reputation as a diplomat's bane and often being referred to as 'the Mercurial'. Bouts of screaming rage were followed by periods of intense melancholy,



occasionally interrupted by exuberant and flamboyant displays of wealth or skill, or outright lunacy. Upon replacing his late father as Baron Sonnesberg of the Eaglesreach in 8132 FR, his first decree was the outlawing of death, upon penalty of total seizure of assets by the family of the deceased - which had, of course, made him beloved by the people for safeguarding their belongings. Initially less pleasant was the tax he enforced on any man who wore a mustache in the Kalish fashion, although this was made quite amusing by the discovery later in the year that the Baron was refusing to shave and now only taxing himself.

Despite these and many, many other oddities over the years, the Baron remained in power, avoiding death or deposition with the uncanny fortune gifted to the mad - and by the prowess that the mad are never thought to have. When the Anarian raiders surrounded Wyvernia in late 8134 FR, he rode alone to challenge their leader to a duel, only after his victory revealing his tutelage in the art of war by Tammarik the Reaver. He ended Kelerak's seven-year drought in 8145 FR by offering his peers the chance to sell their fire mages to him and thus remove an elemental threat to the return of the rains, then immediately marched his new army through Anaria to melt the snows capping the Northern Teeth. When in 8150 FR the Lord of Lust announced his intention to annex Anaria and to use Eagle Grove as the staging point for the invasion, a decree that would effectively cripple the Eaglesreach, Marius supposedly sent mercenaries to rouse the Black Drake of The Fells, forcing the army to turn about and deal with this threat, though of course, this was never proved.

When the Days of Liberation came, Baron Marius Sonnesberg XII was visiting Kale City. It is still unclear how he survived this time, being a very visible public figure prone to leaving his bodyguards at home, but upon

his return to Kelerak in 8164 FR, was greeted with much the same hostility from the emergent barons as from his earlier peers. As one of the last nobles to have served under the Lord of Lust - and more importantly, one of the militarily weakest still standing - his position was a tenuous one. With the clarity of his madness, he proclaimed the Eaglesreach to be a vassal dukedom of Kelerak as a nation, thus making him a prize to be won by, instead of a political threat to, the feuding barons.

Now approaching his seventieth year, Duke Marius Stephan Johann-Claude Sonnesberg XII has almost retreated fully into his estate, greatly slowed by age and exhausted by the infighting of his peers. He emerges now only to participate in the mass prayers held at Bestra's reconsecrated temple in Eagle Grove, poorly disguised as a pilgrim dressed entirely in silver robes. Not fooled in the slightest, his people look to their Silver Duke as a good master, the genial nature of his lunacy endearing him to them over the conniving, savage ruthlessness of the barons.

Marius Sonnesberg is on relatively neutral terms with the majority of the nobility. Most are content to wait until he dies to claim his heir-less holdings, though some of the more impatient look on his young wife with concern and lust both. However, Lord Russel Starsul of Green City has nothing but uttermost hatred of him, for the most consistent aspect of Marius' madness has been the belittling and disrespect of him for the last decade. Interestingly, Lord Starsul has not issued any challenge, leading some to speculate he still fears the memory of Marius in his prime.

Lord Damion Felmund

Lord of Wyvernia, Herald of the Spur, The Son of Moonlight, Dragonslayer

It is a rare thing to see a member of the nobility upholding the ideals of the land, placing their own life on the line if need be. For brothers Damion and Zachary, of the newly ennobled Felmunds, it had long been a way of life. Zachary, the elder, had run with trafficking guilds since he was a boy, working his way up the ranks with brutal efficiency until he was able to direct the flow outwards, permitting many to escape Kelerak into the relatively safe lands of Kale or even Anaria. Damion joined the Sons of Moonlight, a band of warriors that struck at vulnerable servants of the Lord of Lust along the roads to Dragonspur -- and, cunningly, did not hide anywhere near the Lake of the Moon.

Their secret lives were difficult to keep from the rest of their family, or from spies of other nobles and the Lord of Lust. On one notable occasion, Damion had needed to persuade the Sons of Moonlight to attack the heavily defended prison convoy carrying his brother, among several other lesser nobles suspected of treason, with the apparent aim of killing him and thus proving his loyalty. On another occasion, Zachary arranged for his thugs to ambush the spymaster of Wyvernia's then-ruler, Drake Rose, to prevent him from informing on one of Damion's hideouts within the city itself.

Ultimately, when the Days of Liberation came, the brothers were able to reveal all they had done over the years. To this day, Damion regrets the eagerness with which they did so, such that he commissioned a private shrine to Janora, Mother of Fate, for him to beg of the goddess for answers. For the outcome of their revelations easily might have been foreseen, had they only been less hasty. The Lord of Lust was defeated, his brutal Hoths slain, his armies scattered - and very few of his agents uncovered. The brothers had made a great many enemies and in post-occupation Kelerak there was

little in the way of protection for nobles, many of whom were highly suspect figures.

In 8164 FR, the Felmund estate was razed to the ground, its very foundations torn from beneath it by a white dragon, awoken from its ancient sleep by the chaos witch Ishiree Blackhearted, one of the last great servants of the Lord of Lust. Fortunately for them, neither Zachary nor Damion were within its walls at that fateful hour, or else they too would have perished with the rest of their family. They rode up in time to witness Ishiree slaughter the last brave soldiers who had dared investigate the sound, before dragonbreath buried the ruins in a blizzard.

Zachary, ever practical, ever ruthless, dismounted and slashed his horse's flank, the chill winds carrying its screams and the smell of its blood straight to the dragon. Whilst it was distracted by the unexpected meal, Zachary circled around and charged the chaos witch, knowing her magic was by far the more dangerous threat to himself and to Kelerak as a whole. Damion, for too long accustomed to heroics, was thrown into confusion by this and hesitated, torn between following his brother or fighting the dragon, before the choice was made for him as the great monster roared its fury, panicking his horse and causing it to throw him.

The vast jaws descended on the fallen warrior to lift him from the earth as if he weighed nothing. Powerful muscles forced him down, swallowing him, pressuring him from all sides and making his sword useless. Acting on instinct, Damion drew his dagger instead, plunging it into the soft flesh at his side, twisting it hard with each new convulsion and cutting a terrible wound down the length of the dragon's throat. With each muscle spasm, trying to dislodge this now-painful morsel, the dragon aided in its own demise. At last, it began to thrash in its death throes, before finally it stilled. Damion, on the verge of death himself,

crawled free to see the body of Ishiree, crushed by the dragon as it died - but also the body of Zachary, split apart by the witch's obscene sorceries. He lay down by his brother's side and wept until he had no more tears to shed.

As something of a folk hero, Damion Felmund was a natural choice to replace the corrupt Lord Drake Rose as the baron of Wyvernica. His deeds both during and after the Dark Occupation made his name famous throughout the lands, though most of the tales told, or his involvement in them, were greatly exaggerated by the bards. However, his reputation as a dragonslayer was never disputed, for it was the only event he refused to discuss, save for during his annual remembrance to his late brother Zachary.

Damion is currently attempting to rectify the many grievances caused by Lord Rose's dereliction of duty, but is actively hindered by his only serious rival, the Baron Russel Starsul, who openly admits to coveting Wyvernica and decries Damion as little more than a sword-for-hire far above his station. A more lasting concern, however, is the need to have nearly all decisions vetted by the Archbishop of Kantor, Hector Ack-Thelmund, perhaps the most politically powerful individual not himself a noble and a truly impossible busybody.

In the long term, Damion Felmund hopes to see the barons and lords unified in loyalty to the Green Throne, even if he himself does not sit upon it. He is one of the very few who made the journey to Dragonspur for the express purpose of swearing fealty to Lord Naglor Osbern, who Damion views as perhaps the only man capable of returning Kelerak to its former glory.

Lord Russel Starsul

Baron of the Greensreach, Flamgart's Passion, Purifier of Sin

Go then, o licentious maggot, from my sight! Crawl back into that repugnant cesspit of decadence and self-gratification from which you were birthed, though I shudder to think that may be a reward for such as you! You dare raise your voice in protest? Why, the audacity, when all here have heard your boasts of conquest! What depths of depravity are too low for you to plumb, o priest of perversions? No, no, answer me not, for it would offend more than our flawed, mortal ears - sweet Bestra would weep to hear of your abominable ideology! Aye, Heshtail himself would be most sorely tempted to turn from your vileness! Ah fellow citizens, surely we see here those who long for the return of a Sinful Master!"

As righteous exhortations go, the above remains one of Kelerak's most infamous, bellowed to Lord Astarian Quentin as he left Dragonspur's Pink Lotus Gentleman's Club - an extremely exclusive brothel catering to the unique tastes of the nobility - by a young street preacher in late 8165 FR. When Lord Quentin's bodyguards attempted to detain the man, perhaps to ensure he resisted arrest or attempted murder, the enraptured crowd immediately moved to shield him, though at his word they reluctantly parted so as not to have their blood spilled for him. It was then he revealed himself as Russel Starsul, only months before bestowed the prestigious barony of the Greensreach.

Russel Starsul first came to the attention of the standing nobility when he stepped up to the pulpit in Flamgart's newly reconsecrated church in Green City to confront the priest, who had been caught in a compromising position with several of his younger parishioners, but escaped punishment by invoking benefit of clergy. Enraged by this flagrant abuse of justice, Russel verbally

scourged the errant priest, pausing only due to shock when the man invoked Flangart to defend him. Russel recovered his wits swiftly enough, seizing the blasphemer and taking him to the halls of justice, before returning to the temple to preach his own message to a delighted audience.

In those uncertain times, the near-savage conviction he held made Russel intensely popular and enormously influential. Nobles and peasants alike would seek him out to listen to his demands, for pleas they most certainly were not, to cleanse Kelerak of the evils that still hid within some treasonous souls. He was heralded as a prophet and visionary, unafraid of the retribution that the unseen servants of the Lord of Lust might visit upon him. Indeed, several attempts were made on his life, only to be foiled by the numerous devotees that surrounded him at all times, eagerly giving their lives for him until his well-armed and well-trained mercenaries cut down the assassin.

It was in 8164 FR that Russel was made a full lord of Kelerak in recognition of his services fighting the remnants of the Dark Occupation, only to be granted his barony barely a year later. The rapidity of his political ascent did not go unremarked by the few genuine enemies he had, but they could prove no wrongdoing, certainly not without exposing themselves to Russel's outraged scrutiny in return. Most of them would later abandon their efforts to discredit or otherwise denigrate him, placing their hopes in his own tireless ambition-- particularly in the amount of time he spends away from his own barony and living in Wyvernia with intent to take it over.

Russel Starsul desires the Green Throne, even holding his head high before Lord Naglor Osbern and making this admission to the man's face, triumphantly declaring himself the most honest of Kelerak's nobles

for not lying about his intentions. Having whetted his tongue like a blade in Green City, walking secretly among the pilgrims and priests, Russel is a master orator with a true gift for capturing the imagination of his listeners.

He has a singular rivalry with Damion Felmund, the Baron of Wyvernia, for it is that position that Russel seeks to obtain next on his path to the Green Throne. This impersonal competition, however, is wholly eclipsed by the apoplectic rage that consumes him where Duke Marius of the Eaglesreach is concerned. The only occasion at which both were in the same room was also notable for being the moment when Russel Starsul's speechcraft was replaced with wrathful, unintelligible nonsense.

Baron Harald Thodricsson

The Eternal Baron, Lord of Dessingrove, Patron of the Eldest Hame, Timesbane King

Born in 6538 FR, Harald Thodricsson is perhaps the most unusual of the lords of Kelerak, not least for belonging to the Rindar people of Anaria and, even once joining the ranks of its nobility, not so much as speaking the language. As with many of his kin, Harald was a hunter and raider, plundering the wealth of the weak and reveling in the stories of his fellows. Such is the way of the true Anarian, he thought, until one day he led his band too far south, seeking lands as yet untouched, reaching as far as Dessingrove in the far southwest of Kelerak.

There, on the borders of the Elk Forest, he encountered a fell elk spirit that slaughtered his men, leaving him bloodied and broken and thirsting for revenge. Through sheer determination, Harald fought off death and cared for his wounds as best he knew how, surviving off the land as only an Anarian

could. Eventually, he was healed enough to journey into the forest, hunting the fey entity that had brought him to the very precipice of oblivion. During this hunt, he encountered many peculiar totem poles, decorated with elk antlers and pictographs, all of which he showed obeisance to, knowing the value of respecting one's enemy. He would later learn that this had saved his life again.

Watching his progress through their territory, the Proud fellow hositans were increasingly pleased by his honor and his tenacity, choosing to overlook his trespass. Eventually, more than a year later, they revealed themselves to Harald, accepting him into their ranks and teaching him that his foe, a corrupt manifestation of the wards imbued into the hositans' own totems, could not be defeated by mere force of arms. The hositans themselves were exempt from its wrath, but their religion forbade direct interference - so Harald learned well, eager to avenge himself and his dead kin, until he knew the rituals necessary to awaken the magic of the totems and again set out on his hunt.

Weeks passed as Harald invoked the ancient energies of the totems, binding them to him and giving him the strength to face his enemy, finally summoning it to him at the culmination of his quest. Their battle lasted twelve days and twelve nights, neither tiring and neither giving ground, until Harald at last triumphed, only then to learn the terrible price of his victory. No mortal could have survived such an ordeal, but the cleansing of the totems had ensured that Harald, his life bound up with that of their magic, was no longer fully mortal. Much like some of the great undead, his soul remained tethered to the world with the totems as his phylactery.

In the years that followed, Harald's initial exuberance at his newfound immortality quickly spoiled. His remaking had made

him an extension of the Elk Forest, feeling every pain and terror within, from lowest beast to noblest Proud fellow to the ambient magics trying to withstand corrosion from the growing power in the distant Wintervale. However, unwilling to destroy the only wards of his hositan friends merely for his own sake, Harald elected to stand watch over the Elk Forest himself, soon to become known as an undying warrior of the region.

Although a deathless lord, Harald Thodricsson is a far cry from the typical fiendish villain who sought eternal life. Centuries of martyrdom in service to the Elksreach have forged the fragile web of his mortal ambitions and prejudices into an impregnable lattice of morality. On being granted the barony of Elksreach in 6890 FR, he proceeded to make it one of the most peaceful and law-abiding regions in all the western lands, to thunderous acclaim of his people.

It is a great shame then, that this hero is a prisoner in his own land. The necromancer Jaef of Kale, hidden power behind its throne, had begun orchestrating an invasion of Kelerak in 7470 FR. Knowing Harald to be his first and greatest obstacle, Jaef used all of his art to create a necrotic poison that would cripple, but not kill, the Eternal Baron. Harald fell into a coma, wracked with agonies that kept him just barely alive and, crucially, unable to defy Jaef.

Fortunately for Kelerak, internal troubles kept Jaef occupied for the next twenty years, until he was briefly slain by the Band of Five. However, upon his return and establishment in Dessingrove, the renamed Ajef the Black made it a gleeful priority to take the comatose Harald Thodricsson and mount him above his throne, as a gruesome reminder of the power the necromancer wields, even over other immortals.

Dragonspur City, capital of Kelerak

Areas of Interest

1. Holy Rest Cemetery
2. Keler's Bridge
3. The Dragonspur. On its pinnacle sits the Fortress of the Spur. Three-quarters of the way up the steep road that climbs the spur sits the huge Dragon Statue, wings spread.
4. River Road Black Market district. Here can be found lotus and other drugs, whores, contraband, and weapons.
5. Dragonspur Thieves guild.
6. The Overgate. There is a toll-tax to enter.
7. The docks.
8. Red light district.
9. Hold of the Black Blade Orcs.
10. Smith's guild.
11. Cooper's guild.
12. The slums.
13. Merchant's way. Here can be found mostly every sort of good that is readily available in the west, except weapons and armor.
14. Rich section.
15. Bloody Head Inn.
16. Hold of the Wolf Goblins.
17. Irongate Prison.
18. Manor home of Yedus, Court High Mage.
19. Lotus Street Theater.
20. Temple of Heshtail.
21. Headquarters of the City Guard, the Spur Elites.
22. Temple of Kantor.
23. Temple of Neltak.
24. Temple of Bestra.
25. Temple library of Dekk.
26. Manor home of Turstan Quentin.
27. Keldin's Menagerie. This is a famous zoo and museum.
28. Newly founded Court High Mage's College. One must officially join the





- Dragonspur Army to study here.
 29. The town open. A large square used for festivals, troop drills, and markets.
 30. Raleigh Park.

General Information about Dragonspur City, Capital of Kelerak

Who Rules: Lord Naglor Osbern, advised by three trusted associates, Court High Mage Yedus Angrond, General Weston Ack-Elmor and Captain Brian Hightower

Money Limit: 50,000

Other Power Centers: Lord and Lady Lovelace, who generally speak for everyone who is anyone among the nobility; The Church of Heshtail and Reenan, led by High Potentate Burcan the White. These churches tend to support Naglor and lend much aid to the war by providing many clerics as medics; Craftsmen's guild, led by Sir Eric Ranulph. While born the son of a merchant and not a noble, Ranulph is among the richest men in the city. This may have had something to do with his knighthood. He tends to dislike Lord and Lady Lovelace, who look down on him and on "day workers" (as they call merchants) in general; The Thieves' Guild, led by Lalsthor Longcloak. This powerful guild has its hand in many criminal endeavors in the city,

Population: Varies from 40,000 in the winter to 45,000 in the summer market season. The residents are almost entirely human, with a good many half-orcs thrown in. The segregated northern section of town, Goblintown, contains roughly 4000 humanoids and undesirables left over from the occupation, organized into tribes.

Major Products: Textiles, preserved meats, leather, parchment, grains, barrels, pottery, metal goods, lotus and other drugs.

Armed Forces: Normally the city boasts about 300 armed watchmen. In this time of strife (8169 F.R.), immediately after the occupation and the battle of the Dragonspur, the city only has 4000 full-time soldiers. These are divided into two groups: The Standing Battalion who camp outside the city, and the Spur Elites, who function as the guard. The Standing Battalion, whose standard is black and green, are 2500 strong under General Kurt Danthor. General Weston Ack-Elmor and Captain Brian Hightower lead the Spur Elites, a force of 1500 strong. In time of extreme trouble, this force could likely be supplemented by an unknown number of local militia.

The City: The famous Dragonspur, like many cities in Farland, is an ancient city with a long and colorful history. The pride of the West, or at least the pride of the once mighty Kingdom of Kelerak, the Spur was long a beacon for those wishing either a stable life, or a dangerous adventure. Kelerak has always been ruled by Kings, who governed from the Famous Green Throne, located in the Spur Fortress atop the Dragonspur proper. Dragonspur has seen 14 royal families in her long history, beginning with the family of Keler himself and ending with the Ranulf family, the last of the Royal families. Kelerak ceased being a Kingdom proper at the beginning of the occupation. Now the Spur is ruled by Lord Naglor Osbern, although his reign is subtly opposed by an upstart young (but rich) nobleman, one Lord Turstand Quentin. Quentin is rumored to hold the loyalty of General Danthor and the Standing Battalion. The Spur Elites still owe loyalty to Lord Osbern. The current attitude in the city is generally one of shock. The citizens are still recovering from the occupation, and no one has yet been able to impose a completely stable order on the city or the former kingdom. Thus, the citizens are watchful. They tend to resist any great changes and look suspiciously on those different from themselves. The citizens simply long for a return to the ancestral greatness of the city (whose population was

once greater than 100,000) and the Kingdom itself.

Royal Families: Keler, Matild, Richard, Fulk, Lanfranc, Braceford, Brian, Marchel, Elton, Quentin, Baldwin, Payn, Anselm, Ranulf.

Some Noble Families: Osbern, Rose, Agath, Angrond, White, Lovelace, and others, as well as all the royal families.

Some Businesses and Services Available in Dragonspur City

14 Apothecaries	33 Fishmongers	33 Priests
50 Bakers	160 Furriers	36 Purse makers
114 Barbers	17 Glovemakers	22 Roofers
21 Bathers	20 Harness-Makers	21 Ropemakers
29 Beer-Sellers	42 Hat makers	20 Rugmakers
27 Blacksmiths	17 Hay Merchants	40 Saddlers
19 Bleachers	15 Undertakers	47 Scabbard makers
13 Bookbinders	20 Inns	20 Sculptors
6 Booksellers	100 Jewelers	267 Shoemakers
29 Buckle Makers	62 Lawyers/Advocates	29 Spice Merchants

33 Butchers	21 Locksmiths	160 Tailors
73 Carpenters	160 Maidservants	20 Tanners
57 Chandlers	80 Masons	100 Taverns
40 Chicken Butchers	57 Mercers	47 Watercarriers
500 Clergy	50 Noble Households	67 Weavers
57 Coopers	100 Old-Clothiers	44 Wine-Sellers
20 Copyists	27 Painters	17 Woodcarvers
17 Cutlers	80 Pastry cooks	57 Wood sellers
24 Doctors	29 Plasterers	8 Spell sellers

Laws of Dragonspur

Dragonspur obeys all the laws that were originally laid down by Keler, as well as the particular ones detailed below.

<u>Crime</u>	<u>Punishment</u>
Treason	Death
High Murder	Death
Low Murder	Payment of Wergild or 20 years in prison
Attempted Murder	10 years hard labor

Piracy	Death
Rape	10-20 years hard labor
Kidnapping	10-20 hard labor
Arson	10-20 hard labor
Counterfeiting	10 hard labor
Bribery	100-5000 SP fine
Fraud	100-4000 SP fine
Assault	5-1000 SP fine, or 1 year labor
Theft	2 years imprisonment
Grand theft	Death
Theft of Mount	Death
Fencing stolen goods	1-5 years hard labor
Enslaving	1-5 years hard labor and 100-1000 SPs
Blackmail	10 years imprisonment
Extortion	10 years hard labor
Conspiracy	related prison term
Ensorcering	1-5 years hard labor
Public endangerment	10 years labor
Resisting arrest	1-3 years labor
Unlawful entry	50-1000 SP fine or 1 year imprisonment
Debt	1-5 years imprisonment
Practicing banned religion	50-1000 SP fine or 5 years labor
Practicing black magic	50-1000 SP fine or 5 years labor

* imprisonment or labor may be substituted for indentured servitude

Important Dates for the City

This is necessarily a very select few events that pertain to the Spur. Tomes have indeed been written about nothing else but the city, and they have failed to cover her long and storied past. These dates were taken from the old library and the Temple-Monastery of Dekk.

6028--The wizard Keler, leading a large group of people from the East, settles in the land which will be Kelerak, or literally "the offspring of Keler."

6029--Keler, already a famous wizard, while wandering in the "new" land, spies a mighty green dragon perched on a spur of rock in a fertile river-valley. Taking this as a sign from Dekk, he chooses to found the capital of his settlement there.

6030--King Keler leads a small army in the "Kingdom Wars," to subjugate the indigenous peoples who will not submit. He is quickly successful, and the native peoples either are subsumed into the populace of Kelerak or flee to the North.

6040--The relatively new kingdoms of Daven and Kelerak, still led by King Keler, invade the now forgotten Kingdom to the Southeast.

6060--Keler retreats to his fortified manor north of Sky Lake and is never seen again. King Rohan of the Cadre of the Wise, also a wizard, succeeds him.

6070--Keler's nephew, Theobald Keler, slays King Rohan and begins the Spur Wars.

6076--King Theobald Keler comes to power.

6201--The Great Barbarian invasion. The northern barbarians sack the Dragonspur, slaying King Peter Keler and supposedly ending the line of Keler.

6210--Baron Stephen Lanfranc retakes the Dragonspur, naming himself King. He rebuilds the city and builds the famous Wall.

6500--The general Leofwyne Anglarond rebels with his loyal army and takes Southern Kelerak. In a prolonged campaign, King Harold Braceford defeats his army but the general flees into hiding. They eventually make peace and Leofwyne is awarded a barony.

6800--King William Richard falls in battle with the Northern Barbarian tribes.

7029--Daven and Kelerak, allies once again, invade Orland, but are repulsed at the battle of Greenhill.

7039--Elves put a stop to the Decadion War between Kelerak and Daven and Orland by frustrating the attacks of all the sides with a powerful artifact, known only as the Stone of Silence. King Simon Humphrey is forced to submit after his huge army is defeated easily by a small force of elves with the artifact.

7110--King Herluin Half-Elven, known as the Peace-Keeper, comes to power.

7143--The Eastern alliance invade Kelerak and occupy Dragonspur City. Under King Quentin, Kelerak eventually is forced to pay tribute

7200--The Spur Fire. A third of the City is destroyed.

7305--The Great Coughing or Coffin Plague strikes Dragonspur. There is much death.

7792--Rumors of the Dark Times reach Dragonspur. Word is received that Kale is being invaded by Orcs from the East and South. Kelerak sends aid under King John Ranulf.

7795--Dragonspur City is itself invaded by the forces of the Lord of Lust. The Ancient Wall is finally breached by the might of the Demon minions of Brathelathor, as well as the fierce breath of the blue dragon Skywing.

7800--The internment camp of Lotus is established south of Dragonspur.

7801--The Second Spur Fire. Rumor has it that this fire is started by the Lord of Lust himself.

7954--The Great rebellion takes place. Led by Osbern Payn, the citizens of Dragonspur attack the Spur Fortress but the rebellion is eventually put down.

8161--The Liberation. The city is freed due to the efforts of the Elf Valanduil and Bartarius the barbarian, as well as the resistance fighters of Naglor Osbern.

8165--The Winged One, son of the Lord of Lust, attacks Dragonspur in an attempt to retake her but is defeated.

8170-- The army of the Lord of Envy, led by General Angus Neebrok, attacks the Spur but is narrowly defeated.



Factions of Kelerak

Partisans of Naglor Osbern: A group of brave and politically savvy former rebels, they support Lord Naglor Osbern as he seeks to clean up Dragonspur City. Because of Osbern's charisma and character, most of the Partisans of Naglor believe that he would make a genuinely good king (although several hangers-on in this group hope to ride to power on his coattails). High Mage Yedus Angrond, General Weston Ack-Elmor, and capable soldier Captain Brian Hightower are notable members of this group. Nearly entirely human, this group opposes Afej the Black and the Partisans of Russel Starsul and are political allies, most of the time, with the Sons of Moonlight.

Partisans of Russel Starsul: Lord Starsul's righteous preachings and intense convictions have made him politically popular to both the nobility and the commoners. This group consists of a like measure of each, although probably more commoners than nobility. Lord Starsul desires the Green Throne, but he won't undertake dishonorable means to get it (at least not openly, it is whispered). This faction hates the Sons of Moonlight and politically opposes the Partisans of Naglor Osbern.

Sons of Moonlight: The virtuous Lord Damion Felmund did not disband the rebel group that he once led—the Sons of Moonlight—when he gained his baronhood, but instead repurposed it. This group, all humans with a spattering of dwarves, now serves as the guards and champions of Wyvernia and Kelerak. They oppose the Partisans of Russel Starsul and are political allies of the Partisans of Naglor Osbern.

Dragonspur Thieves' Guild: This organized criminal syndicate is led by the mysterious Lalsthor Longcloak. It

consists of equal parts humans and half-orcs, although several full-blooded orcs and goblins are also members. It even employs an ogre for muscle. This faction thrived under the Lord of Lust, and they have also weathered the liberation well, changing their criminal operations to stay under the radar. They have an economic alliance with Afej the Black and are neutral toward the Partisans of Russel Starsul. They hate the Sons of Moonlight and fear the Partisans of Naglor Osbern.

Afej the Black: The Afej Barony is a haven for orcs and other dark folk fleeing as refugees from the liberation of Kelerak. The mysterious Afej has rebuilt the ruin of Carn Marrot, and now the town of Dessingrove serves as his base of operations. Afej's servants are less of a faction and more of a burgeoning army. This group is economically allied with the Dragonspur Thieves' Guild and the Mercenaries' Guild in Kale, and they represent a grave threat to every other faction in Kelerak.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Kelerak.

Political Machinations: Three major political factions exist in Kelerak. Which faction would produce the best king of the Green Throne? Choose a faction and help its leader achieve power.

Clean out Goblin town: A small quarter of Dragonspur City is now a walled ghetto, where many of the Lord of Lust's dark folk troops retreated after the liberation of the city. They launch raids from the ghetto at night. It should be cleaned out of dark folk—or should they be allowed to flee the kingdom entirely?

The threat of Afej: Afej the Black is recruiting an army. While not a Lord of Sin,

he could become a dark lord in his own right if he is allowed to go about his devious plots unimpeded.

Stop organized crime: The Dragonspur Thieves' Guild, a veritable mafia, has been growing more and more powerful. They have many smaller criminal syndicates under their control, and they are allied with enemies of the Kingdom. Their power must be smashed.

Barbarian invaders: The Anarian raiders have increased their predations on the Northern communities of Kelerak. Their raids must cease.

The Lord of Lust resurgent: Rumors have been whispered that the Lord of Lust may somehow be making a reappearance. Can this be true? The truth must out.



Anaria, the Land to the North of Kelerak

Culture

The people who live to the North and South of the Kelerak Mountains are known to the more civilized peoples of Western Farland as the Northern Barbarians. The Northern barbarian peoples are made up of four large, loosely organized tribes. As a people, they call themselves Anar (Ah-nar) "Raiders," because they were known for harrowing and harassing the lands to the South. Three tribes live south of the Mountains and one tribe lives North of the Mountains. The Southern tribes divide themselves by what totem animal they honor. They revere the Elk, the Wolf, and the Cavebear, and call themselves the Hofvarar, Hildolfar, and Rindar. The tribe that lives North of the mountains, near the Ice Bay, honors the Seal and calls themselves the Einar.

Ethnically, the bloodline of these people is older than human history, although they have been periodically infused with the blood of conquered peoples or refugees. The most notable merger happened many centuries ago, when the folk of ancient Lorindon fled North from their decimated cities and towns to sink back into barbarity and merge with the Northerners. The Barbarians have never been officially civilized; they have resisted any attempt at civilization or proselytization with violence, although they have readily adopted the more practical cultural features of the people with whom they have had contact. In many areas, they are remarkably civilized, and from a certain point of view, advanced. But in many areas, they are truly barbarians. Reading and writing is rare among the Anar. Their songs, poems, and histories are mostly oral. Moreover, they are very warlike, more warlike than most peoples; this alone often sets them back in

terms of civilization. Their history is primarily one of war between tribes and war against orcs, giants (Jotun), and evil creatures of the North. Between war and survival in the harsh and unfertile northern mountainous lands they have little time to be civilized.

The four Northern tribes share a culture that is similar to the Viking culture of earth's history. These Nordic-like peoples never had an era of feudalism to speak of; they have always valued their personal freedom. One effect of this freedom is the Hallesren, free use of the forests, seas and uncultivated land. The Anar enjoy their alcohol; the Southern tribes produce vodka from potatoes and mead from their vast beehives. The Einar are more of a beer-drinking tribe, but enjoy vodka as well, although they drink it in smaller quantities. Feast tables are stacked with pickled herrings and open-faced sandwiches. Women have untold freedom. Towns function well, although most are fairly primitive by the standards of civilization; the Northerners would say this means they are not choked with street merchants hawking their wares. The towns are dominated by the famous dwellings of the Northmen: the longhouses. The longhouse usually has one large room. The walls are made of wood, in areas where it is plentiful (South of the Mountains), and the roof is covered with turf. In areas such as the lands of the Einar, where there are few trees, walls are made of peat blocks and wooden planks are placed on the inside of the walls. Benches for sleeping or sitting on are common around the walls. They are covered with furs, skins or cloths for warmth and comfort. Beds are only used in the wealthier houses and then only rarely. A central fire is the main source of light and heat in the hall and a hole in the roof lets out the smoke. Wooden chests are used to store furs blankets and other household goods. The fifth weekday is bath day for the Anar, for religious reasons. A bathhouse or Sauna can be found near the longhouse for the weekly bath. The largest structure, the longhouse of the village chieftain dominates the village.

ANARIA

NORTHERN TEETH

0 40
MILES

FORSAKEN
VALLEY

BEAR
LAKE

BEAR
RIVER

VALLEY OF
MEETING

AXE
LAKE

WOLF
WOODS

WODENE'S
PEAK

LOTZ

SVENHEIM

JONFAST

HILDOLFAR
(WOLF) TRIBE

ULF

RIN WOOD

LOSTEIN

SYGBYRA

ARNE
RIVER

HILDOLF

WOLFWASH
R.

MIDVALE
FOREST

LIFEROCK
RIVER

HAWK
RIVER

TU LAKE

UFDEN
RIVER

AADVAL

AGNIS
RIVER

LOR
HILLS

MATS

RINDAR
(CAVE BEAR)
TRIBE

DISPUTED
ROAD

GORMFAST

TOSTAG

GORAN
LAKE

JOTUN
RIVER

HORSESHOE
LAKE

WULF

LOR
RIVER

LAUREN

BYORNHOLME

BLACK
WOOD

TEN
WOODS

RUNNING
RIVER

GREEN
RIVER

GREEN
WOOD

WOLF
LAKE

ANAR
TRAIL

Ornamentation is a major part of the Anar culture. Their ornamentation is usually present on everything they own, from their tools to their homes to their weapons to their clothes. Ornamentation plays a very significant role in the lives of the Anar. Barbarian Northmen all dress somewhat similarly: they will first put on a long shirt made of wool and long cloth trousers. On top of this is worn a sleeved jerkin or a thigh length coat with a leather belt. On his feet he wears wool socks and soft leather shoes or long leather boots. In battle, he wears an iron helmet and chainmail if he can afford it; otherwise the favored protection is padded or hardened leather armor. Plate mail is unknown, for while the Anar do smelt steel, they do not have the technology to produce armor greater than chain. If they once did, it is since forgotten. Northern Barbarian women wear long linen or wool dresses, either pleated or plain. Over the dress they wear a lengthy woolen apron-like tunic. A brooch joined by a chain or string of beads clasps it. Over the tunic she might throw a shawl. Her legs and feet are covered with thick wool socks and leather shoes. When it is cold, both men and women wear woolen or fur hats and cloaks. They fasten their cloaks at the shoulder with an ornamental pin or brooch.

Women and Home Life

The Anar live in large family groups. Children, parents, and grandparents live together. When the eldest son takes over the family farm, he becomes the head of the family and responsible for the well-being of them all. He has to provide the food the family needs. His wife, the lady of the household, has to see to it that the food does not run out during the long winter. She makes butter and cheese, dried and smoked meat and fish for storage, and she is also expected to know about herbs for making medicine and caring for the sick and wounded. The farm animals are also her responsibility and when her husband goes trading, raiding, or hunting she also runs

the farm in his absence. In rich families, she has servants to help her. As a visible sign of her authority and power the lady of the household wears the keys to the food chests at her waist.

When the men travel abroad raiding, trading, hunting, or fishing, the women are in charge of the work on the farm. Occasionally a particularly tough woman might fight or raid alongside the men as a "shield-maiden." This all shows that the women play an important part in society.

Girls are married at the age of 12 -15. They are then expected to run a household. The marriage is agreed between families and is regarded as an alliance between the two families for mutual help and protection. The girl herself has little to say in the matter.

The bride brings cloth of linen and wool, a spinning wheel, a loom and a bed as part of her dowry. Women from richer families also have jewelry of silver and gold, farm animals and even farms as a part of their dowry. Everything she brings into the marriage remains her personal property and does not fully become part of her husband's estate. Her children will in turn inherit this property as part of their maternal inheritance.

Divorce

The woman does not fully become part of her husband's family when she marries. She continues to be a part of her own family and if her husband mistreats her and the children, or is too lazy to be a good provider, or if he insults her family, she can divorce him. To do it she calls some witnesses. In front of these witnesses she first at the front door, and then at the couple's bed, declares herself divorced from her husband.

Babies and toddlers automatically stay with their mother at a divorce. The bigger children are divided between the parents according to the wealth and status of the two families. With her right to property, inheritance and divorce, the Anar woman has more legal rights than most women



elsewhere in Farland. Children are also protected by law as members of the family, and their rights to inheritance are protected even after a divorce.

The Poorer People

At the smaller farms, the systems with men's work and women's work are less strict. With no servants, everybody has to contribute what they can for the survival of the family in the harsh Northern climate.

Laws

The Anar call a court the "ting." Anyone who commits a crime is brought before the "ting." A panel of people testify to establish the facts and exigencies of the situation.

A jury of 12, 24, or 36, depending on how important the case is, makes the decision concerning the accused. Commonly a local chief or lord would explain the applicable laws, and then the panel either acquits or convicts.

If found guilty, the criminal either is assessed a fine or banished. Banishment means that the criminal is exiled to the wilderness, barred from help, and vulnerable to his enemies. They can try to hunt and kill him if that is their wish. Sometimes his exile may be limited, after which time (if he yet lives) he may return to his village. Most of the time the exile is permanent.

There is no law against war with foreigners. Like the Kelerites, the Anarians have no law against raiding or highway robbery as long as it is against non-Anarians, so raids outside of Anaria are completely legal.

Duels

The Anarians often solve disputes with a Helvdorn, or duel. Detailed rules exist for these duels. Duels take place at some secret

place. Swords and shields are favored. Sometimes a dueler is considered defeated as soon as he sheds blood; most times they are to the death. To win a duel is regarded as proof that one is right, because the gods always side with the just.

Ordeal by Pain

Korbeyr means "Pain Ordeal." The remnants of the people of Lorindon introduced the Anar to ordeal by pain, usually by fire. The most common method is to retrieve a piece of iron from boiling water with one's hands and walk twelve paces. One can also undertake an ordeal by pain if he can walk 13 paces on irons glowing red-hot. This proves that one is innocent or worthy (depending on the question at hand) if after four days the wounds on the feet are found to be healing cleanly. Wodene, legendary king of all the Anar, proved his right to the throne by undergoing the trial of walking on hot iron.

Sports

Physical strength, speed, and endurance are important qualities for an Anar. Man versus man competitions are normal forms of sport. In this type of competition there is usually a champion and a challenger.

Some of the most popular sports amongst the Anar are archery, javelin, skiing, stone throwing, swimming, and wrestling.

Religion

The Anar religion has one common denominator: The worship or reverence of a totem animal. Each tribe has its own animal and sees its main god as either connected to the spirit of that animal or as the provider of that animal. The Wolf and Cavebear Tribes see their gods as connected to the animals, while the Elk and Seal tribes see their gods as provider of these game creatures. The Wolf Tribe calls their God Edmund

Steppenwolf, the Hunter of the Steppes. Steppenwolf's wife is the Golden Lady Alfhild. The god of the Cavebear Tribe is Yngvald the Old and his lady is Brigga. The God of the Elk tribe is Anders the Swift; he has no consort. Finally, the God of the Seal Tribe is Kolbjorn the Provider, whose lady is Frey the Helpful. Each of the head gods have a minor pantheon that serves him. Moreover, all of the gods are envisioned in roughly the same way; they are seen as a grim god who watches over and helps his people only in time of direst need. He is a wise, just, but whimsical and sometimes terrifying figure. Each of the four gods is said to both control and answer to the wyrd. The wyrd is that which seems to have its origins in the world of the gods. Wyrd is synchronistic events: meaningful coincidences, when outer happenings coincide with an internal event (when the subject is aware of the fateful meaning of the event). These are moments when the soul and the world can be recreated, reshaped. Alternately wyrd is that which cannot be resisted because of the will of fate itself. Wyrd is the relentless force that guides men's lives.

The most famous and unique rituals of the Anar are their burial rituals. When an Anar of power or very high military status dies he has a very unique funeral. His body is placed in a cloth bag. Then the body, his weapons, his horses, and some meaningful jewelry and pottery are all placed in a large hole. In the hole everything is placed standing upright, including the body. Runes of powers are engraved on the walls of the tomb. This is all done because the Anar believe that the deceased keeps fighting in the afterlife, so he needs his horses and weapons. Or the chieftain may be placed, with all his belongings, in a wagon or chariot. Next the tomb or wagon is completely buried with earth. This creates a large mound approximately more than 50 yards in diameter.

Most tribes have a religious ritual that is performed when a boy officially enters the tribe by coming of age. These rituals vary

between the four tribes. The ritual of the Einar, for example, involves leading a successful hunting exhibition. The exhibition must travel a certain distance and be gone for a certain time. Often, the expedition is made even more difficult because the elders purposefully do not send as many provisions as is usual.

The Anar are very superstitious. They believe in and revere all manner of spirits and sprites (some real and some imaginary). They hold dwarves and elves in awe. Dwarves they see as supernatural allies who live under the earth and supply them with strong swords and armor. Indeed, Northmen were the first humans with whom the Dwarven race had contact. Almost all Dwarven use-names were originally Northern Ancient Anarian in origin, and are borrowed from the Northmen. Elves are viewed as incomprehensible. The average Anar is uncertain whether elves are friends or foes of mankind, or both, but he does believe that elves play a large role in human life, culture, and history. The Anar have a dim racial memory of the ancient grandeur and importance of the Elven race, and they give their children names that refer to elves, such as Alfhiem and Alfred. Yet they also sometimes blame the legendary elves for human madness and trouble, hence the term "elf-shot." The Anar tend to mistrust magic of all but the priestly sort.



War

The Anar are fierce warriors: they are known throughout the west for their war prowess. In fact, a barbarian army led by the legendary warlord Wodene once burned Dragonspur City after defeating its army. In general, however, the Northmen are not quite organized enough to put together an organized campaign army that is capable of crossing long distances. They lack the supply lines and the motivation to do so. Thus, their raids have generally been directed towards other Northmen or towards Northern Kelerak and Northern Kale. Unlike the historical Vikings, the Barbarian Northmen are not mariners (not having access to any large bodies of water) and thus are not really wanderers or explorers.

Northmen are also known for their berserk fighting styles. Indeed, the term "berserker" is a barbarian term. The Northern berserker lashes himself into a rage by chewing his shield, singing, shouting, and injuring himself; he then rushes madly into battle clad in light or no armor. This raging warrior will then fight until he or all his enemies are dead. A berserker is a deadly enemy against individuals or small groups but groups of berserkers are less effective against organized bands of soldiers. They tend to impale themselves on the weapons of spear and pike men. This is another reason that the Northmen have only rarely been successful in large-scale, kingdom-conquering campaigns, given their tendency to go berserk. But no one wants to see a group of Anar warriors bearing down on his village.

Language

The Anar speak a common language called Anarian, which stems from an ancient human tongue that is native to the Northlands. It also has a healthy mix of Farlandish and Kelevan thrown in, but it is still primarily its own language. This language is characterized by melodic

accents and glottal stops. To other humans, this language often sounds "sing-song."

Factions of Anaria

Ring-sworn of Brand

Frodeson: Jarl Brand Frodeson, leader of Hildolf in Anaria and most powerful war lord of the Hildolfar, the Wolf Tribe, is a powerful local ruler and a formidable warrior in his own right. His Ring-sworn bondsmen, called his Earls, serve him faithfully, as long as they have opportunities for plunder and glory. Jarl Brand, out of a sincere religious duty, guards the sacred barrow of the legendary War Jarl Wodene. This group is entirely human. This faction opposes Olfjor's faction and is primarily responsible for holding off the threat of the other Anarian Jarls, Munan and Haraldr.

Ring-sworn of Olfjor the Old:

The community of Svenheim in Hildolfar is ruled by the Jarl Olfjor the Old, a once mighty warrior who has since aged. Olfjor is supported by a troop of faithful Earls; all are human. Olfjor is a tricky and treacherous Jarl, who desires to find—by hook or by crook—the sword of the legendary hero Wodene and use it unlawfully to become War Jarl of all of Anaria. This group opposes Brand Frodeson's faction.

Ring-sworn of Munan

Steinnson: The fierce Munan made a name for himself as a famous raider and capable warrior, and he was eventually elected Jarl of Gormfast, effective capital of Rindar, the territory of the Cavebear Northmen Tribe. Jarl Munan and his Earls, all humans, oppose Brand Frodeson and Haraldr Albrektson.

Ring-sworn of Haraldr

Albrektson: The Hofvrrarar, the Elk Tribe Northmen, are effectively ruled by their Jarl Haraldr. Unlike the other Jarls,

Haraldr was never a fierce warrior. Instead, he was known for his wit and intelligence, and this was enough to get him elected Jarl and allow him to gain the allegiance of his human Earls. Not as mighty in force of arms as either the Wolf or Cavebear Tribes, Haraldr continues to use his wits to allow his people to thrive; he is never a staunch ally of anyone, and often plays each Jarl off the others.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the barbarian lands of Anaria.

The plots of Olfjor: Olfjor wants to seize the mythical sword of Wodene out of his crypt, which is guarded by the Ring-sworn of Brand Frodeson. He argues that he can use it to unite all of Anaria and increase the fortunes of all his people. Will the PCs help

or oppose him?

A barbarian war: The three tribes are preparing for a clash, primarily due to insults their Jarls have leveled against each other. Will the PCs choose a side or try to prevent it?

Raids to the south: The Kingdom of Kelerak lies to the south, and it's ripe for the plucking. The northerners invite the PCs to come along on a raid.

The ruins of Liferock: Northmen skaalds sing of the ruins of a vast and long-deserted

The monster Grendel: A terrible troll-like monster that men say is named Grendel has been terrorizing an important Earl of Jarl Frodeson. The beast must be slain.



Daven

Modern Daven

Daven is the southernmost kingdom of Farland. It is located west of Orland and south of Kelerak. It was once a powerful kingdom in better years. Daven suffered much during the dark occupation and was finally liberated from the dark forces in 8163 by the Lords of the West. Since that time, however, a new plague has sprung up to trouble the citizens of Daven. Daven was ruled for more than four hundred years by a vampire named Saithith. During his rule, he spawned hundreds of undead. Though Saithith and those closest to him were dispatched by the Lords of the West, these hundreds still roam the kingdom feeding on human flesh. A good part of the inhabitants of Daven have responded to this threat by fleeing to Kale to the west. Others stubbornly refuse to leave their homeland and cower in their houses praying that they will be spared for another night. The way of life in Daven has become very free, as individualism is necessary. "Every man for himself," is the doctrine of the day, "for who knows if we'll make it through tonight." The concept of leadership and laws means little to a man facing such terrors. Against this utter chaos, a fledgling king is attempting to reassert the ancient laws of Daven in Elder Daven.

Daven's current king is Godric, son of Godfrey. He assumed the throne with claims that he is descended from Magnus the Mighty. Magnus was the most trusted soldier-chancellor of Dakor V. For some months, after Dakor V was murdered in the night in the fateful year 7744, he assumed control of the failing kingdom. Not only was he a political power, but he was also a cousin of Dakor V, and thus claimed the throne. He didn't live long enough for anyone to dispute his claim as the kingdom fell to the Lord of Gluttony later that same year. King Godric claims to be a descendent

of Magnus' younger sister Rebeka and a blacksmith by the name of Archibald. He claims that since Rebeka was cousin to Dakor V, he has a valid claim to the throne. Ironically, history is repeating itself, and whether or not king Godric's claims are true, few care. Godric dares not take up residence within the castle where the living dead roam nightly. He resides and holds "court" in a manor house in the western area of Elder Daven. He does command a few fighting cavalymen (which he refers to as Driddaren, though their fighting prowess pales in comparison to the ancient holders of that name), and an infantry used to police the city following the old laws of Daven. These men are as vulnerable to attacks of the night as are peasants of the city, though, and chaos reigns after dusk. Thus, like king Godric's supposed ancestor, Magnus the mighty, none care enough to dispute his rule as their lives are in enough danger without adding further enemies to the list.





Daven Feudalism

The native people of northern Daven probably descended from nomadic tribesmen. There were a small number of extended families that were the ruling families. As these people gave up their nomadic lifestyles and turned to agriculture, fighting men became more important as protectors of landholdings. Every man of fighting age sought to own at least one good weapon. More wealthy men owned better weapons and some even armor and horses. Men from the leading families were more likely to be wealthy. Thus, these men were usually better fighters, being better equipped. When Daven I arrived to found the kingdom of Daven, he found these people already established in a feudalistic society where might makes right. In an effort to unify the kingdom, he established a system of knighthood, and many of these men were to remain loyal to him and his line. These new knights Daven called the Driddaren, ("riders" in Kelevan), and it was proclaimed that to become one of the Driddaren, one must command at least ten men and own at least one horse. Many of the heads of these original families became leaders of large areas of land and great numbers of men. Daven I rewarded his highest-ranking generals with large estates in the areas of today's cities of Gryphon, New Daven, Arden, Irrol, Zeel City, and Victoria. These generals had come with him from Farland and were intensely loyal to Daven I. Daven I himself presided over the area of present day Elder Daven. In the early days of the kingdom of Daven, barbarian natives that didn't succumb to Daven I's rule were captured and enslaved. Early contact with seafaring pirates from islands to the south of Daven also helped keep a ready supply of slaves available. Many of the aforementioned estates were founded on slave labor. Though never outlawed, slavery hardly exists in modern Daven, for Daven I also brought with him from Farland the concept of slaves buying their freedom. Having seen the boost to morale this gave slaves in Farland, he

instituted this practice in Daven. Thus after a few generations, these slaves' ancestors had become freemen and most citizens of Daven were semi-free serfs. The main duty of the Driddaren was usually to keep the serfs under control. The leaders of these estates came to be known as Barons. A Baron typically had between 50 and 200 knights in his service. Elder Daven however, has boasted as many as 3000 knights in times of prosperity. Thus, the hierarchy of Daven was first king, second Baron, third knight, and lastly serf. There was also a class of artisans including jewelers, blacksmiths, armorers, weapon smiths, etc., who owed loose allegiance to a Baron, but enjoyed more freedom than the average Davenian. An established weapon smith for example usually enjoyed more freedom and renown than did your average knight. Barons paid taxes twice a year to the king and were required to supply Elder Daven with fighting men in times of war. Otherwise, there were few laws that existed uniformly across all of Daven. Laws usually were specific to the way of life in each barony.

Daily Life

Historically Davenians have all been human, and other races are little known in Daven. Goblins and orcs have been a problem, however, as the forces of evil have pressed the kingdom. Since the dark occupation, there have been other evil beasts living within the borders. There are craftsmen of many types in Daven and their lives are that of backbreaking labor, though many peasant farmers envy them for their ability to earn coin. To become a craftsman, a boy or girl becomes an apprentice to an established craftsman for a fee usually paid yearly. In return for this fee, this boy or girl learns the trade of the craftsman. However, in reality he or she is little better than a slave. Most Davenians are semi-free serf peasant farmers. In the feudal society of Daven, a farmer is allowed to farm a plot of land and keep 50 percent of the crops to feed his family. The remaining 50 percent of

his crops go to his lord to feed the peoples of the lord's city. In good years, a farmer may have enough from his 50 percent share to sell some of the harvest at market for a little coin. For the most part though, he is a subsistence farmer unable to escape his plight due to the heavy taxes imposed on him by his lord. A farmer is considered wealthy if he can save enough to buy a sow and boar and start raising pigs. This is really a farmer's only hope of escaping the cycle of subsistence living that an agriculturalist lives within. Beasts of burden are also desired to improve crop yields, but it is believed that it is foolhardy to purchase a horse or oxen before one has many pigs. It is said that if your horse dies you have nothing, but if your pig dies, you have a feast. A farmer does enjoy more leisure time than a craftsman does, and Davenians especially love to sit around a fire with a mug of beer and swap tales. Legends abound, usually telling of the glory and superiority of Davenians. To hear the storytellers, the people of ancient Daven were superhuman. Foreigners beware, for a Davenian with a mug or two of beer in him is a passionate fighter when defending his homeland's honor.

Dangers

Daven, located South of Kelerak and West of Orland, used to be a powerful kingdom. Her people were fierce fighters and ardent sailors, with a navy second only to Farland herself. Now, however, she has fallen far from her former state. In fact, many have said that she is only liberated in name, as her citizens still cower in their homes and meekly fear the darkness. They can hardly be blamed for this, for the chaotic Lord of Gluttony basically let the undead he spawned prey on the hapless citizens of Daven. Since the Lords of the West slew Saithith in 8163 F.R., the plague of undead has worsened as the little control Saithith held over his spawn was removed. The kingdom is quickly becoming a wasteland as her people stream into Kale or are lost in the

night. As if the terror of the night wasn't enough, orcs still terrorize Davenians to the northeast. Many in the east have even chosen surrender to the oppressive rule of the Lord of Envy rather than face the dangers of present day Daven alone. Others have escaped to the north and into Kelerak, though few have made it past the enemy armies there and into liberated lands. The Davenians to the west have fared the best as they have the free kingdom of Kale at their backs and an attempt to release the power of the Misty Head River has kept some of the walking dead at bay. Rumors of the legendary group The Slayers gives people hope, though many believe this group only exists in people's minds.



Food

The average peasant in Daven eats soup daily. Soup doubles as both food and drink and is consumed both hot and cold. Potatoes, cabbage, carrots, salt and perhaps some pork or fish bones are usually the staples. The soup pot is usually kept going almost constantly and whatever is available is added each day. Thus, the flavor never changes too much and varies little between households. An offer to come have soup is often included in daily greetings. Soup is usually thickest and most flavorful in the morning as it usually simmers all night. After breakfast, water is added and the remaining meals are usually a watered-down version of breakfast. Lunch and dinner servings of soup usually are accompanied by coarse dark bread if the family can afford bread. Beer has always been a staple of the diet in Daven. The lands of central Daven around the area of Great Daven Lake are very fertile and farmers reap a rich harvest most years of wheat, barley, and hops. Arden and Irrol are famous brewing centers.

Pigs are the animals of choice for livestock owners and every peasant farmer aspires to own at least one pig. In fact, it is said that a man who doesn't own a pig is little more than a pig himself. This isn't much of an insult though, since the people of Daven realize that pigs are one of the smartest animals. Richer Davenians will often keep pet pigs as well as pigs kept for food. While pork and especially pork sausage is prized throughout the lands, pork is more commonly found in the north, as fish is common and prized in the south. Carp and herring are favorites. One of the traditional dishes found at any feast in southern Daven is herring salad. The basic ingredients of herring salad are available greens, pickled cucumbers and beets, and cooked herring all chopped up and tossed together and served cold. From pickling fish in Elder Daven for shipment north to the famous pickled cabbage from Necrovia (i.e. sauerkraut), pickling is commonly used to preserve foods throughout the kingdom.

Pickled cucumbers are also prized throughout the land, and it is these that were first pickled and gave the process its name. The Zeel Flats have rich salt deposits used for this purpose and are also shipped north and for use in cooking as well as salting pork. Aside from the liberal use of salt, spices are used sparingly in Davenian cooking, as they are rare and expensive.

Guilds

One of the most notable guilds and one that gives Daven great fame is its Seaman's Guild. Daven's navy once rivaled the royal navy of Farland, though hard times have fallen on the kingdom of late. Similarly, Daven's Shipbuilder's Guild in years past was responsible for some of the finest ships that sailed the seas of Farland.

A small thieves' guild operates out of Elder Daven, though they are really more of an extension of the island pirate colony to the south rather than an independent group. Obviously, under the penalty of death, the members of this group remain secret, although since liberation there have been some brash raids on some of the richer districts in Elder Daven.

Victoria and Necrovia boast offices of the Logger's Guild. The job of the lumberjack has been much sought after in Daven as wood is required for the ships and houses in Elder Daven and lumber can be had only far to east and west. Thus, the logger's guild has always done well, and they enjoy a lot of political power in Victoria and Necrovia.

Another unique group that exists in Elder Daven is the guild of scholars. Daven has long been famous for having one of the few universities in Farland. The guild was founded in 7023 F.R. The university was founded a year later after first contact between the mage Seldorius the Wise of the wizard's isle to the south of Daven and founder of the University of Daven, Ewald Von Meinhart of Elder Daven. Seldorius needed resources available on the mainland and during this time of war and uncertainty,

Ewald and his friends felt unable to help their king in fighting the enemy and therefore felt useless. They had always been men of brain rather than brawn. At Seldorius' suggestion, they approached the king and were granted permission to start a library and classes in the history of war. In return Seldorius required resources available in Daven to be delivered to him. Seldorius in turn would teach Ewald and his friends the methods of scribing histories and researching past histories. Seldorius also taught Ewald and his friends some rudimentary knowledge about magic. As the years passed, degrees began to be offered by the University of Daven in History of Warfare, Ancient History, History of Religion, and History of Magic. Due to this last course, knowledge of magic in Daven is much more advanced than in many of the other kingdoms. While the use of magic is still rare, magic is venerated rather than feared. Those who do have some ability in the arts guard it jealously, reveling in the fame it brings them.

In the last year, there have been rumors of a new group operating without the king's decree. They call themselves the Guild of Slayers. Little is known about them and it is said that they operate only at night, but at least one vampire troubling farmers east of Necrovia has ceased its attacks. Some people say that the gods have sent another group from the West to fight the living dead that plague them. Others say that the Lords of the West have returned. But most people in Daven still cower in their houses come nightfall and take little heed of children's stories.

History

There are many clues that an ancient kingdom existed to the south. Though no ruined towns are known of, the most obvious clue is the existence of odd monoliths delineating the course of the Road of Souls between Elder Daven and the Misty Head River. These monoliths are extremely large and appear at exact

intervals of one mile. The very size of these stones makes it impossible that ancient men erected these without the help of very complex machinery of a type unknown in modern day Daven. It is a common peasant belief that long ago dragons were quite common in southern Daven and they placed the monoliths there. A popular fable tells that in ancient times men and dragons lived in harmony. The famous king Franz of the ancient kingdom of Davelon once took a long journey from his mountain homeland to the sea. In those days, men took many wives, and King Franz, being a great king, had 200 wives. Along the way, the vile tongue of his court wizard, Adolf, led King Franz to believe that each of his wives in turn had committed adultery. As King Franz was a very large man and loved to eat and feast and spend time with his wives, more than to exercise, his party made slow progress covering only one mile per day. Each night, Adolf spoke poison into King Franz's ear and each midnight in a murderous rage, he killed one of his wives. She was left there to die and for her body to rot, 'til only her soul remained. It is from this tale that the road acquired its name. Dragons in the area witnessed these atrocities, and having loved the wives of King Franz as wonderful and virtuous women, the dragons raised cairns of pure stone in each of their resting places. Having seen the horrors men could commit, dragons withdrew from the lands of men ever after and the friendship between dragons and men thus died. Some also say that the monoliths contain the corpses of dead dragons and it is dragon souls that gave the road its name. Another theory has recently been offered when historians from the University of Daven discovered evidence that long ago Daven was inhabited by a powerful Druidic society. Indeed, the ancient Farlandish scholars used to call the lands of present-day Daven Druidia. The theory goes--and it seems a more likely one--that the Druid inhabitants used powerful magic to place the monoliths along the Road of Souls. These were used to ward travelers along the road. These historians have

suggested that while not proven, many of the monoliths may still contain this powerful magic, though none have discovered how this powerful warding is activated. Unfortunately, the university is no longer safe in these days of peril, and all eminent historians have vanished in the last year. Daven I, a general of Farland, founded the present-day kingdom of Daven in the year 5915 (F.R.). Daven I was of Lorindish ancestry, an ancient kingdom in the area of present day Dessingrove in Kelerak. However, after the fall of Lorindon, Daven's ancestors reverted to barbaracy and Daven I owed his education to the Farland military where he spent many years. His rule lasted only 16 years, as in 5931 goblins from Goblin Bay attacked what would become Elder Daven and slew Daven I. His eldest son Dortmund succeeded him.

Daven has a long history of warfare. Only 35 years after the kingdom was founded, Orland started a civil war and in 5952, Daven was drawn into the conflict on the side of Lord Iain revolting against King Tomas II of Orland. Lord Iain eventually seceded from Orland with Daven's help and founded the kingdom of Cairn Kelsh. Many centuries later Orland convinced a force from Cairn Kelsh to invade Daven and the town of Kestrel was taken. Some years later the town was retaken and renamed Victoria. Then in 6485, Daven and Kelerak formed an alliance and invaded Cairn Kelsh. Orland aided Cairn Kelsh and the Plains War began. Five years later, Orland refused to help Cairn Kelsh and Daven annexed the lands of Cairn Kelsh. Five years after its capture, this land was sold back to Orland at an outrageously cheap price. After about one hundred years of relative peace, the citizens of Daven were once again called to arms as Kale and Daven entered into a minor war over a border dispute. This ended in 6635 with Daven expanding its territory west into Kale. Peace was again known in the south until in 6850, raids from an island pirate colony to the south became too troublesome to ignore. To combat this threat, a corsair, Robert the Blue, was commissioned and successfully destroyed the pirate colony.

However, Robert the Blue then turned traitor and became a pirate himself, taking up raids from the Selfhaven Archipelago. In the year 6888, Farland responded to Daven's request for help and destroyed Robert the blue's fleet in a pitched naval battle. Then in 6900, Daven again became involved in a continental war as Kale and Daven attacked Orland, beginning the Decadion War. Three years after the start of this devastating war, the Orlandish assassin Roche assassinated the king of Daven. Daven was invaded by the combined might of Orland, Zeland, and Farland in 6981, and fell in 6983. Daven was annexed as Western Orland. Then in 7010, Abelard Von Basil, of the royal family of Daven, led a successful revolt and the kingdom was reestablished. Twenty years later Daven joined forces with Kelerak and invaded Orland unsuccessfully at the Battle of Greenhill. Then in 7045, an unheard-of turn of events came to pass. The Elves of the Summervale decided to interfere with the humans' war using the powerful artifact, The Stone of Silence. The war was ended using this artifact and both sides made peace. Eight years later, Farland militarily coerced Daven to pay yearly tribute.

In the years thereafter, Daven enjoyed many centuries of peace. Unfortunately, this long period of peace led the kings of Daven to divert money away from the military and the once mighty navy and fighting men of Daven dwindled and became less able. Thus, Daven was caught unawares and unready when the scourge of evil reared its head in the east. In 7744, the king of Daven, Dakor V was mysteriously slain by an evil creature of the night. Orc sightings became frequent. The leaders of Daven were thrown into turmoil, as war had been unknown in Daven for so long. While bureaucrats argued in Daven as to the best course of action, the forces of evil attacked simultaneously with a fleet of ships and a frightening army led by the Lord of Gluttony. Amins the Shadow Walker, of the Elhil, came to Daven's aid and mounted an attack on the forces of evil, taking the mighty Elven artifact the Stone of Silence with him to use in the attack. This

was against the original warning of Galadhel, (the Elven smith who created the Stone) only to use the Stone in defense. The artifact disappeared and Aminas was slain outside Elder Daven. Elder Daven fell, and the forces of Zeel hurrying to reinforce Elder Daven were struck down by an evil plague. Thus, the occupation under Saithith, the Lord of Gluttony, began.

In 8163 F.R., the Lords of the West entered Daven and were able to defeat Saithith as well as many of his henchmen, thus freeing the people of Daven. Unfortunately, not all of the vampire spawn were dispatched and today roving undead overrun the kingdom of Daven. Those of the populace that have chosen to remain cower in fear once night falls within tightly boarded up houses. Many have chosen to flee the cursed walking dead and Kale has its hands full with refugees emigrating from Daven.

Laws

- To become one of the Driddaren, one must own at least one horse and command at least ten men.
- A member of the Driddaren in direct service to the king may forego the requirement of commanding ten men.
- A Baron may set his own laws and his subjects must follow those to the letter of the law. However, these laws shall not be contradictory to the king's edicts.
- A Baron must furthermore pay the king the required tax twice a year.
- A Baron must furnish a militia and respond immediately to the king's appeal for troops in times of war or peril.
- A slave may purchase his freedom at the price of 60 sp for any man and 30 sp for any woman. The price for a child under the age of twelve shall be half that of an adult.
- Piracy is punishable by death.

Occupational Realities

The citizens of Daven had the misfortune to have been conquered and ruled during the Dark Years by a ruthless vampire, Saithith the Lord of Gluttony. While Saithith brought along an army of orcs and other fell creatures from the enemy lands to attack Daven, he always had an affinity for undead warriors. During his rule of Daven, a patrol of orcs or humans under his control usually had an undead commander. Vampires and vampire spawn became all too common in Daven during the dark occupation. New laws were added during Saithith's rule to limit humans' power against this growing force of vampires. All religious temples worshiping any gods other than Vornoth were declared illegal. Holy symbols (except that of Vornoth or the Dweller) and especially Heshtail's, were illegal. Garlic was declared illegal, as was holy water. Throughout the land waterways were dammed and altered so that patrols could easily move about Daven without having to cross any running water. It was mandated that whenever anyone opened his or her door to anyone displaying the Lord of Gluttony's insignia, he or she must be invited in at once. Finally, any official or legal inquiries into the whereabouts of an individual was forbidden, and even asking where someone was was socially discouraged. Anyone caught disobeying these mandates was brought to the castle in Elder Daven under cover of night to face justice at a midnight hearing. Never were these unfortunates seen again in the light of day. Saithith kept the system of Baronies intact during his rule and awarded control of these baronies to his most trusted vampire generals. A tax of 1 sp each three months was levied on every family. If the tax collector was not paid, the head of the family would be brought to a midnight hearing. If the family was unable to afford the 1sp, it was permitted instead to send a family member with the tax collector to serve the Baron. Many of those who were sent into service vanished mysteriously, while others became little more than slaves

diverting and damming waterways and doing other menial and backbreaking labors. Perhaps most dangerous to the average citizen of Daven, though, were the mindless vampire spawn that roamed the countryside feeding on human flesh. Peasant farmers no longer had the protection of their lords against this terror as their new lords were creating the fearsome problem. Thus, it was common for families to crowd cowering into their houses after dark whispering prayers under their breath all the long night.

Towns

Major towns and cities in Daven are often capitals of Baronies. Many towns have foreign names due to Daven's having been affected by nomenclature from its natives, Kale, Kelerak, Farland, ancient Lorindon, and the cultures and languages from the islands to the south. The main centers are Gryphon, New Daven, Arden, Irrol, Zeel City, Victoria, and the capitol of the kingdom Elder Daven. Elder Daven is the largest city in Daven and once boasted more than 30,000 inhabitants, though now it has shrunk to less than a third of its former size, boasting barely 8,000. This number dwindles daily as refugees flee the terror of the walking dead of Daven. Smaller and less important cities and towns are Crossways, Endless Well, Necrovia, and Baronsdoom.

Demographic Information

The total area of the wasted land that used to make up the Kingdom of Daven is 40,000 square miles.

The total current population is approximately 100,000 persons because of the harsh realities of the dark occupation. This population is much less than the approximately 1,000,000 inhabitants the Kingdom can and did support in its heyday. Roughly 90% of the current population is

human. The remainder are dark folk, like orcs and goblins, or, more ominously, creatures of the night. The living population is dwindling fast.

- 11,100 residents are isolated or itinerant; many of these are dark folk.
- 69,000 residents live in 170 villages.
- 11,900 residents live in 4 towns (Zeel City, New Daven, Victoria, and Gryphon).
- 8,000 residents live in 1 city (Elder Daven).
- Daven currently supports 220,000 head of livestock:
- 149,600 fowl (e.g. chickens, geese, ducks).
- 70,400 dairy and meat animals (e.g. cows, goats, pigs, sheep).

Elder Daven, capital of Daven

Areas of Interest

1. Castle Daven
2. Mansion Row
3. Godric's Manor
4. Ruins
5. Daven University and the Guild of Scholars
6. Rogues' Row
7. City Docks
8. Inn Row
9. Commerce Row
10. Park Lake

450 meters



**ELDER
DAVEN**

General Information about the City

Who Rules: "King" Godric son of Godfrey Von Berengar, although his rule only extends as far as the reach of his men's lances. The city is near-anarchy.

Other Power Centers: Rupert the Weasel King, the ruler of the pirate colony of Selfhaven Archipelago, wields considerable power in the city through his agent Ludwig One-Ear, head of the Seaman's Guild and a crime boss in the city.

Wolfstan, head of the Thieves' Guild, is something of a force in the city, although he is firmly under Ludwig's thumb.

Priestess Harnet, a cleric of Reenan, gives the peasants of the city hope against the terrible Davenian nights, although she wields little political power.

Population: About 8,000. The population is mostly human with some half-orcs and the occasional wandering dwarf. This is only the living population. It is whispered that dark spirits roam the night, and no one knows what their numbers might be.

Major Products: The city imports varied products from Selfhaven to the south and then distributes them to the cities in Daven. It exports lumber, agricultural products, and pickled fish. Elder Daven was once known for its ships, and it still exports small fishing boats. The economy of Elder Daven is, however, rather depressed.

Armed Forces: King Godric sponsors a force of approximately 40 Driddaren, mounted knights armed with lances and swords. These men, however, are not well trained and in fact are little more than brigands. It is unlikely that Godric could raise many more men.

The City: Elder Daven City is an ancient, decaying city. Since the liberation, no strong leadership has arisen to unify the city or the kingdom, and as such, anarchy reigns. New City, the area outside the inner walls, has become increasingly depopulated, although

the area surrounding the city docks are still much inhabited. To make matters worse, when night falls, the undead minions of the late Saithith, creatures that are now leaderless and purposeless, wander the streets seeking only to kill the living.

The ancient Castle Daven, a crumbling edifice that sits in the center of Old City Square, serves as a reminder of the spirits that haunt the city. The castle is an eyesore, and every attempt to explore it or reoccupy it since the liberation has failed, usually ending with the disappearance of those who have tried. It is therefore considered cursed, and the inhabitants of the city simply give it a wide berth, usually making the sign of the Evil Eye for good measure.

Still, the city has managed to maintain some of its population and economy. Besides those unfortunates who venture into Castle Daven, those who dwell inside the Inner Walls, in Old City, are much safer. The Driddaren of the Warlord-King Godric patrol the street, seeking to enforce the Warlord's will but also keeping the city safer as a side effect. The men of Ludwig One-Ear also help maintain order in the city so that their efforts to conduct trade with Selfhaven can proceed unimpeded. Indeed, the port is the lifeblood of the city, and at least half the citizens of the city earn their living in a profession that is in some way connected to shipping.

Architecturally, Elder Daven is a beautiful place. The buildings are often adorned with gargoyles and other statues meant to ward away evil spirits, and indeed, fanciful sculptures and statues abound throughout much of the city. The buildings of the city withstand age and weather well, and over the years many of them have become overgrown with ivy, giving Elder Daven a quaint, historic look. The city was once known for its large and striking temples, but almost all of these structures were torn down by order of the Lord of Gluttony, and they have never been rebuilt. Still, the architecture of the city is remarkable. Some say, however, that the beauty of the city is

nothing but a white-washed sarcophagus covering a decaying corpse.

Important Dates for the City in Farlandish Reckoning (Many are Approximations)

5915--Daven, a general of Farland from Lorindish stock, founds the city of Daven, later to be known as Elder Daven. This marks the foundation of the kingdom of Daven.

5931--Daven falls in a raid upon (Elder) Daven by Goblins from Goblin Bay. The Goblins are tracked down and destroyed. Daven's eldest son Dortmund becomes King.

5950--Lord Pastor of Orland starts a revolution against King Tomas II of Orland.

5952--Pastor, with help from Daven, secedes from Orland and founds the kingdom of Cairn Cadez in western Orland.

c. 6020--The Farlandish Empire ends. Henceforth it is known as the Kingdom of Farland, and its kings are known as High Kings because most of the other countries eventually become subordinate allies or are forced to pay tribute.

6035--Wizards, priests, and heroes of all sorts begin to flock to Farland.

6397--Baron Jorland III of Cairn Cadez invades Daven on the secret prodding of Orland's King, Lestek I. He conquers the border town of Kestrel with monetary aid from Orland.

6399--Jorland is driven out of Kestrel, and it is renamed Victoria. He flees south to the town of Beath, but is attacked and slain by Prince Tael II, son of King Tael of Daven. Beath is renamed Baronsdoom.

6485--Daven, allied with Kelerak, invade Cairn Cadez. Orland comes to the aid of Cairn Cadez. The Plains War begins.

6490--Orland refuses to aid Cairn Cadez at the Battle of Sunsets. The kingdom is defeated and annexed by Daven.

6494--Daven sells the land where Cairn Cadez was to Orland for a suspiciously cheap price.

6560--Kale, the second son of King Orlock of Daven, cheated of an inheritance, goes off with his loyal followers and founds the Kingdom of Kale.

6615--Kale and Daven become involved in a border dispute. A minor war ensues.

6625--The conflict between Kale and Daven is resolved. Daven has expanded its Western border at the expense of Kale.

6850--Daven is troubled by a small pirate colony on an island to the south of her shores.

6855--Daven commissions a corsair, Robert the Blue, to destroy the pirate colony.

6858--Robert the Blue attacks and successfully destroys the pirate colony on Selfhaven archipelago.

6859--Robert the Blue double-crosses Daven and becomes a pirate himself. He harries the Southern coasts of the kingdom.

6860--Daven petitions the fleet of Farland for aid against the pirate.

6862--The fleet of Farland engages Robert the Blue and completely destroys his fleet. During the returning voyage, half of the fleet of Farland is lost due to a raging storm.

6900--The combined kingdoms of Kale and Daven attack Orland, beginning the Decadion War.

6903--King Alaric Von Basil of Daven is assassinated by the Orlandish assassin Roche.

6906--The Rio Plano is poisoned by raiders from Daven, killing much wildlife as well as people.

6981--Orland, with the help of Zeland and a legion from Farland, invades Daven.

6983--Daven falls to the combined might of the Eastern Alliance. It is annexed as Western Orland. The Eastern Alliance forces Kelerak to cease trade with Kale; Kale suffers greatly.

7001--The famous sage and wizard Seldorius of Farland makes his home on Hamor Island and renames it Wizard Isle. He begins to fabricate many magical items.

7005--Galadhel turns the Stone of Silence over to the Elves to use in putting a stop to the ceaseless wars that are marring the beauty of the lands. Unable to bear the parting, she passes from the Hinterlands.

7010--Abelard Von Basil, of the royal family of Daven, leads a successful revolt against the Orlandish invaders. With help from Kale and Kelerak, Orland is expelled and the Kingdom of Daven is refounded.

7020--Seldorius of Farland refounds the Cadre of the Wise, based on the original

counsel founded by the Mage-King Keler.

7023--The Guild of Scholars is founded in Elder Daven.

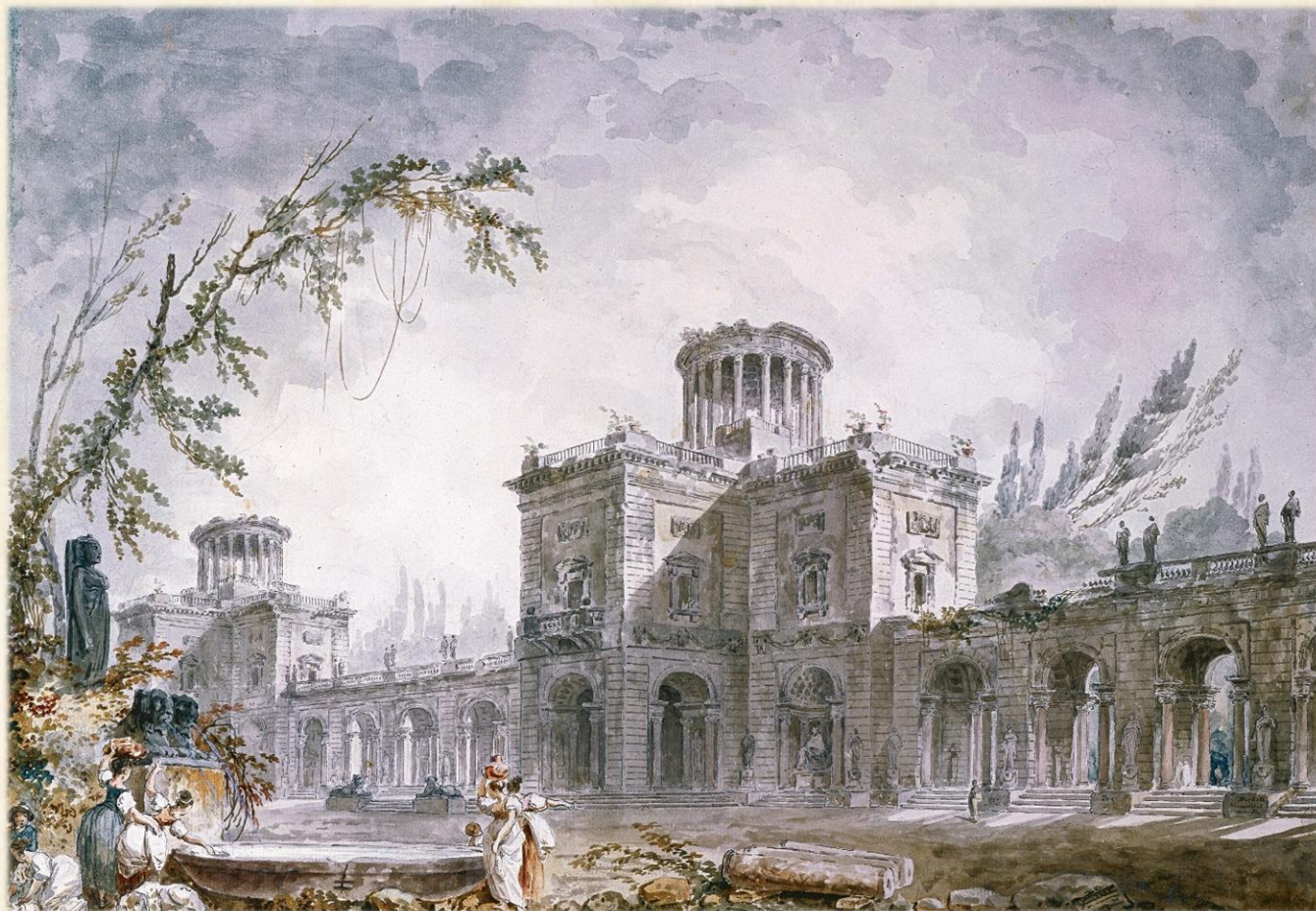
7024--The Daven University is founded by Ewald Von Meinhart after contact with the mage Seldorius the Wise.

7029--Daven and Kelerak invade Orland but are repulsed with heavy losses at the Battle of Greenhill.

7039--Elves from the Summervale interfere in the Decadion War, and intercede with the powerful magic item, The Stone of Silence. Both sides make peace.

7045--The Elves move down the Elfin River and make the first interracial village in Dale. Some Elves move to the South Wood to keep an eye on Daven. The hero Celuthiel leads them.

c. 7080--The Wintervale begins to grow in strength, but this time the Dweller seems to



have acquired some relic or power that greatly worries Seldorius and the Cadre of the Wise. The Dweller has made progress in unlocking the power of the Book of Seven.

7148--Daven is coerced after a minor skirmish into paying tribute to Farland.

c. 7260--Galen Stireck creates the vampire known as Kibor. Stireck is later slain by Kibor.

c. 7490--A new pirate colony is founded on Selfhaven archipelago.

c. 7650--Using the Book of Seven, the evil Dweller in the Wintervale starts recruiting seven mighty lords.

7744--The evil and very powerful vampire Kibor slays the king of Daven, Dakor Van Toulard V. Orcs are sighted in the hilly crags. Daven is thrown into chaos for a time.

7795--Elder Daven is attacked by a fleet of Ships, while simultaneously the army of the Lord of Gluttony besieges it. Reinforcements from Zeel City start to come. Amins of the Shadow Walkers mounts an attack on the forces of evil, taking the Stone of Silence with him to use in the attack. This is against the original warning of Galadhel only to use the Stone in defense. The artifact disappears and Amins is slain outside Elder Daven. Elder Daven falls, and the forces of Zeel are struck down by an evil plague. The Shadow Walkers from the South Wood put up a heroic fight but are hunted down and executed over the next year. Only a few escape. Daven is fully conquered by the Lord of Gluttony.

7910--The Lord of Envy begins a border war with Daven. The border shifts for several decades but eventually the Lord of Wrath puts a stop to the war and restores the original borders.

8015--Elie, a Priest of Heshtail secretly trains a band of heroes in how to destroy the undead blight that plagues Daven. The nameless band attempts to assassinate Saithith the Lord of Gluttony but are slain to a man.

8163--The Lord of Gluttony is slain and the land of Daven is liberated.

8166--King Godric comes to power in Elder Daven.

8169--The first whispers about the Guild of Slayers are heard in Elder Daven.

8170--The present.

Factions of Daven

Driddaren of Godric: The liege-knights who serve the self-proclaimed King Godric, this band of horsemen alternately enforces the laws and collects bribes. Not an evil faction per se, they aren't above seeking their own gain. King Godric is a rough-and-tumble sort, and he collects men who are similar. Godric perhaps does have the good interests of his kingdom in mind, but he's yet to master his own baser character traits. Still this group has achieved some impressive military victories. This faction is entirely human, and it opposes the Pirates of Selfhaven and the Disciples of the Dark, often with military force. It has an economic alliance with the Seaman's Guild.

The Slayers: This legendary group of undead hunters is said to patrol the wilds of Daven, putting an end to the abominations that walk the night. Their leader is unknown, and while they are of generally good alignment, their obsessive focus is with the walking dead. Membership in this group is secret, and one never knows if one's own neighbor is a Slayer. Slayers hate the Disciples of the Dark. They have no other alliances.

The Pirates of Selfhaven: Rupert the Weasel King, a thin halfling, rules the pirate colony of Selfhaven. The colony prospered during the Dark Occupation, and it still serves as a go-between that allows the

Eastern occupied kingdoms to trade with the liberated lands. Rupert harasses ships on the high seas, and he is opposed by Godric's Driddaren. The Pirates of Selfhaven are a diverse bunch, consisting of humans, dwarves, orcs, halflings, and dark folk. This faction is in an alliance with the Seaman's Guild, oddly. It also deals with the representatives of the Lords of Envy and Wrath, and the pirates make regular trips to Budum-ishi and even the Nameless City.

Seaman's Guild: This powerful guild is commanded by Ludwig One-Ear, a gnarled half-orc with, well, one ear. Ludwig is intelligent, canny, wise, and merciless. He makes business deals with the same ruthlessness that he used to drive daggers into his enemies in his youth before he discovered that he had a knack for commerce. This guild is mostly human, but it has a smattering of half-orcs, halflings, and dwarves. It is allied with both the Driddaren of Godric and the Pirates of Selfhaven; Ludwig secretly works for Rupert the Weasel King.

Disciples of the Dark: A foul cult that worships both Vornoth and the death god Grlarshh has sprung up in Daven. Headed by the deformed Lothar Van Lowe, a mysterious cleric, this faction reveres undead. They hate all those who worship the good gods, and they especially hate the Slayers.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Daven.

Investigate the Slayers: King Godric wants to know who rules the Slayers and where their base is.

Take back the castle: The city of Elder Daven has had enough with the Walking

Dead. The majority of the city has been cleared, but many undead still dwell in the cursed ruin of the castle of the Lord of Gluttony, leaving it to hunt every night and returning at dawn. It must be explored and the undead within it destroyed.

Vampire outbreak: Recently, vampires have begun hunting the citizens of Necrovia. At least they seem to be vampires by the bite marks on their necks.... The source of the attacks must be uncovered and the threat stopped.

The Pirates: The pirates must be taught a lesson. The PCs are to board a ship and stay hidden until it is boarded by pirates. They must then destroy the pirates, or better yet, convince them to stop attacking ships from Daven.

Darkness Ascendant: The Disciples of Darkness have begun abducting citizens of Daven, and often those citizens return as walking corpses. The secret base of the cult must be discovered, and it must be rooted out and destroyed.

The threat of Envy: The Lord of Envy has begun massing his forces on the Eastern border of Daven, preparing to take back the liberated kingdom. King Godric has asked the PCs to do what they can to aid in the defense of Daven.

Chapter Three: Occupied Lands

Conquered Kingdoms

The kingdoms of Orland, Zeland, Wawmar, and Farland still chafe under the rule of the Lords of Sin. These hapless kingdoms are detailed below.

Orland

Overview

Orland is one of the oldest kingdoms in Farland, younger than Farland and founded only slightly after Zeland. Her history has been turbulent, and ruins dot the landscape. Once great cities have again become plains or forests and others have arisen where naught rested before. Orland is well versed in the tragedies of famine and plague as well, and whole cities and, in severe times, whole regions have fallen to these deadliest of enemies.

Orland, the youngest member of the old Eastern Alliance, is a fair land. In the north of the kingdom, people have a strong Scottish flavor, somewhat similar to the farmers of southern Zeland. The northerners wear Kilt-like clothing and an ancient guild of musicians from the town of Rill are famous for playing a curious instrument that looks much like an octopus or squid. The southern Orlandish are quite diverse but they have something of a Spanish flavor; the Egyptian and African-like continent to the south also heavily influences their culture. The kingdom is still occupied as of this writing. The Orlandish

are a hearty people who have withstood the dark occupation as well as can be expected. The kingdom has fared relatively well economically, with a large farming, lumber, and oil industry. The largest city is Orland City, with a population of 30,000. Garlgax the drow Lord of Envy rules this kingdom.

The diversity and the strong distinction between the northern and southern halves is perhaps one of the reasons that Orland never became the power that some of its neighbors did. The kingdom of Orland has always been mighty, but never has it become as rich and successful as the shipping nations of Daven and Farland or the agricultural and mining power of Zeland to





the north. Many have suggested that northern and southern Orland would do well to split and would fare much better apart than as a united kingdom. The city of Orland is a very diverse and exotic place. Cultures clash and meld around the open-air bazaars of the city. It is commonly said among merchants and travelers that if you can't find it in the markets of Orland, then it probably doesn't exist.

Another unique aspect about Orland is the strength of the church of Neltak. Or, father of Orland, was quite devout and brought the official religion of his homeland to the kingdom bearing his name. While the population is made up of diverse groups that are often at odds with one another, it is the combination of powerful rulers and the great power of the church that has historically united the kingdom. Others claim that the power of the church has stymied the potential of this southern nation.

History and Culture of Orland

The twin brothers Zel and Or founded the kingdoms of Zeland and Orland. They were of noble birth from Farland and had been encouraged by their father to travel forth to seek their fortune. After crossing through the Grand Peaks and reaching the Greatwash, Zel fell in love with the plains and rich grasslands of eastern Zeland. Ever a horseman, he reveled in the unending landscape stretching far to the horizon. He also dreamed of amber fields of wheat as he saw the richness of the soil. His brother Or had always had a penchant for all that associated with the sea, and left his brother to travel south searching for the sea, where he would found the kingdom of Orland.

Or is remembered as an extremely religious man. The church of Neltak historically has been an extremely powerful force in Orland even more than it was in Or's homeland, the kingdom of Farland. Priests of Neltak often use the name of King Or, father of Orland,

to explain the religious fervor that grips this land unlike any other on the continent. Rumors persist to this day, however, that Or was a follower of Kantor. This can evoke quite a lively debate that has more than once led to bloodshed among the citizens of Orland. Most agree that Or is responsible for establishing a kingdom where the church holds a great deal of power. Over the years this power grew and before the occupation, the power sharing arrangement between the church of Neltak and the king in Orland City arguably tipped in favor of the church.

Or lived an exceptionally long life and ruled the kingdom for 105 years. Many claim that this was impossible and that historians are surely mistaken. They suggest that there were perhaps subsequent kings with the same name and that legend has forgotten this fact. Others point to king Or's religious devotion as the key to his long life. Priests of Neltak prefer this understanding of history. Neltak himself prolonged king Or's life they claim. During the reign of king Or, the great city of Orland was established. In his push south to the sea, Or was able to convert many barbarians to his religion, probably either worship of Neltak or Kantor, though history is unclear on this point. The tribes to the far north of present day Orland were quite resistant and many fled before Or and his men. Others stayed to fight, though few survived Or's superior weaponry and battle tactics. As they continued south, Or and his party met with friendlier natives and finally decided to remain in the area of Orland city today. This seemed a neutral uninhabited area and commanded a lovely view of the surrounding area, as there are rolling hills overlooking the banks of the Greatwash. Only years later did Or learn that the land he chose was considered haunted and cursed by the local barbarian tribes. Not even the strongest of the barbarian warriors had the courage to spend even one night west of the Greatwash where Or chose to settle. Thus, fortune guided his choice of campsites and the local peoples quickly came to regard him with awe and devotion. This enabled Or to unite the surrounding peoples and once he converted them to his

religious beliefs they intermingled freely. He was in this way able to assemble a great force of people rather quickly. With this force, he continued south on forays to convert yet more of the heathens. Within his lifetime he was able to conquer a good part of the natives of Orland in this way. To the north, the barbarians continued to harry his new settlement, which he called the city of Orland.

Or reputedly had twelve sons and many more daughters. These were born by his six successive wives. The first was a woman of noble birth that had chosen to accompany the group from Farland. After her death, king Or's remaining wives came from amongst the converted barbarian women. Thus, intermarriage became quickly prevalent. He outlived many of his sons, but upon his death, his seventh and eldest living son Magito became the second king of Orland. Already old upon his appointment, Magito died a mere three years later and his son Mortus becomes king of Orland.

In the early years of Or and his descendants, the people of Orland were obsessed with the conversion of all barbarians to the church of Neltak. Whether or not the rumors are true that Or worshipped Kantor primarily, the church of Neltak was the most important church in the new kingdom. The barbarians were taught to be civilized and lawful and were taught the glories of the afterlife. The barbarians usually converted quickly. This was probably more because of the gifts that were offered than because of any true devotion. This fervor for conversion of those considered heathens continued for hundreds of years and Orlandish followers of Neltak may even risk imprisonment today if they think they may have a chance of converting a stranger. This fervor led King Jublan, known as the Crusader, to lead the first mission to both the Selfhaven Archipelago and the vast southern continent to convert the heathens rumored to live there. This mission sailed in the year 5561. King Jublan found little success in converting the heathens he found, but he successfully slaughtered many of them. He

brought a good many back home with him as well and put them to work without pay. Some protested this arrangement so King Jublan amended Orlandish law to make enslavement of the southerners legal. After his death, his son Jublan II, having fallen in love with the child of some of these southerners that his father brought back, changed the law back and made it legal for him to marry this woman. This started a long tradition of intermarriage between the peoples of the two continents in Orland. The missions south continued during this period and tensions eased and trade was established and the flow of southerners to Orland became more pronounced.

Then in 5721, Farland invaded Orland and four years later successfully defeated and annexed Orland. This ended the missions south for many centuries. Orland's history became fused with that of Farland. Not until 5950, more than two and a half centuries later did Orland begin to struggle successfully against Farland. Not until 5979, however, did Orland successfully secede from the empire, taking advantage of evil forces attacking Farland. Meanwhile, in 5952, Lord Pastor of Orland founded the new kingdom of Cairn Cadez in western Orland, seceding from the kingdom. During the next several centuries, Orland turned its attention to diplomatic relations with Zeland and Cairn Cadez, as well as Daven. Missions to the south resumed but with less frequency than in the past.

In 6399, Baron Jorland III of Cairn Cadez invaded the town of Kestrel in Daven. In 6400 Daven retook the town and renamed it Victoria. Daven, with the help of Kelerak, invaded Cairn Cadez in 6485. Orland assisted Cairn Cadez, starting the Plains War. Five years later, however, Orland appears to have betrayed Cairn Cadez and Daven conquered Cairn Cadez. Four years later Daven sold Orland the land where Cairn Cadez once lay for a suspiciously cheap price.

Orland's wartime years continued, as in 6519 Orland assisted Zeland in defeating the Dwarven kingdom of Dorlhaud. The great

Dwarven kingdom Wawmar to the north avenged Dorlhaid and defeated Zeland in battle. Orland choose to pay a ransom instead of fighting the powerful dwarves. Through diplomatic mission once again, Orland was able to regain peace in the following centuries.

Orland experienced a resurgence of barbarian culture during the early years of the 68th century. Lower Lord Tidon in the 6720s, having determined that he was descended from barbarians and being an extremely large, strong man, effectively convinced the other ranking nobles in the area of his holding, Old Cadez, to return to the reverence of strength above all else held by his ancestors. He established public bouts of wrestling and other feats of strength. These were hugely popular and their popularity moved him to establish the first of many gladiator games in 6729. These were held between two men who fought usually unarmed to the death in a public arena. These were also popular, though the church spoke out against displays such as these. Then Lower Lord Tidon publicly announced that he had begun worshipping the pagan Gods of the ancient barbarians. He urged all he knew to convert to paganism with him. This was a fatal mistake, as the church of Neltak immediately exerted its considerable pressure on the other Lower Lords, the High Lords and the King himself and in 6731 Lower Lord Tidon was publicly beheaded for the crime of treason. The games were outlawed and worship of pagan gods was declared against the church by the church of Neltak. This was the first of many demonstrations of the considerable and growing power of the church of Neltak.

During the bloody years between 6983-7010 Orland annexed the kingdom of Daven, renaming it Western Orland. The fighting raged between all of the kingdoms of Farland until the elves intervened with the powerful Elven artifact the Stone of Silence in 7039. For just over a century peace, the Pax Elhanus, fell again over the lands. Then the Eastern Alliance of Farland, Orland, and

Zeland again invaded Kelerak in 7143. In 7168, the Eastern Alliance failed to conquer Kale. Peace eventually was regained thereafter and Orland fared well until in 7305 a particularly devastating case of the plague broke out. The north of the kingdom was particularly hard hit. The town of Khadez in northeast Orland along the banks of the Rio Blorn was completely decimated and, never being repopulated, fell eventually into ruins.

This severe outbreak of plague was followed ten years later by an even more devastating famine mostly again in the north, though the whole country suffered. The early years of the 71st century are remembered as the years of suffering. Those that survived spent many generations repopulating towns and cities and regaining the health and wealth that Orland had gained over millennia. Those that survived these years often became almost irrationally devoted to their religion. It was commonly said that Orland was being punished for her sins and only through the holy power of Neltak had the kingdom been saved at all.

The forces of evil began to attack Orland in 7701 and her borders were harried for two centuries. Finally, in 7796, the capital city was captured and Orland succumbed to the gathering darkness and to an almost four-hundred-year rule by the Drow Lord of Envy, one of the infamous Lords of Sin. The population suffered greatly though the economy continued to thrive and many humans were allowed to live in order to continue producing wealth for the Lord in Orland City.

Religion in Orland

Before the occupation, religion was a curious institution in Orland. Though the church of Neltak is unprecedentedly strong in Orland, worship of Lord Neltak has never become official in Orlandish law. Many of these laws refer to the church, but despite repeated attempts by the church of Neltak to clarify the law, it has remained

ambiguous. Officially the church of Neltak claims 99% of the population, but de facto devotion is almost as diverse as the population. Publicly and among strangers, it would take a bold person indeed to suggest that he or she wasn't a devout follower of Neltak. This behavior is required by the politically and socially conscious. At home and among friends, however, polytheism abounds. There is a strong following of Kantor, rumored to be the chosen God of Or himself. Indeed, temples to Kantor are quite numerous throughout the land. There has always been a distinct underworld in Orland as well, and worship of Bel, and Vornoth, the walker in darkness, is also not uncommon. Bel is never referred to as the God of thieves in Orland, but will often be described as the God of adventurers, or the God of entrepreneurs. This is clearly an attempt to protect the lives of individuals who are likely thieves but are trying to avoid the headsman's axe. Thievery is a capital crime of the highest degree in Orland, and the followers of Neltak are known to hate thieves above all others. All other major Gods have a following in Orland as well, though religious structures to Gods other than Neltak or Kantor are rare and often hidden. There are also significant numbers that worship the Gods of the lands to the south, especially in southern Orland, though many claim that they are the same Gods with different names and perhaps understood slightly differently.

Since the occupation, the Lord of Envy has rewarded worshipers of Vornoth above all else. Ever a politically savvy people, the people of Orland today will likely tell strangers of their devotion to one of this evil deity. The worshippers of this evil God have likely also increased, but it is unlikely that all those who claim allegiance to the forces of evil truly follow these teachings.

The church of Neltak had been able to construct large and beautiful churches that have made Orland famous throughout the kingdoms. Usually they are crafted of stone and the sheer stone surfaces that form their turrets, spires, and steeples are so flawless

that most believe that Neltak himself must have had a hand in the construction. Most of these churches have actual glass in the windows, a rarity in Orland due to its great cost, and some of the greater churches in Orland City even boast stained glass windows. These usually depict Neltak as a large well-muscled man, bare-chested and brandishing a great headman's axe. Since the occupation, these famous sanctuaries of good have become largely abandoned, though curiously they have not been used by the evil forces, nor do they seem to have been vandalized excessively.

Scholars find it curious that Garlgax, as a dark elf, has not instituted the worship of his people's deity, Salystra, the Demon Serpent Goddess. Answers as to why this is the case are not forthcoming from the Lord of Sin.

Feudalism in Orland

Feudalism before the Dark Occupation in Orland is much like that of Zeland, though in Orland the church plays an important part. The church often owns large tracts of land and asks for its parishioners to farm this land in return for half of the crops harvested. This is a very common arrangement throughout Orland. In almost every case the church of Neltak is the institution involved in such transactions, but in some areas, especially to the far south, churches owe their allegiance to Kantor. While the churches' power in this way stretches over much of the farmland of Orland, there is also a secular net of feudalism that keeps peasants working to fill their lords' coffers in return for the protection that their lords offer.

The church of Neltak is organized in four parts: The Pontifices, the Sacris Facundis, the Bellonium, and the Augurs. Augurs rarely are involved in business arrangements such as land management. The other three branches are all interspersed in land ownership and feudal management. The Bellonium are often used

for enforcing the "tithing." Those in the Sacris Facundis are responsible for the monitoring of tithes before each festival and holy celebration. Every farmer is responsible for bringing half of his harvest to the church in the two weeks preceding holy days and holy months. Farmers are strongly encouraged by the Bellonium to have some sort of harvest year round.

Winter wheat is planted during the coldest months and foraging for wild chestnuts and fruit orchards are just some examples of how the church is able to continue receiving crops most of the year.

The secular feudal arrangement that exists throughout Orland operates alongside that of the church. The king is the ruler of the land. He is surrounded by his advisors, most of whom are high ranking members of the

church of Neltak. He rules from Orland City. Many of these advisors are also High Lords. High Lords oversee large regions of land encompassing many towns and cities. There were seven High Lords for the last hundred years or so before the occupation, though the number has varied over the years. The High Lords in turn oversee many Lower Lords who may be in charge of a single town or city or an agricultural area. Each of these lords, whether High or Lower, keeps his knights who enjoy great prestige throughout the land. The knights of the king himself are most famous and are called the Alchadra, meaning "the powerful" in the southern dialect of Kingdom Common. These knights are ferocious warriors and are feared throughout the land. Below the lords are the guildsmen. Some guildsmen like those of the guild of executioners can command the



same respect that even a High Lord does, while others like the guild of entrepreneurs are considered little better than a commoner. The police force of the land, the various lords' guardsmen, are also a step up from the menial station of a common peasant. These peasants are lowest in rank in the feudal structure of Orland. Many peasants try to escape their plight by joining the church, but the church is wary of this ploy and had become quite selective before the occupation.

Housing

One of the curiosities of northern Orland is that in rural areas the Orlandish live in homesteads grouped together in concentric circles. Larger towns are often built in this manner as well, though none of the larger cities exhibit this circular building pattern. Country folk claim this is for defensive reasons. In smaller settlements, the central area is used for ceremonies and celebrations as well as for any number of other banal activities. In larger settlements, the central area is usually home to a temple or church of Neltak. Thus, some have suggested that the circular building pattern is based on the importance of religion to the people. Others have pointed out the similarities between modern building practices and the ancient stone slabs found here and there about the countryside and always arranged in similar concentric circles. Houses and other buildings are usually constructed from sod in northern Orland but thuck houses are also common. Wood is not as plentiful in the north and therefore it is used sparingly. Those with more wealth choose to construct stone houses. Stone walls are commonly used to delineate feudal estates. These walls are merely markers, though, as they are typically only two or three feet high. Some of these walls are thousands of years old.

In central and southern Orland adobe housing is common. This construction usually works best for small buildings made of mud-brick walls topped with closely spaced rafters to support the adobe roof. As

wood is more common in the central area of Orland, wooden houses are found more often and frame houses are often enjoyed by the wealthier classes. Log cabins are the norm in and around forests. Outside of the many forests a mixture of adobe and log construction is often common. Housing in Orland is diverse like its population. The adobe style of construction probably emigrated to Orland from the southern continent. It has remained a popular construction type due to its low cost. The hard work entailed in this type of construction does not faze the industrious people of Orland.

Dangers

Dangers today are first and foremost drawing attention to oneself and being too often seen during the day. The Lord of Envy has decreed that being about during the day is for those who, in the tradition of the hated surface elves, wish to commit good acts and these are against the law. As for drawing attention to oneself, efficiency and hard work is encouraged, but many a man has disappeared in the night for doing too well. The Lord of Envy takes a strong dislike to any who do their jobs better than he. It is best to practice crafts and professions that the Lord knows something about himself. Woe to the man who becomes well known for his carpentry skills if the Lord isn't well versed in carpentry himself. The Lord of Envy is also jealous of material things, but that poses little problem as he merely takes what he covets.

Roving evil creatures are also a problem, though the Lord of Envy runs a regulated and disciplined kingdom. Orcs are common and orcs are always dangerous to humans by their very nature. They routinely bully and beat the human population for sport. The Drow population is more surreptitious in their methods. Many disappear during the night and people often refer to disappearances as Neltak's Will to avoid thinking of other reasons for the disappearance. Few have ever returned, and

those that do have returned full of tales of gratuitous torture. These tales fill the people with horror and a great and demoralizing fear. It is when faced with the realities of today that many people claim that Neltak is surely dead, for otherwise how could he allow this?

Before the occupation, the ogres from the Salt Cliffs were a large problem for Orland. About once a generation there would be reports of the roads to the south being harried or perhaps livestock would start disappearing at an alarming rate. Sometimes there were actually attacks on the villages to the south. Both Porta and Naporta have known the ferocity of ogres more than a few times. Every time such news reached the northern cities, a force would be raised and the ogres attacked. A few ogres would be slain and sometimes many ogres would perish, but always there would be a few who had stayed back or escaped into their seemingly impenetrable warrens carved into the cliffs themselves. For decades, Orland would hear nothing from these monsters as they sustained themselves on the fruit of the sea. Then their courage would once again build and Orland would again lose its animals or worse its children to the insatiable hunger of the ogres.

Nasty things have always lived in the mountains surrounding Orland. They usually stay there, but sometimes in harsh winters or in times of drought when wild game is scarce, these evil aberrations slither and sneak out of the highlands, drawn to the smell of fresh meat. Some years they grow emboldened enough to attack a homestead, or even a group of them might try an assault on a small village. Always a group of brave warriors, perhaps even some knights, are summoned and beat back the creatures of the night. Then the highland folk of Orland celebrate their freedom from the evil mountain dwellers and shower the brave warriors that saved them with their affections and what gifts and payments they can muster. For a few years after it always seems they are free from this menace, but

the creatures of the night always come back the next time there is a bad year. Soon those living in the shadows of the mountains begin to fear the night once again.

The creatures of the forests of Orland are less of a problem, though wolves and bears occasionally assault a lone traveler or livestock. Forests have their own natural dangers. Rumors abound about the forests. Even stranger is the Forest of Blorn where it is rumored that the little people have their own kingdom all tucked away amongst the trees. Legend tells that once long ago there was a great city on the outskirts of the forest and man and halfling traded together and lived harmoniously. If that city ever existed it has long since disappeared and few men can truthfully boast about having seen a halfling, let alone having met or talked to one.

The most feared and dangerous enemies of Orland have always been plague and famine. Priests of Neltak point to the widespread sin that brings horrible plagues and crippling droughts to the land. Others say it is the southerners that bring the plague and the drought. Regardless of the reasons, these terrible foes have killed more people of Orland since its birth than all other dangers and enemies of the kingdom combined.

Food

Orland is a land of diversity and wide variety. This applies to her culture, her people, and also her food. Part of the reason that the food of Orland is so varied is that compared to neighboring kingdoms, spices are abundant in Orland. Some of these spices that flavor the cooking of Orland are cinnamon, cloves, anise, saffron, pepper, salt, cumin, caraway, parsley, nutmeg, rosewater, sesame, and horseradish. Throughout the land soups are common. A traditional Orlandish dish well known throughout the kingdom is a thick garlic soup. Bread is often served with soup, though bread is not always available in all

areas, especially in rural areas. All over fried dough is very common. It is made from wheat, barley, rye, or rice flour depending on what is available. Rice flour is more common to the south and wheat to the north. Another staple of any Orlandish diet is beans. One can find many types of beans in Orland including chick peas, kidney beans, lentils, and broad beans. Beans are used to make soups, stews, and are eaten boiled, fried, and even raw. They complement meat dishes and vegetable dishes alike and are often also served alone.

Meat is fairly available throughout Orland. The average peasant cannot afford meat on a daily basis but most families have meat at least once a week and fish is relatively common in many areas. To the north, goats are common and are used for milk, cheese, and meat. Sheep are found in central Orland, though they are not as popular as in some of the other kingdoms. Cows are also less common in Orland than in other kingdoms and therefore domestic red meat is a highly-prized commodity. Wild game is also eaten especially in the more rural areas of Orland. Fowl of many types is also highly common. Chickens are raised throughout the land. Pheasants and quail are the most prized wild fowl. Pigeons are found both in the wild and are raised throughout Orland as well. Fish is widely available in most areas of Orland. Dried fish can usually be found in the markets of towns far from the water. Meat of all types is used as an ingredient in soups and is often added to vegetables like turnips, cabbage, carrots, and potatoes to make thick hearty stews. Puddings are prized for dessert and also for breakfast. Bread puddings, savory puddings, and rice puddings are all popular. Spiced wine is often served along with these puddings for those that can afford it.

Laws

Law has always been highly respected in Orland since the early days of the kingdom. Perhaps because law has been so important, Orlandish laws have undergone many

changes over the years. The laws shown below are the laws that governed the kingdom in the period before the time of occupation. This list is not complete and many other laws also existed. This historian has here recorded only the laws that were accorded the highest importance at the time of his righteousness, King Hazzan III. Listed here are only the Greater Laws from King Hazzan's Holy Titles of Orland. There are also many lesser laws and there are probably laws in Orland to govern each and every aspect of a person's life. The vast knowledge needed to become well versed in all such laws is rare however. Thus, in practice the following laws are most influential.

Title I: The law of Orland is sacred and shall be followed by all.

Law I: The law is necessary and without it the great kingdom of Orland will cease to exist.

Law II: There is no citizen of Orland, even Royalty, that shall be above the laws of Orland.

Law III: The King of Orland, he who sits upon the holy throne, shall have first consideration if he so desires.

Law IV: Any judge that sees it necessary may annul any foreign laws that contradict the sacred laws of Orland.

Title II: Any citizen of Orland must answer any summons by any court of Orland.

Law I: All villages, towns, and cities must have a court, which shall be administered by the church, the holiest of judges.

Law II: Any citizen that fails to answer any summons agrees in absentia to follow the edict of the court and further will pay a fine of 5sp for failing his or her duty to the court.

Law III: Any noble or religious person of high standing shall be exempt from the above requirements upon advising the court of his or her position.

Title III: All property in Orland ultimately belongs to the crown.

Law I: The king may seize any man's property if he does so through court order.

Law II: Upon a man's death, his property shall become the property of his eldest son. This son shall pay the crown 10% of any disposable wealth. If no eldest son survives him, the next closest male relative shall receive his property.

Title IV: Marriage is a sacred and holy institution.

Law I: A woman shall not marry without a dowry.

Law II: A citizen of Orland may marry a barbarian or a southerner only upon successful petition of the courts.

Law III: Woman past the age of childbearing may not enter into marriage with a younger man.

Law IV: Any woman suffering the absence or death of her husband must wait one year before re-marrying unless she weds her husband's brother.

Law V: Adultery is punishable by up to 60 days in the stocks or a fine of up to 100sp at the court's discretion.

Law VI: Divorce is unlawful.

Title V: All business transactions involving a sum in silver greater than 25 sp will require the approval of the court.

Law I: The court shall receive sufficient monies for their services from the businessmen.

Law II: Donations to the church are exempt. Law III: Tithing to the church is a holy duty of all men of Orland.

Title VI: Men have the right of retaliation and revenge.

Law I: The courts must first approve any plans of retaliation or revenge.

Law II: If a citizen kills another citizen he shall pay the latter's family a sum equaling at least the equivalent of a year of that man's wages. Failure to pay will result in the immediate approval of any plans for revenge.

Title VII: Thievery is a capital crime of the highest degree.

Law I: It shall be lawful for a citizen, upon finding a thief in the night, to take the life of that thief as long as the latter shall be dead by dawn.

Law II: If a thief successfully survives the night of his thieving, he will be brought before the court and the court will decide his fate.

Title VIII: It is unlawful to harbor a fugitive.

Law I: Any citizen encountering a fugitive shall report immediately to the nearest law enforcement agent.

Law II: Failure to report a fugitive will result in the charge of accomplice. The court may sentence any accomplice in the same manner as the fugitive.

Law III: A man or woman may seek sanctuary in the church. Members of the church cannot be charged as accomplices.

These are the eight basic tables of law as decreed by his righteousness King Hazzan III in the year 7643. As stated, these laws are merely some of the most basic and most important. Laws govern every detail of life in Orland. Of course, this has all changed with the onset of the occupation. Laws are still rigid and unforgiving, but priorities are quite different under the rule of The Lord of Envy.

Towns

Orland's landscape is dotted with many small to medium size towns. Orland City dwarfs any other city in the land. It is the religious and political center of the kingdom. The many churches of Neltak dominate the architectural vista. The majestic castle sits in the center of the city, on an island in the middle of the Great River. The markets of Orland are big and always busy. Since the Lord of Envy came to power, these markets have become night markets, but they still thrive. The market place is desolate during the daytime, as it has been declared unlawful to hold market during the day. Orland City draws a huge seasonal population. When the crops have

been harvested, people flock to Orland City to look for work of any sort to help get by during the lean months. During these times the streets are full of beggars and loiterers. This has been discouraged during the dark occupation, but many still make the journey to the great city where so many have found their dreams come true. To the north, both Zeland and Orland claim Rochehome and Rill for their strategic location along the trade route between Kelerak and Orland. Before the occupation began, an uneasy agreement between the two kingdoms declared that Rochehome was the property of Zeland and Rill of Orland. Rochehome has its name because it was home to the famous swashbuckler Roche; before Roche's time, the town was called Dorra. Rill was so named for its location at the base of the rapids near Rochehome. Near Rill, the Border River takes many paths through the loamy soil, many of which are small rills.

Both towns have shrunk drastically and have suffered from the occupation and the lack of trade. Mavarra is located on the lake of the same name. Fishing is an important industry here and its location in the foothills makes it an ideal location for goat herding. The area around Mavarra is well known for potatoes. Old Cadez is located on the banks of the Bon River. It is an ancient town that was once the estate of the Cadez family. Legend has it that this town was once the capital of the Kingdom of Carn Cadez. The current prominence of the town is largely due to the discovery of oil west of the city. Coal is also available in the area. These finds have transformed the town from a sleepy relic, dotted with ancient ruins, into a thriving metropolis. Zoria sprang up to the east after these discoveries as a result of the now heavily traveled trade route between Old Cadez and Orland City. Belaga, Talmera, and Mugo are all oil and coal production centers in the area. Fort Aranda to the south along the banks of the Rio Plano is a holdover from the years when Cairn Cadez existed. It was the border town that protected Orland from invasion at that time. It has become an important town in its own right since and is dominated by the

large old stone fort that faces west, ever looking for invaders from Daven. Victoria and Baronsdoom to the far west have been disputed between Daven and Orland over the years. Today with the kingdom of Daven being overrun by a plague of undead, there has been none to defend these cities and The Lord of Envy has claimed these two towns, though they are a faint shadow of their original size and importance. To the far south, Naporto is one of the most important port cities of Orland, as it is the only port directly on the open ocean. Once vigorous trade between Daven, Farland, and Orland carried on from this port.

Today, the ships have been allowed to rot in their moorings and the harbor bottom is full of the remains of once great vessels. Sefra and Hangeria are the guardians of the mouth of the Great River and the route north to Orland City. Some ships have been preserved in these towns and fishing is mostly what they are used for today. Once they were great shipbuilding centers, though this trade has fallen by the wayside during the occupation. Porta is a town of military men and sailors. It's primary reason for existence is as a first point of contact to protect for invasion or to collect tariffs from traders. The Lord of Envy has increased the size of this town, perhaps due to a worry of invasion by sea from Farland.

To the east of the Great River, towns are rarer. Jorland's Run is the largest town to the east and is a financial center based on lumber and fishing. The most prized lumber for shipbuilding comes from the area of Bella, named for its beautiful vistas of serene forests covering gently rolling hills with the Great Peaks in the background. The town of Vargos sprang up as a trading center along the route between the Great River and Jorland's Run. The Rio Bella is a difficult river to navigate and it is slow going, so many merchants will spend the night in Vargos before continuing on. The town has many inns and other establishments for merchants. It is said the women of Vargos will do anything for the right price. Bono and Andelia are mainly

farming centers. The little cattle farming that does occur in Orland is mainly in this area. Goats are also common and milk and cheese is famous from this area.

Guilds of Orland

Since the occupation, Orland has had a thieves' guild for the first time in her history. Historically the church of Neltak has considered thievery a capital crime and has spared no expense in hunting suspected thieves. There have always been guilds for Adventurers and guilds for Entrepreneurs. These were probably merely covers for all those who wished to pursue less than honest work. Gambling has always been one of the mainstays of these guilds though gambling has always been done in a secretive way so as not to arouse the ire of the church.

A very important guild in Orland is the guild of holy judges and attorneys. It is difficult to become a judge or an attorney without rigorous religious study with this guild. Due to the importance of law in Orland, there is also much non-religious study that is required for a man to be worthy of working with the court. It is a highly-respected position and well paid, though, so the list of applicants is always long and the selection process is very rigorous. Only persons from the best families and of the best moral fiber are accepted.

One of the most respected and sought-after memberships in the city is that of the guild of executioners. Like the guild of holy judges and attorneys, the members of this guild require strict religious study and adherence. Only the holiest of men may become members and when admitted they must humble themselves before Neltak and continue to study the ways of Neltak every day. These men often live apart in holy quarters where they can devote their time to religious studies. They are believed to be the right arm of Neltak himself and every execution that they perform is thought of as the actual work of Neltak. Executioners dress in Neltak's image and are always bare

from the waist up, wearing a black hood to cover their personal identity that nobody can become confused as to who is actually performing the execution. All official executions in Orland are performed with a great axe.

Another hugely important guild before the occupation was the guild of the Servants of Neltak. Membership in this guild was a requirement for any political and social achievements. Members were either a member of the subgroup Sons of Neltak or Daughters of Neltak depending on their gender. They greeted each other as Holy Brother or Holy Sister in public and in private. Thus, it was quite clear to all whether one belonged to the guild. Membership of this guild pervaded all aspects of life in Orland pre-occupation. If one was considering getting married, membership was a necessity if the family of one's love interest were members. In business, nobody would agree to trade with one that wasn't a member unless he or she also wasn't a member. Members held all of the high and coveted positions in society.

Orland has been a land of many guilds. These above are merely the most famous and perhaps the most important. Nearly every industry has a guild that regulates the industry. Thus, the farmers' guild, the lumber guild, and the oil guild are very powerful. Membership in any guild is a matter of social standing as well as a necessity of business.

Occupational Realities

True to his name, the Lord of Envy is an insanely jealous being. He goes out most nights to patrol the city of Orland to assure himself that there is none who is more powerful than he nor none that excels in a skill or talent better than he. This has resulted in the citizens of Orland City learning quickly what skills their lord possesses. These are considerable, but there are many talents that he doesn't possess. It didn't take long, for example, for people to



realize that he hadn't talent for juggling, acting, or other theatrics. These skills have faded from the landscape of the great city's marketplaces. This is merely one example, but the Lord of Envy's influence on the culture of Orland has been quite powerful.

Another quirk peculiar to Orland is the strict curfews that are maintained. Historically the people of Orland were fond of a siesta, especially in the hot summer months. During the hours of noon and 2pm, people rarely stirred from their homes and all businesses typically closed during these hours. In more rural areas where schedules were more flexible, the siesta often lasted until 4pm or later. Upon the Lord of Envy's arrival in the city, he exploited this practice to institute a curfew from 9am until 5pm or dawn 'til dusk more or less. He suggested that the dreadful sun was burning the vitality out of the people of Orland and that was why Orland had never become the great kingdom that it deserved to be with all of its riches. He taught his minions to believe this and sent them out to enforce a curfew for these reasons. Gradually over many years, many people came to believe this and at least in Orland City, the Lord of Envy has been relatively successful in altering the habits of the people so that life in Orland City is now largely nocturnal. The increase in the incidence of disease and decreased longevity he attributes to the weakness of humans. The curfew technically applies to the entire kingdom, but in reality it is rarely strictly enforced outside of the capital.

People of Orland have suffered less than some of their neighbors under the occupation. The early years were exceedingly bloody and the new lord of the land took no chances, executing promptly anyone that looked to be trouble. Fairly quickly, though, things settled down and people were allowed to go about their lives in a relatively normal way. The Lord of Envy is brilliant and his envious nature desires drives him to strive to make Orland become the greatest kingdom in the land. Ever his eye swings to the east to the more powerful kingdom of Farland. In his vast intelligence,

he considers the best way to increase the power of his kingdom is to let his subjects continue to make money so that he can continue to receive taxes.

Demographics

The total area of the Kingdom of Orland is roughly 20,000 square miles. Roughly 43% of this area is arable land; the remaining area is divided among wilderness, rivers, lakes, swamps, and hills.

Orland's population is approximately 950,000 persons, 90% of which are humans. The remainder are drow, who live primarily in Orland City, and dark folk, who live throughout the Kingdom, as well as in underground dens.

- 36,900 residents are isolated or itinerant.
- 785,400 residents live in 2105 small villages and hamlets.
- 37,142 residents live in 11 towns.
- 60,458 residents live in 8 cities.
- 30,100 live in Orland City.
- Orland supports 3,000,000 head of livestock.
- 2,100,000 are fowl.
- 900,000 are herd animals.

Historical Timeline (Farlandish Reckoning)

5252--The twin brothers Zel and Or found the kingdoms of Zeland and Orland.

5355--King Magito becomes the second king of Orland

5358--King Mortus assumes the throne upon his father Magito's death.

5561--King Jublan the crusader leads the first mission to the southern continent to convert the heathens.

5562--It is declared legal to own slaves from the southern continent.

5603--King Jublan II falls in love and marries a woman from the southern continent. Slavery is declared contrary to Neltak's will and unlawful in Orland.

5721--Farland invades Orland, but is repulsed at the battle of the Rill Downs.

5725--Farland invades and defeats Orland. Orland is annexed.

5727--King Maximus Maro of Farland declares himself emperor.

5730--Farland demands tribute from Lorindon, who refuse.

5732--Farland invades Lorindon. Lorindon puts up a surprisingly tough resistance.

5737--The resistance of Lorindon is crushed. Farland annexes Lorindon, executing her king.

5738--Emperor Maximus dies of plague. A civil war ensues.

5739--Zeland rebels. Farland withdraws its troops from Lorindon to squelch the threat. The plague breaks out again and causes widespread famine. Thousands die.

5740--Goblins and Orcs from the Northern Teeth (Kelerak Mts.) invade Lorindon.

5742--The Orc lord Cro defeats the small army of Lorindon and massacres the inhabitants. Survivors flee north, mixing with the nomadic tribes already dwelling there (they are of the same ancestral stock).

5751--Zeland and Orland are defeated and the empire of Farland is reestablished.

5775--The orcs of Cro are expunged from the lands west of Zeland by the might of Farland.

5915--Daven I, a general of Farland from Lorindish stock, founds the kingdom of Daven

5950--Lord Pastor of Orland starts a revolution against King Tomas II of Orland.

5952--Pastor, with help from Daven, secedes from Orland and founds the kingdom of Cairn Cadez in western Orland.

5960--A large force of evil attacks Farland from the Deadlands, beginning the Wars of Sorrow. Emperor Lucius fights them to a standstill at the border.

5961--The fortified city of Borderhold is established.

5969--The Borderhold is taken and destroyed. The evil army invades Northern Farland.

5973--The Farlandish city of Lompeia is destroyed.

5975--Zeland and Orland rebel. The evil armies besiege the Far City.

5979--Zeland and Orland secede from the empire.

6397--Baron Jorland III of Cairn Cadez invades Daven on the secret prodding of Orland's King, Lestek I. He conquers the border town of Kestrel with monetary aid from Orland.

6399-- Jorland is driven out of Kestrel, and it is renamed Victoria. He flees south to the town of Beath, but is attacked and slain by Prince Tael II, son of King Tael of Daven. Beath is renamed Baronsdoom.

6485--Daven, allied with Kelerak, invade Cairn Cadez. Orland comes to the aid of Cairn Cadez. The Plains War begins.

6490--Orland refuses to aid Cairn Cadez at the Battle of Sunsets. The kingdom is defeated and annexed by Daven.

6494--Daven sells the land where Cairn Cadez was to Orland for a suspiciously cheap price.

6510--Overlord Zel XI demands tribute from the dwarves of Dorlhaud, in the Hook Hills. They refuse.

6515--Zel XI attacks Dorlhaud but is unsuccessful.

6516--Dorlhaud retaliates and eliminates the town of Zinkeal.

6519--Zeland and Orland unite against Dorlhaud and besiege it.

6522--Dorlhaud falls. Zeland captures the sceptre of Dorlhaud, and Orland claims the mace of Ralin, Dorlhaud's king.

6525--The great hold Wawmar sends word to other Dwarfholds about Dorlhaud's fate.

6530--The dwarven host takes on Zeland. The Battle of the Axe is fought on what is now the Battleplain. Zeland is defeated and Zel I falls when the sceptre of Dorlhaud fails him. Orland pays a ransom to Wawmar.

6729--Lower Lord Tidon holds the first Gladiator Games

6731--Lower Lord Tidon is beheaded for treason.

6900--The combined kingdoms of Kale and Daven attack Orland, beginning the Decadion War.

6903--The king of Daven is assassinated by the Orlandish assassin Roche.

6906--The Orland River is poisoned by Raiders from Daven, killing much wildlife as well as people.

6981--Orland, with the help of Zeland and a battalion from Farland, invades Daven.

6983--Daven falls to the combined might of the Eastern Alliance. It is annexed as Western Orland. The Eastern alliance forces Kelerak to cease trade with Kale; Kale suffers greatly.

7005--Galadhel turns the Stone of Silence over to the Elves to use in putting a stop to the ceaseless wars that are marring the beauty of the lands. Unable to bear the parting, she passes from the Hinterlands.

7010--Abelard Von Basil, of the royal family of Daven, leads a successful revolt against the Orlandish invaders. With help from Kale and Kelerak, Orland is expelled and the Kingdom of Daven is refounded.

7029--Daven and Kelerak invade Orland but are repulsed with heavy losses at the Battle of Greenhill.

7039--Elves from the Summervale interfere in the Decadion War, and intercede with a powerful magic item, The Stone of Silence. Both sides make peace.

7134--The next High King of Farland, Sum, comes to power.

7143--The Eastern alliance, led by Farland, sends troops into Kelerak. After a minor skirmish, Kelerak agrees to pay tribute to Farland.

7168--The Eastern alliance, led by Farland, sends troops into Kale.

7169--Kale expels the troops of the Eastern Alliance in the Battle of the Bend.

7231--Halflings are discovered in and just south of the Forest of Blorn.

7305--The Coughing Plague, also known as the Coffin Plague, ravages the highlands of Zeland and parts of Orland.

7310--A great famine strikes Orland hitting hardest in the north.

7643--King Hazzan III adopts the Holy Titles of Orland and these laws become the law of the land.

7701--Ogres from the Salt Cliffs attack Orland but are easily repulsed.

7796--A force of Drow and slaves attack the capital of Orland from an underground passage undercover of great magic. They sack Jorland's Run and move on to take Orland. Ogres from the Salt Cliffs reinforce them.

8161--The Far West is liberated, at least in name.

8163--The Lord of Envy sends an occupying army into Daven, but finds that most of its citizens have fled West or North because of the undead plague infesting the kingdom. Envy withdraws his army. The land of Daven is quickly becoming deserted.

Factions of Orland

Circle of Envy: The Lord of Envy is indisputably the most powerful force in the Kingdom of Orland. He commands a large army of orcs and other dark folk, but his inner circle is made up of powerful drow and intelligent oluk orcs, including the oluk mage Koorlsh. This group is allied with the Hounds and opposed by the Lord of Sloth and Wrath's groups as well as by the Executioners' Guild. The Spies of Koorlsh also oppose this group, but they don't know it.

Spies of Koorlsh: The telepathic orc mage Koorlsh, ostensibly the Lord of Envy's chamberlain and court mage, is actually plotting to overthrow the Lord of Envy. He doesn't plan to do it with main force, but rather with devious schemes involving the Serpent goddess Salystra and her wrath toward the wayward Lord of Sin.

The Hounds: Slave-hunters and shock troops, this faction faithfully serves the Lord of Envy. It is made up primarily of orcs and goblins, though humans and half-orcs also claim membership. The Hounds are famous for their own hounds—actually Wolf Spider Abominations, which are a hideous cross between a giant spider and a wolf, created by the Lord of Envy and gifted to this group (for statistics see *The World of Farland Game Master's Handbook*). This group hates the Executioners' Guild.

Executioners' Guild: Despite their intimidating name, this faction consists of humans faithful to the god Neltak. They are no longer sanctioned by the state to execute law-breakers, so they have taken it upon themselves to act as judge, jury, and executioners against the dark forces of Envy. They also maintain the abandoned temples of Neltak and kill any evil creature that trespasses there. This group is effectively the only resistance to the

Occupation in Orland. Membership in this faction is highly secret. This group opposes the Circle of Envy and the Hounds, and isn't aware of the existence of the Spies of Koorlsh.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Orland.

The escape route: A group of escaped slaves, brutalized by Envy's forces, wants to flee to Daven. They are being pursued by the Hounds and desperately need help.

Spy on the Spies: The Circle of Envy has gotten word of the existence of the Spies of Koorlsh, but they don't know if they are really real or whom their leader is. They are looking for operatives to discover these facts.

Fight against Sloth: The Lord of Sloth's forces have begun harassing Envy's Northern border. They need to be taught a lesson, and Envy is paying for mercenaries to do so.

Help Koorlsh: The Spies of Koorlsh are looking for adventurers to pose as mercenaries and join the forces of the Lord of Envy. But really these adventurers are to act as spies and discreetly disrupt Envy's plans.

Wield the Axe: The Executioners' Guild is looking for a strike force to punish a list of evil doers, in all three of the other factions.

Overthrow Envy. If the group is powerful enough, they could seek to liberate Orland.

Zeland

Overview

Zeland, once a member of the old Eastern Alliance, is culturally a bit similar to ancient Ireland and Scotland. It has its own particular mythos, its people are quick to fight, and they live life to the fullest. Skill in fighting is revered throughout the land. Besides Kale, it has perhaps suffered the least under occupation, although the people have become considerably less industrious. In fact, industriousness is discouraged now by law. As such, although the quality of life has suffered relatively little, the economy is in shambles. The capital city is Zel City, with a population of 25,000. This kingdom is still ruled by Orax the Lord of Sloth, an intelligent elder black pudding. Early Zelish culture (the first 500 years) interred their dead in Towers of Waiting (large towers with a pit in the center). They would lay the bodies on top of the towers, exposed to the elements, then when a year or so had passed, they would throw the bones in the center pit. This custom was adapted from early southern barbarian custom where bodies were left high in trees where available and upon constructed wooden or stone towers when not. It was believed that this brought the souls closer to heaven so that the journey to the next life would be eased. It was the custom of northern barbarians in Zeland to wait one year before disposing of their dead as it was believed that if the souls remained for a time, they would protect the living from evil. King Zel, and his followers from Farland misunderstood the two different customs, and thinking them the same King Zel decreed that the people of Zeland would be disposed of in this way. After a particularly bloody series of battles against the northern barbarian tribes, he ordered the towers to be built there upon the battlefield rather than carrying the bodies back to Zel City. Towers in the area of Zel City were later dismantled, when the custom fell out of

practice, but the area of the Battleplain became a noble cemetery of sorts and in fact King Zel himself was disposed of there in a Tower of Waiting upon his death. These towers dot the landscape even today in what later came to be called the Battleplain. The towers were again used to dispose of the horrendous numbers of slain following the Battle of the Axe.

History and Culture of Zeland

The two twin brothers Zel and Or founded the kingdoms of Zeland and Orland. They were of noble birth from Farland and had been encouraged by their father to travel forth to seek their fortune. After crossing through the Mountains of Or and reaching the Great Wash River, Zel fell in love with the plains and rich grasslands of eastern Zeland. Ever a horseman, he reveled in the unending landscape stretching far to the horizon. He also dreamed of amber fields of





wheat as he saw the richness of the soil. His brother Or had always had a penchant for all that associated with the sea, and he left his brother to travel south searching for the sea, where he would found the kingdom of Orland.

Zel and his followers soon encountered the barbarians living in southeastern Zeland. Few in number, their traditions were strong. They were mainly a peace-loving people, and they were fond of horses. This love of horses made for an easy bond between the party of Zel and the natives of the region. Zel convinced many of them to come with him north to the area where Collin River empties into the Great River. He named the Great River for its size and Collin River for his right-hand man, distant cousin, and dear friend. This same Collin fell in love with one of the native women and before three months had passed a marriage came to pass cementing relations between the two peoples. Zel brilliantly incorporated the wedding into his coronation ceremony as king of Zeland.

A baby girl, Eithne, was born before the year was out, and sixteen years later, Zel took her as wife and first queen of Zeland. She in turn bore him twin sons, Conn and Eogain, as she came from a line of women who were prone to having twins. Some suggest that this was part of the attraction for King Zel. The following years passed peacefully with Conn showing his father's affinity for horses and Eogain a love for agriculture. In their nineteenth year, Prince Conn founded the Connachta, an elite cavalry force taken to riding the plains to the south along the border of Orland. The barbarian tribes that had chosen not to follow Zel earlier soon became fast friends with the Connachta, and soon all to the southeast pledged their allegiance to Prince Conn.

Then after long contemplation, King Zel named Eogain his successor in 5298 valuing Eogain's devoted attention to the daily details of the new city and the farming surrounding the area over Conn's roving and adventurous spirit. Conn was furious and in the year of his father's death in 5303,

Conn publicly announced the founding of a new city, Connacht, and appointed himself ruler of the Horse Lands of Zeland. Not wishing to see his father's kingdom split up in this way, the next year King Eogain marched in force against Connacht, destroying the town. Many horsemen escaped into the Forest of Blorn. For years after, wild horses were a common sight to the southeast. The horsemen to the south were a problem for the rest of Eogain's life and not until his grandson Berach took the throne in 5400 was an alliance finally achieved with the southern horsemen.

Unlike the native barbarians to the southeast, the peoples living in the highlands to the west were less friendly. They called themselves Creags. Their quick-tempered natures led to many skirmishes and even some full-fledged battles as the new kingdom of Zeland tried to bring them to recognize the new king. Bands of highlanders easily hid in the rugged landscape for years, harrying the king's men. Eventually, after many centuries, the last bands of organized resistance to the throne were removed and the Highlanders nominally swore allegiance to Zel City, though the highlanders' spirit of resistance was never quite broken and up until the occupation by the Lord of Sloth there were often troubles with them. In fact, it was considered good politics amongst politicians in Zeland to keep the highlanders poor and oppressed and thus unable to cause problems.

Many centuries passed with relative peace and prosperity until in the year 5700 the Wars of Empire began, with Farland invading Zeland. Ten years later Farland annexed Zeland and 25 years after that Orland was annexed. Then in 5739 after Farland suffered heavily from the plague, Zeland chose to rebel along with Orland, though to little avail. Then in 5979 they were able to secede from the empire of Farland due to the heavy losses Farland suffered fighting a new evil force from the north. Zeland retained her sovereignty thereafter for more than a thousand years.

Trouble erupted again in 6510, this time with the dwarves residing in the Hook Hills. Overlord Zel X, thinking the dwarves beneath him, demanded tribute from the dwarves of Dorlhaud. They refused and Zel X attacked Dorlhaud but was unsuccessful, whereupon Dorlhaud retaliated and eliminated the town of Zinkeal. Soon after Orland came to Zeland's aid and together they besieged Dorlhaud. With the impending fall of Dorlhaud, all dwarves rallied to the call of the great hold Wawmar and in 6530, the dwarven host defeated Zeland on the Battleplain. The dwarves received ransom from both Zeland and Orland and peace was restored.

Peace was thereafter known in Zeland. Except for a heavy outbreak of plague in the highlands in 7305, which spread to decimate much of the kingdom, Zeland prospered. Then in 7798, The Lord of Sloth after being repulsed by joint forces from Farland and Zeland successfully conquered the kingdom of Zeland. Orax, the Lord of Sloth, took up residence in Zel City and his general Dargon later took up residence in the town of Hestor, ruling the highlands.

Religion in Zeland

People of Zeland associate old or wise women with religion. Many once worshipped Bestra in the farming plains of southern and eastern Zeland. In the highlands to the west, worship of Janora was most prevalent. The highlands to the west were traditionally a haven for highwaymen and outlaws. While the percentage of the highlanders that were actually involved in such underhanded ways of making a living was quite small, the highlanders were understanding of this way of life since it was their fathers, sons, and brothers who were these outlaws. The highlanders were traditionally very poor and there was always much resentment of the great wealth seen travelling by on the trade routes from Zel City to Dragonspur. Of even greater distress was the wealth from the iron mines of Hestor, very little of which

benefited the highlands but was instead exported to Dragonspur City or Zel City. The outlaws themselves commonly worshipped Dekk, but the average highlander worshipped Janora as goddess. Debate was fierce as to Janora's status as many claimed that she was a greater goddess in her own right, while others claimed her to be a lesser god under Dekk. The horsemen to the southeast in the region of Ettinrun and Doldor pledge their allegiance to Finguala, goddess of horses, whom they claim is the wife of Thranton, god of travel, and lesser goddess herself to Kantor. These horsemen have no priests among them, and it is highly debated in places of learning such as Zel City, whether there is such a goddess. Legend tells of ancestral worship of a goddess of that name amongst the barbarian natives of southeastern Zeland, so perhaps she does exist, at least in memory. Some would have you believe that there were once paladins who worshipped Lady Finguala riding amongst the horsemen of Zeland. In the plains area, Bestra is still revered for her powers over the growing season and the harvest. It is in this region of Zeland that the Zelish are most religious. Bestra is revered at least in name in most of Zeland even in the aforementioned areas where another god or goddess is more openly revered.

Feudalism in Zeland

Feudalism as established originally under King Zel largely resembled that of Farland. The king ruled the land from Zel City with full authority. However, over time the other areas of the kingdom each with their own large and commanding city grew to be powerful entities in their own right. Other than Connacht and the later troubles with the highlanders, there was little challenge to the power of the throne in Zel City. Cities such as Stadefast and Ettinrun commanded large areas and from the revenue they received from these lands, they paid taxes or tribute to the throne in Zel City. Thus, the undisputed area of the kingdom was divided

into seven regions commanded by the cities of Zel City, Doldor, Ettinrun, Stadefast, Eckruup, Keller, and Hestor. Each of these except Zel City were ruled by a lord and his cabinet initially appointed by the king, and later a successor was appointed by each lord, often his eldest son, though not always. These six lords were second in power only to the king and his counselors were second in power only to the lord himself. These lord counselors of which there were usually six were awarded command of a region of the lands commanded by the main city. The king, lords, and lord counselors all kept fighting forces loyal to them and there were also city guards loyal to each city. The personal fighting forces were usually heavily armed men known for their strength. Their prestige was great throughout the land before the time of the occupation. Ettinrun and Doldor, and especially the former are instead known for their superior cavalry. These are also quite famous. These elite fighting men enjoy much power due to their specialized skills and often command many servants, often have small holdings, and are viewed as minor lords themselves. Over the years this class has come to be known as Zelacht. The city guards are made up of enlisted men but these men are respected and usually obeyed for their military might and discipline. Under these military men are the common people of Zeland, mostly farmers along with some craftspeople, and miners in the highlands. They are really little more than serfs, though in name they have their freedom. Their lords usually tax them heavily. They also usually must remit taxes to the king himself whenever his forces appear in the area. The church in many areas also demands tithing. Hence, the common citizens of Zeland, though they live in an abundant land, remain very poor. The hierarchy of Zelish feudalism is King, Lord, Lord Counselor, Zelacht (minor lord), Guardsman, Commoner.

Guild leaders are not usually fighting men but are nonetheless considered on a level of the Zelacht for legal purposes. Guildmembers are usually considered at the level of guardsmen. Those craftsmen,

scholars, or other non-fighting specialized men that are not affiliated with a guild are considered commoners. Thus, all possessing specialized skills are strongly encouraged to join a guild, which in turn increases the power of guilds.

Housing

For the commoner, log cabins are considered prized housing, though in some parts of the kingdom, wood is hard to come by. In the plains region, to the south and east, semi-permanent huts are constructed using animal hides and wooden poles procured from other regions. Some more wealthy inhabitants of the plains live in Thuck houses in the style of the Kelerites. Stone houses are also common in the cities of Ettinrun and Doldor among the wealthy. Homesteads are common along Zeland's borders, but most of the population are city dwellers. Thus, overcrowding is common amongst the Zelish. Small houses and large families are the norm. Large farm animals are prized and are also rare as they are expensive. Most farmers farm by hand alongside their sons and daughters with hoes, shovels and pickaxes to turn the soil. The local blacksmith makes these implements; thus, this profession is very important and highly regarded in most of Zeland. In the southeast, the blacksmith also shoes horses for travel along the trade routes, another very important task. Oxen used for plowing are more common in the plains amongst the larger landowners. In the highlands and in the southeast, plots are usually small. Chickens are common everywhere in the lowlands. Sheep are also usually a part of a homestead in the lowlands. Highland homesteads aren't complete without the family goats, and pigeons are plentiful in the wild throughout the cliffs and crags. Southern Zeland is quite fertile and harvests are bountiful, but the highland areas and the north are cold, windy, and overall difficult places to farm. Erosion is rampant and many historic

droughts have ravaged the populations of these areas.

Dangers

While bandits are common in the highlands, order and law prevail over most of the land. Crime is punished quite harshly, and thieves fare less well in Zeland than in some other kingdoms of Farland. Famine and plague are a more pressing concern for the commoners of Zeland. Cities are often overcrowded, and many commoners are forced to give so much of their crops to their lords, they often go hungry when the season grows long. More recently, more dreadful things than disease and famine have arisen in Zeland. Since the fall of Wawmar, foul things have begun to creep down the Deadwash. Monsters only seen in one's worst nightmares have been encountered in the area of the Hills of Horror, thus the name. Lately there have been reports of walking dead in the area of the Battleplain, though this has yet to be confirmed. The area was long believed haunted by evil spirits, and the inhabitants were always few, though with these new reports, those brave enough to live north of Loch Brech are few indeed. To the east, roving patrols of orcish marauders from Farland are often hungry for fresh meat and many a homestead has fallen to the orcs' appetites. This menace is especially dangerous for the horsemen to the southeast, for the orcs have a taste for horseflesh. South there is always the danger that one will be arrested by Orland's forces as the border is well patrolled and imprisonment and forced labor is the penalty for trespassing. Zeland too claims this area, and there are often border clashes. While not exactly a threat, curious things happen in the area of the forest of Blorn, considered haunted by many. When camping near the forest, many have reported seeing small children frolicking about after dark. Horses and other belongings often go missing in the area. Patrols in the area have not been able to find any truth to these claims.

Food

Though the Kelerites will tell you differently, the eating of horseflesh in Zeland is actually quite rare. This is probably less of a dislike for the taste of horseflesh though and more a reflection of the Zelish respect and value of their horses. The main staples of the Zelish diet are wheat and oats in the lowlands and potatoes in the highlands. The typical Zelish meal, though it varies by region, is a soup or stew boiled for days in a large iron cauldron over an open fire. The iron cauldron is a mainstay of the Zelish household, and it is traditionally part of a woman's dowry as they can be quite expensive in the larger sizes. It is said that a woman without a cauldron is no woman at all. There is a fair amount of trade between the potatoes of the highland regions and the oats and wheat of the lowlands, so the most common meal consists of a wheat porridge or oatmeal with potatoes and any other vegetable or meat available. Salt is usually available in most markets of Zeland as it is traded north from Orland, who in turn procures it from merchants travelling from the southern continent. Sheep are the most common form of meat found in the lowlands, and goats are preferred for their adaptability to the rugged landscape in the highlands. Beef is prized and cows are raised mainly in the area of Doldor. Cow leather is most sought after for saddles and barding for horses, giving this area renown. Free-range chickens are common throughout Zeland, though the fowl of choice in the highlands is wild pigeon found living in great abundance in the cliffs in the region.

Laws

Today, under the Lord of Sloth's rule, the most serious crime in the land is the accusation of unlawful ambition, punishable by death. This is a convenient way to rid the land of all who may become rebellious. The law only really applied to rebellious Zelish during the original occupation as the law

was heavily enforced in the early days in order to break the spirit of the Zelish. These days, one rarely sees initiative or innovation among the Zelish, and sloth indeed rules the land. When the kingdom was free, the laws of the land resembled the laws of Farland. Farland was ruled by the traditional "Twelve Tables of Law." King Zel declared that there would be Seven Tables of Law in the kingdom of Zeland. Over the years, they have been modified and before the occupation stood as follows. The seven tables of the law of Zeland follow:

Table I.

Every citizen of Zeland who accuses another citizen of his own rank of a crime must do so publicly with at least ten witnesses. After so doing, they must both go present their case before their lord. If a citizen, having been accused, does not appear before his lord, he shall be presumed guilty.

Table II.

A father's estate shall become, upon his death, the property of his eldest son. If a man dies without a son, his estate shall be passed on to his nearest male relative. If said son or other relative is unfit to receive such estate, a man may petition his lord to write him a will leaving his estate to a citizen of Zeland of his liking. In this case, the lord in question shall inherent no less than one fourth of said estate upon said man's death. In the case that none of these things take place, the estate shall pass to the crown.

Table III.

Females shall remain in the guardianship of their fathers until marriage, upon which time they become the property of their husband, along with their dowry. Any woman who no longer wishes to be her husband's property should be absent from her husband's house seven nights in succession during the holy month of Bestra, Bestalos. After these seven nights have passed, she must publicly renounce her marriage at which time she may return to her father's house.

Table IV.

If a citizen takes another citizen's life of higher rank, the penalty shall be death. If the victim is of the same rank, the fine shall be a minimum of 50 sp. If the deceased is of a lower rank by one, the guilty party shall pay the family of the victim a minimum of 30sp. If the victim is two ranks lower the fine shall be a minimum of 20 sp. Three ranks shall bear the fine of 10sp. A separation of more than three ranks shall bear the penalty of reprimand by the magistrate lord. A dismemberment or disablement of a person shall be dealt with in the same fashion, though the fine shall be half as much. In any event of death, the murderer upon the request of the deceased's family shall pay for the body to be taken to the Towers of Waiting in the north.

Table V.

If any man's property should be taken or damaged by another he must publicly accuse the man who committed the damage or theft within seven days. This man shall then have to pay twice the value of said property to the original owner. A thief convicted in this way shall be put to death at the discretion of his lord.

Table VI.

False accusation by any citizen shall be punished by the fine of 50 sp, or in the event he cannot pay, he shall be hung in the town square.

Table VII.

The supreme law of the land lies with the king of the mighty kingdom of Zeland. He may as befits the situation change or amend any law as he sees fit. He may also add or remove a law at his discretion. The king and any lord under him shall rule justly and shall refrain from taking bribes or resorting to personal interest in making decisions concerning the law.

Towns

The easternmost town in Zeland is Hestor. Hestor is also the largest town in the highlands. It boasts a large iron mine, now

abandoned. Before the occupation, it was a busy town due to its important location on the trade route between Dragonspur City and Zel City. Transports passed through almost daily in its heyday, some carrying iron ore from the mine, others carrying supplies. The highlanders have always been highly taxed by Zel City and Hestor has for this reason always been a poor city. Keller is the northernmost town in the lowlands of Zeland. It lies at the beginning of the hills that continue on into the rugged highlands. Potatoes are prized from this area, and fields of them stretch to the horizon. Goat herders often hail from Keller though goats also abound in the more rugged areas to the west. The townspeople boast that the name comes from the archmage Keler, founder of Kelerak. They claim that Keler once planned to extend Kelerak as far east as the Great River and planned to make Keller the capital. Eckruup and Stadefast are agricultural towns and grew to prosperity preparing wheat and oats for sale in the

markets of Zel City and even as far off as Dragonspur City. The soil to the south of Stadefast is especially rich and crops grow extremely well in this region. However, this area of southern Zeland has long been disputed with Orland. The brothers Zel and Or originally set up a very large neutral zone between their two kingdoms so that they could both benefit from the farmlands and horse pastures there. However, as the kingdoms grew this became impractical, and the land was disputed up until the occupation. This then was the reason for the founding of Fort Zel. As fighting broke out, it became necessary for a permanent garrison to protect the interests and the citizens of Zeland. Rochehome and Rill came to exist because of the trade route between Kelerak and Orland along the Border River. Both Zeland and Orland claim them for their strategic location along this trade route.

Before the occupation began, an uneasy



agreement between the two kingdoms declared that Rochehome was the property of Zeland and Rill of Orland. Rochehome is named after the famous assassin Roche. Rill was so named for its location at the base of the rapids near Rochehome. Near Rill, the Border River takes many paths through the loamy soil, many of which are small rills. To the east Ettinrun and Doldor are home to the horsemen of southern Zeland. The horse people are semi-nomadic themselves, and these towns grew to prosperity originally as great marketplaces. Doldor gained fame as the provider of leather goods including their famous saddles and other riders' accoutrements. Ettinrun on the other hand is the home of a large horse market once a month and grew famous for this market.

Zel City is the capital of Zeland and the largest city in the land. In its heyday, it boasted more than 50 guilds of good name throughout the lands. Zel City was traditionally moderately well off with revenues from rich agricultural areas to the west and south, the revenues from the sale of horses to the southeast, and from the iron mines of Hestor to the west. Before the wars with the dwarves, Zeland actually enjoyed favorable trade with Wawmar along the Greatwash. Since occupation, Orax the Lord of Sloth has turned everything around completely and currently the economy of Zel City is in shambles, with poverty at an all-time high. Unemployment is the norm, and people struggle to find enough to eat. Interestingly, there seems to be little concern for the declining state of affairs in Zel City both among the average citizens and among the leaders.

Guilds of Zeland

The horsemen of southeastern Zeland are known far and wide for their superior stock. It is said that there are no faster horses in all of Farland. Legend has it that during Zeland's early years, it was common for the horsemen of the plain to ride celestial mounts, and celestial blood still runs in the veins of the horses of Zeland. Thus, it is

common for the Zelish to refer to the "flying" horses or horsemen. Hestor of old was the center of a powerful guild of ironworkers. Officially however, the headquarters for this guild was Zel City and most members hailed from Zel City and lived most of the year there. The miners themselves were not permitted to join the guild and were paid a pittance for backbreaking labor. The ironworker's guild also controlled the transportation of the iron ore mined in Hestor and it was kept strictly in the control of Zel City. Refinement and processing of the ore was performed in the area around Zel City.

With the arrival of The Lord of Sloth, more and more guildmembers stayed in Zel City as they became more slothful. This absence of leadership in the iron mines of Hestor quickly led to the mines falling into disuse and eventually they were abandoned. Then after the highland rebellions, The Lord of Sloth stationed his leading general Dargon in Hestor, and Dargon used the abandoned iron mines to establish a strong fortress for his headquarters. In Doldor there is a guild of great renown, the leatherworkers of southern Zeland. Cows are raised almost exclusively in this area of Zeland. The leather made from cows is far more valuable than that of sheep or goats and saddles and other leatherworks are considered of the highest quality in the Doldor market. The Spinners and Weavers Guild, made primarily of women in Zel City, once famous throughout the lands, has been disbanded. This is a common fate regarding guilds in the capital. For the most part, this has been disastrous for the Zelish economy, though it has similarly affected a once active thieves' guild in the city, now defunct.

Occupational Realities

During the years 7820-7950, the whole continent of Farland has been under the rule of the Wintervale and the Seven Lords of Sin. In Zeland, Orax the Lord of Sloth rules from Zel City while Dargon his general rules the highlands from Hestor. During the

early years, humans were treated more brutally than in more recent years. The populace, those allowed to live, were enslaved or treated like dirt by their monster rulers. Dwarves exist today only in wandering tribes and rare settled aboveground villages or caves, mostly in the highlands of Zeland. They are the "scum of the earth." In reality however, they are the descendants of Wawmar and have ties to royalty. Then in 7951, the first signs of rebellion emerged. A large rebellion took place and the cities of Hestor and Gorak (a smaller town east of Hestor) were retaken. However, they were quickly overwhelmed and the leaders of the rebellion, along with those of their people that weren't killed, retreated to the Hills of Horror and the Mts. of Or, their escape route west having been cut off by the evil forces. Then again in 7955, rebellion in the form of an army of nomads and dwarves attacked Zel City from the highlands of Zeland. After a prolonged battle, they too were defeated by the evil forces. Survivors were few and even fewer escaped.

Rebellions are perhaps easiest mustered from Eastern Zeland as the Lord of Sloth, ever lazy, does little to inspect his people in remote areas. His method of governance is laissez faire to the extreme. Further, he imposes his slothful nature upon his subjects. Energetic behavior is punished, and innovation is similarly unlawful. There is little objection to these decrees especially the closer to Zel City one gets, for there is a curious, almost a magical, acquiescence to this way of life. The Lord of Lust managed to start exporting Lotus to Zeland in the last fifty years or so of his rule of Kelerak. The pastime of smoking lotus quickly became popular with the slothful inhabitants of Zel City, though addiction as seen in Dragonspur City is less common. Accusing someone of being unlawfully ambitious in Zel City is a serious accusation. Many an energetic young man has disappeared mysteriously in the night. The status quo is glorified and change is considered treasonous. All citizens are required by law to do as little as possible and to do the same

things as his or her neighbors or peers. In this way, it is easy for the city guard to pick out innovators or over-achievers. These criminals are taken to the dungeons in the fortress and when they return their will is broken and they do little more than eat and sleep.

This sloth amongst the lowland Zelish has led to the decline in worship of once important gods and even the total abandonment of most temples within the kingdom. Zel City has become a rather agnostic city as the inhabitants have ceased to care if gods exist. Similarly, most guilds within the city have ceased to operate, as craftsmen no longer create the beautiful works that once were found in this great city. The goods that do come from Zel City these days are of the lowest quality though prices are even higher than before due to the general lack of goods available.

Demographic Information

The total area of the Kingdom of Zeland is roughly 27,000 square miles. Roughly 30% of this area is arable land, the remaining area is divided among wilderness, rivers, lakes, and the highlands.

Zeland's population is approximately 869,000 persons, 85% of which are humans. The remainder are dwarves, who live in the highlands, and dark folk, who live in the cities, as well as in underground dens.

50,000 residents are isolated or itinerant.
711,450 residents live in 1719 small villages and hamlets.

52, 142 residents live in 10 towns.
30,000 residents live in 6 cities.
25,408 live in Zel City.

Zeland supports 1,911,900 head of livestock, 1,300,092 of which are fowl and 611,808 of which are herd animals.

Factions of Zeland

The Zelacht of Sloth: The Lord of Sloth is an absentee lord at best. He leaves the running of his kingdom to his inner circle, whom he calls his Zelacht, after the old Zelish term. Sloth does sometimes take an effective interest in what is occurring within his domain, and when his anger is aroused, he is a terrible opponent. His Zelacht know this and do what they can to serve him faithfully, protecting his person and carrying out his orders. His Zelacht are, strangely, human warriors and clerics, although, more strangely, one is an intelligent gelatinous cube. This faction is allied with the Manglers and is opposed by the Circle of Envy as well as by the Highlanders.

The Manglers: In the face of Sloth's apathy, a half-ogre war lord called Kordakon the Mangler stepped up and become the de facto boss of the city. While not holding any official title, Kordakon has been granted Sloth's implicit permission to rule, as long as he does nothing to oppose or undercut the Lord of Sin. Kordakon is served by a group of ogre and orc cut-throats who call themselves the Manglers. They are allied with the Zelacht of Sloth and oppose the Forces of Dargon, as well as the Behest of Ronan.

The Forces of Dargon: Lord Dargon Skullcrusher, a powerful Oni, rules the town of Hestor and all of Western Zeland. He spends his time in his Troll Pits breeding half-breed abominations with blood he has acquired from the Lord of Greed. He is served by his Troll-dragon hybrids as well as by his force of orc soldiers. He opposes the Manglers and is allied with the Zelacht of Sloth.

The Behest of Ronan: Ronan Otull, a mysterious archmage who inhabits an equally mysterious mansion in the Newry quarter of Zel City, has recruited a motley group of humans, orcs, and even undead

spirits, to do his behest. The goals of this faction are as enigmatic as their leader, but this faction often opposes the Manglers. On occasion, it has allied itself with the Highlanders.

The Highlanders: A group of itinerant dwarves who wander the highlands of Northern Zeland, this faction appears to be a community of rag-tag beggars. In reality, they are the refugees from Wawmar. Some of the oldest even remember the attack of the dragon. They are led by Gralin, a dwarf of noble blood. They wish for the liberation of Zeland and ultimately Wawmar. They oppose the Zelacht of Sloth and the Manglers and are sometimes allied with the Behest of Ronan.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Zeland.

Explore the Towers of Waiting: The Towers of Waiting, a unique old burial ground, consist of towers with open roofs where corpses are laid to decompose naturally. But recently reports of strange happenings in the areas of the Towers have been heard.

Help the Highlanders: The nomadic dwarves could use allies to report to them what is happening in Zel City, to attack the forces of Sloth, or even to scout out Wawmar.

Bargain with the Behest: The Behest of Ronan is seeking to buy and sell some very odd items, and they are also looking for someone brave to recover some saleable artifacts from the ghost-haunted Sarumvest woodland.

Overthrow Sloth. If the group is powerful enough, they could seek to liberate Zeland.

The Kingdom of Farland

Overview

Farland has, nearly since its founding, been the greatest of the human kingdoms, and indeed it has been perhaps the most consistently powerful state on the continent to which it lent its name. Farland is reminiscent of the ancient Roman Empire, and the Far City, with a population of more than 100,000 reminds one of the city of Rome. The great kingdom is ruled by the mysterious Lord of Anger, captain of the Deadly Lords. This creature has instituted strict rules and harsh penalties for those who violate them, but the human citizens have nonetheless managed to keep their ancient culture alive, if they have not been able to make it flourish.

The Kingdom of Farland is a mountainous and hilly area, only leveling out as it slopes down to the rocky shores of the Straights of Gor. The most populated area is the remarkably fertile, shallow valley that makes up the northeastern area of the kingdom; this locale is called Allinus. This bountiful, large basin is further divided into two smaller areas: the northern half of Allinus is called the Totinus region, and the southern half is called the Estalus region. This latter region, the area from the Far City south to Ladona, is the most ancient segment of the kingdom, and mossy ruins dot the picturesque landscape. The northern region was settled in subsequent centuries as the burgeoning population sought space. Because of the abundant riches and ore of the nearby mountains, the plentiful timber of the primordial forests that used to cover the foothills of western Farland, and the copious crop yields of Allinus, Farland was of old a fabulously rich state.

The Great Kingdom also owes much of its historical status to its military prowess. Extremely disciplined and tactical, the

Farlandish military machine, primarily made up of its famous legions, forced its neighboring kingdoms to either enter the empire or submit to provincial status. To this very day, strong men of war quake when faced with the prospect of confronting a Farlandish army ("Farlandish" signifies something that pertains to the kingdom of Farland, while "Farlandic" pertains to the continent of Farland). By any measure, Farland is the most extraordinary kingdom on the continent.

History

Of all the extant kingdoms, Farland's history is longest and most ancient. In fact, it begins with Ancient Aelfar, the first human kingdom ever to be established. Located to the north of what is now Farland in the Deadlands, this demesne was heavily influenced by the Elven Kingdom of Sarumvest, and it learned much from the Elhil. Eventually, however, Aelfar alienated





the elves, driving them from their homeland. With no allies, Aelfar was unable to resist the eventual assault from the Wintervale, and the kingdom was crushed and destroyed. One man, however, saw the folly of isolationism and saw the clouds of war gathering in the East. A prince by the name of Beckares [pronounced beck-AIR-ees], of the ruling Rigus family, gathered his loyal supporters and prepared them against what he feared would be the ultimate end of the kingdom. Beckares then sallied out to the Battle of Loom with the Aelfarian forces and fought bravely but nonetheless barely escaped with his life. He watched his uncle, King Faerendes, fall under the claws of the Eastern Troll Vanguard, and he managed harrowingly to recover the Crown of Aelfar. Escaping back to the capital city with the dark hordes on his heels, he gathered his factions and fled south with the Crown, while the city was sacked and those lucky enough to survive ran unprepared into the wilderness.

After traveling many long, arduous leagues, Beckares came upon a lush, fertile valley that sloped gently to the sea. At the head of the valley, legend has it that he encountered a gold dragon, which he befriended and which allowed him to ride it. The area was already populated by a fairly advanced, militant people (in fact, the remnants of the ancient Aelfarian colony of Kassius), who admired the warlike spirit of Beckares and his followers. The prince's people were quickly assimilated into the local populace, and Beckares soon rose through the ranks to become Warlord, then King of the people of the land by right of the Crown of Aelfar and his golden dragon. Having declared himself monarch, he named the surrounding lands Farland, because they were far from his lost homeland. He also restyled himself Beckair, in the language of the local peoples, and he named his family Publes [pronounced POOB-lees], which in Aelfarian meant "Exile." This name later became Publius to the residents of the new-founded domain. Beckair Publius, recognizing the threat to his new kingdom from the victorious evil armies to the North, set out on a dangerous

journey into the wilds of the continent that was then called Siriand. He returned one year later with pledges of support from the Elves, the Dwarves, and the Gnomes, and he assemble his Leagued Army and embarked on the twenty-year War of Vengeance. The tides of war ebbed and flowed, with first the Leagued Army, then the Dark forces pressing an advantage, but eventually the might of the Crown of Aelfar and Publius' dragon allowed the army of Farland to prevail. At the battle of the Death Downs, Beckair faced in single combat the Dweller in the Vale itself. During the flight, there was a cataclysmic explosion that decimated the victorious armies and killed Publius and his dragon. So great was the explosion that it changed the face of the land.

In the years immediately following the battle, Farland, devastated by loss from the Battle of the Death Downs and harried by attacks from orc-bands and marauding barbarians, entered a "dark ages" period. Publius' sons survived to found the First Line of Kings, but these monarchs struggled for nearly a millennium, watching kingdoms rise and fall, and weathering plagues and famines. Eventually, however, Farland regained its strength and, under King Maximus Maro, embarked upon the Wars of Empire, ultimately annexing all of the kingdoms on the continent and destroying those that would not submit. It was during this, the height of the Farlandish Empire, that the continent itself came to be called Farland. Eventually, however, the Pax farlanda came to an end with the beginning of the Wars of Sorrow, when the forces of evil attacked from the Deadlands. To face this terrible threat, the Emperor of Farland amassed the second Leagued Army and this time took the battle to the Wintervale itself, where they sacked the Nameless City. They could, however, find no sign of the Dweller, and during the return journey, the King of the Elves and the Emperor of Farland were slain. This war and the death of the Emperor effectively ended forever the Farlandish Empire, but her kings were known henceforth as High Kings, since they retained the alliances and tribute

relationships with most of the provinces of the former Empire.

The death of the Empire was actually a blessing for Farland: free of much of its responsibility, it was able to flourish, and the discovery of rich mines in the Great Peaks also made it the wealthiest kingdom on the continent. As head of the new Eastern Alliance, of which Orland and Zeland were members, Farland entered a "golden ages" period, where culture and human knowledge prospered. Alas, it could not continue, as the age-old conflict with the Wintervale again flared up. This time, though, it was different, for the Dweller seemed to have unlocked some new secret magic. The entire continent was attacked suddenly, and every action that the generals of the evil forces took seemed blessed; it seemed that they couldn't fail. Soon these beings, whom hushed whispers named The Lords of Sin, had conquered all of the kingdoms in the land save Farland. True to its military reputation, Farland was last to fall, and long the outcome hung in the balance. At last, though, she too fell, and the shadow descended over the entire continent.

But it was not the end. The greatest of the Deadly Lords, the Lord of Wrath, took this kingdom as his own to rule. He used its well-established and seemingly innate penchant for discipline to craft his own powerful army. He used its famous road system to dispatch speedy messengers from his nerve center in the Far City (which he called Gurz-Goi) to all corners of the domain to keep tabs on his land. And though the populace suffered under his strict rule, their spirit was not broken nor their culture destroyed.

Culture and Citizenship

Farlandish culture is a unique blend of the heights of Aelfarian civilization and the militant barbaracy of the indigenous peoples left over from the destruction of

ancient Kassius (as narrated in the famous epic poem *The Kassead*.) In broad strokes, the peoples of Farland are extremely obsessed with honor, discipline, and class structure. The main classes are the Lords (the noble class), the Equestrians (the merchant class), the plebeians (the commoners class), and the freedmen (the former slave class). Originally opposed to slavery, the kingdom adopted the custom approximately 600 years after its foundation and has held slaves ever since. At first only non-human slaves were legal, then only non-Farlandish slaves, but finally even owning native born Farlanders became permissible. Thus, there are also many slaves in Farland. To become a member of the upper two classes, one has to be formally admitted. To attain the class of Lord, one needs to be named such by the King or Emperor or his appointee; to become an Equestrian, one needs to be able to prove ownership of four or more horses and the capacity to stable them. To be a Plebe one need only be born in Farland to non-slave parents.

Nine-hundred years into the existence of the state, it became legal for non-humans to become citizens. Citizenship is a coveted thing because it confers the following benefits: the protection of Farland (called the Pax farlanda when the Empire existed), immunity to the death penalty, the ability to legally marry, the ability to enter into legal contracts, and the ability to use the traditional Farlandish naming customs. Citizens, however, must pay taxes and men must serve a military term of no shorter than five years (only upper class citizens may become officers in the Farlandish armies). Upon birth to a married couple, a child becomes the class of its father. If born to non-married parents who are both citizens, a child takes the class of its mother; a child who has one parent that isn't a citizen is itself not a citizen.

As an ancient state, there is also a decadent side to the Farlandish culture. The average Farlander, whether he admits it or not, enjoys a good fight, whether staged or not,

and relishes a spectacle. To feed this appetite and to keep the population happy, the rulers of districts and cities often put on carnivals and gladiatorial combats. They also declare abundant holidays where free food and drink are distributed. Indeed, Farland is the only kingdom on the continent where there is a public dole that is state sponsored; if other kingdoms have such a system, it is religious and rather small in scope.

Another concept important to Farlandish culture is the Fas farlandis, the "Farlandish Destiny." This is the belief that as the kingdom that is most directly descended from ancient Aelfar and by right of the Crown of Aelfar, Farland has the privilege and the duty to rule and govern all human kingdoms on the continent of Farland. It is this belief that led to the formation of both the Farlandish Empire and the Eastern Alliance (Zeland and Orland were, of course, subordinate allies), and it is this belief that prompted the Lord of Anger to take the kingdom for his own as a land appropriate to his stature.

Religion

Farlanders are polytheists to the core. Moreover, they have little interest in dogmatic religious belief and are always open to speculation and revision of what they know about religion. In fact, the modern religion of Farland is an amalgamation of the religion of Aelfar, the beliefs of the indigenous peoples, and the gods of conquered peoples from across the continent. Beckair Publius and his kin brought the gods of ancient Aelfar with them when they fled its destruction. The people who inhabited the Allinus valley had originally held similar religious beliefs, but over the centuries those beliefs had degenerated until they were worshipping numinous spirits; they were an animistic people whose gods had no names. The newly-founded kingdom of Farland kept Publius' gods and incorporated the accepting and generally speculative spirit of

the indigenous folk. This attitude later caused the kingdom to adopt the gods of the west, such as Kantor, Grlarshh, and Tanarus/Sulis, until the fully populated pantheon as known in the year 8170 F.R. was acknowledged officially by the state and by virtually every citizen of the kingdom. The average person is also still likely to believe that rivers, rocks, and mountains have spirits and may even pray to them, although this religion is not officially sanctioned by the kingdom. Most rural folk worship the gods in little shrines in their homes; in the cities, huge temples serve as places of worship. If the people revere any god foremost, it is Neltak Lord of Law, although unlike Orland this religion has little influence on the government or even the daily life of the average citizen. It is not that the people don't believe in the gods; they do and they revere them. It is simply that self-discipline, arcane magic, and the might of the Farlandish Legions have served them well thus far. The populace has perhaps grown a bit more religious since the Dark Conquest.

Governmental Structure

Farland's government is not based on feudalism, although its client kingdoms often were. As a truly lawful arrangement, it is based on a system of political offices, all of which are loyal to the local regional ruler. Discussed here are only the major offices of the state; there are countless minor official positions, some of them elected and many of them able to be held by plebes. The power of these lowly positions is mostly bureaucratic. Those holding the major offices below governors are called magistrates. None of these offices are elected, however; the governor or High King appoints each of them. They are all collegial, though, which means that they are held by two male citizens (except for the office of Certifile). The lowest offices are those able to be held by Equestrians. At the bottom rung are the Certifiles, essentially major clerks. Those

holding this office conduct the day to day record and book-keeping of a district. Next are Centiles, who conduct census, enroll new citizens, collect taxes, control public morals, and supervise leasing of public contracts. Ediles, higher up, are the equivalent of mayors. They are in charge of religious festivals, public games, temples, upkeep of towns, and regulation of markets.

The higher offices, detailed hereafter, are only able to be held by Lords. The office of Questor is the first patrician magisterial position. Questors act as chief administrative and financial officers to governors. Above Questors are Tribunes, who are charged with protection of lives and property of plebeians; their persons are inviolable and they have power of veto over laws, decrees and acts of all magistrates except governors; they are, however, answerable only to the Cancellors of the High King. Governors hold sway over regions and provinces and have power of veto over all lower magistrates except Tribunes. Governors only have power in their own province. Second highest are Cancellors, who are the secretary and doorkeepers to the High King or Emperor, in effect making all of the royal day-to-day decisions. There are generally five Cancellors who meet in a conclave. Cancellors have power of veto over everyone but the High King or Emperor. The highest position is, of course, High King, who holds the life of every citizen in his hand. When the Empire existed, the High King was known as the Emperor, and this meant that his power extended to other Kingdoms as well, at least as far as he could enforce it. This is the civil government; the military has its own governing structure.

As a people truly concerned with documentation, the government also keeps detailed records of all sorts. Vaults of documents hold prices of goods, records of contracts, lists of citizens, and descriptions of military conflicts. The government also pays mage and scholars guilds to keep records of non-mundane things, especially magical scrolls and historical events; any

magistrate is entitled to view these records at his leisure.

Military Structure

The Farlandish military machine is in large measure responsible for the power and success of the Kingdom; it is certainly responsible for the existence of the Farlandish Empire and the Eastern Alliance. The Farlandish army was and still is the most fearsome fighting force on the continent. The military success was a result of excellent supply lines, equipment, training, strategy, and strong leaders. The Farlanders realized that with their years of training and drilling, their equipment, and their pay, a soldier was a valuable commodity, and thus they sought at all costs not to throw soldiers away. They instituted three incredibly effective strategies: they seek to capture as much of the enemy resources (such as lands) as possible before confronting the enemy, they seek to capture supplies en route to the enemy, and they prefer to wage sieges. The discipline and



work ethic of the Farlandish soldiers make their sieges incredibly effective, because they often enclose the besieged city inside their own wall, thereby stopping all supply routes. It is very difficult to break a Farlandish siege.

When these strategies do not work, however, the Farlandish armies do not hesitate to meet their foes face to face. On the field of battle, Farlandish armies are equally successful for three reasons: their discipline, their staying power, and their magic. Although the average Farlander is not as tall or strong as most western humans, his physical strength is not what accounts for his battle prowess. The soldiers almost never break ranks or flee, and they obey orders without question. They almost always advance and retreat in a slow, methodic, organized way, unlike the western armies. Second, the Farlandish soldier has great endurance, because he is expected to carry all of his equipment, supplies, and camping materials at great speed. Every night, the soldiers are also expected to create a guarded encampment, really a fort complete with wall and trenches. Last, the Kingdom of Farland has long been comfortable with arcane magic, and the army always has a sizeable contingent of Battle Mages with it who are trained to work in perfect unison with the attacking fighters. Their spells give the Farlandish legions the final, deadly edge they need to conquer their foes.

The core of the Farlandish army is the Farlandish legion. Farland was also historically famous for the power of its navy, which owed much of its might to its use of strategy, its use of magic, and the fact that it was a transport for the famous soldiers of the Farlandish legions. Farland shared the high seas with the Davenian navy.

Housing and Roads

In the Far City, the plebes live in large apartment buildings and tenements. These buildings are generally made of wood, and

fire is a very real threat. The commonality of continual flame street lamps helps reduce the danger of fire, but the necessity of cooking inside these buildings means that whole blocks often go up in flames if not doused quickly once a fire starts. These buildings are not equipped with running water and are often extremely crowded, with extended families living in the small apartments. Members of the Equestrian class often live in apartments as well, although they are usually located over their shops, and they may rent higher level apartments in the same building to plebes. The apartment of an equestrian is usually spacious, with access to running water, which is brought to the city in the unique water channels crafted by the Farlanders to bring water down from the Grand Peaks. Lords in the Far City usually live in single family houses, usually large mansions made of brick arranged around a central courtyard. In the central courtyard is a cistern made to catch rain water, since the water in the city is usually polluted from over-population. These houses are well staffed with slaves and servants, and sometimes there is a house mage who makes liberal use of cantrips to make the lives of the Lords of the house easier.

In the countryside, the peasant house is made with a wooden frame which is plastered over and whitewashed. The homestead is bounded by a wooden fence to enclose the animals when they aren't grazing; a vegetable garden, enclosed by an inner fence, sits near the house. Rural farms are very spacious compared to urban dwellings. The rural villas of the Lord class are similar, although they may be constructed of brick, and, unlike the country farm, they are usually built in a rectangular shape, imitative of the urban mansion.

The Farlandish road system is famous all across the continent. To move their legendary legions and to facilitate trade, the Farlanders constructed roads that have lasted for thousands of years and are still in use today. They begin by building an embankment for drainage, leaving large

ditches on both sides. Then they lay a base layer of rubble and broken stones. Over this layer, they lay a middle section of sand, or sand and gravel, sometimes mixed with clay. The topmost layer of the road depends on the area and the importance of the road. Important roads in areas where there is iron ore are usually coated with an iron slag, beaten and tamped, which rusts into a near impervious, concrete-like surface. In other areas, like the western client kingdoms, the road is paved with large, flat, carefully-cut flagstones flanked by curb stones to keep carts on the road. The Overway in Kelerak is actually just such a Farlandish road, and this accounts for its good condition despite its age. Roads in the Kingdom are marked with continual flame lamp posts and permanent magic mouths cast on marker stones. These mouths recite in Farlandish the distance to the two closest towns as well as the name of the road and any other important information a traveler might need to know. Often the same information is carved below the mouth, in case there is some magical malfunction.

Dangers

What dangers the typical Farlandish citizen faces depend on the time period in which he lives. During the height of the Farlandish Empire and the Pax farlanda, he faced, besides starvation and disease (which are common to all ages), dangers from robbers and highwaymen. This was not a great threat, however, for the Empire's legions would take great care to hunt out and kill any robbers in the lands. During the destruction of the Empire, he faced greater dangers from marauding dark folk and war bands of mercenaries; he especially faced the former danger if he lived in the northern part of the Kingdom proper, and he faced the latter danger if he lived near the pass or in the rebelling western provinces. Today, the dangers are greater. The threat of starvation is particularly acute, as the Lord of Anger has eliminated the public dole. The danger of arbitrary enslavement or death at

the hands of his dark folk masters is also ubiquitous.

Food

The average citizen begins his day with bread and water and perhaps supplements this breakfast with a handful of raisins. Lunch is a cold meal of bread, salad, olives, cheese, nuts, and fruit. If he is more wealthy and can afford meat (usually chicken or fish), then he will add some meat left over from dinner the night before. Dinner is usually porridge and bread, perhaps supplemented with fish or chicken if the citizen can afford it. Vegetables from the family garden are also a staple of dinner (and all the other meals if enough are available). Like all of the human kingdoms, forks are not really used; food is cut into small portions before the meal, and the bites are eaten with fingers or wooden spoons. Farlanders eschew the "barbaric western custom," common in Kelerak, of eating with knives. Wine in large amounts accompanies every meal, but since the wine is usually watered down, drunkenness rarely results. Children drink as much wine as adults.

The upper classes eat similar, but less simple, meals. Fresh meat, fish, fruits, and more expensive vegetables are plentiful, and honey is used liberally to sweeten food. Wine in a rich household is also less watery, and therefore less of it is consumed per meal. Slaves generally prepare the meals and serve them. Afterwards, a wet towel is presented to the diners so that they may clean their hands. Bakeries and inns are also popular with the upper classes, and Lords and Equestrians often take their meals away from home. The lower classes never do, except on public feast days.

Magic

Historically, magic has played a much greater part in the life of the average Farlander than it has in the lives of westerners. Magic was legalized by Imperial

edict eons ago, and a tax break even encouraged citizens to become wizards. Although this tax law was repealed centuries ago, the tolerance of magic that it spawned has become a permanent fixture of the culture. Although rural Farlanders are not as familiar with magic as their urban brethren, even they can tell a wizard from a cleric by dress and mannerism. In the city, citizens who are magic-savvy are common. People are used to paying for the spells that directly impact their professions. A roofer may have great knowledge of the feather fall spell, and a craftsman certainly knows about mending. Most people are aware of the dangers of mind-affecting spells such as charm person, and many can recognize their effects. These spells are often used to assure servile loyalty and to prevent slave revolts. Courts of law often employ zone of truth, and collecting taxes is much easier with lie-detecting spells. Road building and other civil projects are often expedited by move earth spells, and the defenses of the Far City were partly constructed using wall of stone.

Houses are commonly alarmed and trapped with magic. The food supply was historically stabilized using magic, and during the golden age the rich had little to fear from disease and even accidental death. Emperor Numerian Maro was raised from the dead to continue his reign after a fall from his horse. The Farlandish legions long ago developed tactics (such as the sparse open-formation charge) to avoid the destructive battle field effects of area spells, and they have long employed wizards to counter-spell the dweomers of other casters on the field. City guardsmen and police are well aware of the tactical advantage of readying an attack to disrupt spell casters and of the benefit of targeting magic users first. Even the common plebe knows to take a poke at a caster if he doesn't wish to be the target of a spell. All in all, magic has a substantial impact on the life of most Farlanders.

Laws

Farlandish law is famous across the continent, and is an entirely original invention of Farland-it wasn't influenced by Aelfar, Kassius, or the Elves, as so much of the rest of their society was. Farlandish law is unique for several reasons. First, unlike most of the rest of the kingdoms, the local lord or king does not directly dispense the law by whim, merely following a loose set of decrees. In Farland, there are judges appointed by the governor who are in theory independent of all but the High King once appointed. These judges endeavor to rule in accordance with a very rigid and codified set of laws that developed and evolved out of the Farlandish obsession for order filtered through the layer of many, many years. Farlandish law addresses three broad areas: persons, things, and actions. In theory, everyone but the High King or Emperor is subject to the laws. Some of the main laws are outlined below, but these are but a few of the volumes and volumes of rules in Farland, explaining these laws and instituting new ones. Lawyers thrive in the kingdom.

The Twenty Precepts

Persons

1. If someone is called to go to court, he must him go. If he doesn't go, a witness should be called. Only then should he be captured.
2. A person who admits to owing money or has been judged to owe money must pay within 30 days. If he does not pay, he will be hauled off in chains weighing at least 15 pounds.
3. Parents have all power over children. An outwardly deformed child should be put to death. If he is not, he will not be admitted to the public dole nor have any claim on the state.

4. If a person dies without heirs, the nearest male kinsman shall inherit.
5. All persons shall inhabit the land at the pleasure of the High King and are subject to his law.

Things

6. When someone makes contract or obtains ownership and announces it orally, right shall be given.
7. No man shall possess another's property but that he gain it naturally or lawfully make payment or account for it.
8. Build roads; if they become broken, passers-by can drive their beasts wherever they want. Let no man purposefully break a road.
9. Slavery is a lawful custom, although it be contrary to nature.
10. A man may discipline his slaves but may not take their lives without cause.
11. If a slave has committed theft or harm against his owner, his life passes back to his owner's hands. If against another, the owner shall buy his peace.

Actions

12. Let all men honor the gods of the state, including the Emperor.
13. If a patron defraud his client, let him be outlawed from making contracts.
14. If a man cast an evil spell, let his ability to work magic be stripped from him and reparations made.
15. If one has maimed or killed another and does not buy his peace, let there be retaliation in kind.
16. Let no men make a private law between them.
17. Marriages between lords and plebeians are forbidden. Neither may slaves marry.
18. Someone who has brought a false claim shall be brought before three judges, and shall pay a double penalty.
19. Let all men pay lawfully levied taxes.

20. Let all men serve a minimum of five years military service.

Towns

Farlandish towns are famous across the continent because they are so orderly and so similar. Their architecture is also renowned, with arches, porticoes, columns, and pillars common. Most town streets are laid out in a crisscross pattern, and, if the terrain permits, most of the public buildings are located in the same area. Most towns have a town square called a forum; an amphitheater for games, plays, and worship; a public bath; and a town hall. Many communities also have a building for public magic services, called a magicum. There is also usually a barracks and a stable. The streets are wide and paved, and there is public sanitation in the form of public sewers. The rich have running water. Magic services, such as fire lighting, messages, light, mending, translation, unseen servant, and knock, are available in larger towns, or at least were before the Dark Conquest. Nonetheless Farland remains the occupied kingdom that is most accepting of arcane magic. The largest towns and cities in Farland are Totini, Naxos, Limeria, Gorak, Esta, Ladona, Telae, Cromae, Nimeria, and Amerina.

The Far City is a wonder of the world. Built in a defensible location on three hills overlooking the Sendus River, the city is rife with statuary, arches, large squares, public baths and temples, a huge arena, and a fortified harbor that opens into the Straights of Gor. Magic is common. Towering tenements survey the street, vendors hawk their wares, and mansion grounds sprawl across the wooded hills, all surveyed by the Palace of the High Kings, now called the Palace of Wrath. With a population of over 100,000 beings, it is the largest city on the continent; truly it is a sight to behold.

Guilds

Guilds, called colleges, are a large part of Farlandish life (these are not colleges in the usual sense; they do little teaching). There are three types of colleges: magic guilds, merchant guilds, and artisans guilds. All of the guilds have great power, often achieving monopolies in the area where they are located. To do business in a locale that the college controls, one must either be a member of the college or pay a business fee. The final two days of the week, however, are "free days" where anyone can do business without interference from the guild, at least not visible interference. In reality, the colleges often intimidate locals so that they refrain from doing business on free days. The colleges themselves are regulated by internal constitutions that dictate how members may do business and that keep the colleges legal.

One of the most powerful guilds, at least before the Dark Times, is the magic college. The members of this guild are responsible for registering all magic users in the jurisdiction of the guild, for keeping records of all powerful magic items in the territory, for collecting taxes on magic users and magic items, for investigating magical crimes, and for producing magic items at the pleasure of the governor or High King. Having a royally sanctioned monopoly on magic means that these guilds are indeed quite influential.

Occupational Realities

The tenor of the Dark Occupation in Farland has been somewhat unique. The Kingdom has managed to retain some of its greatness. The Lord of Anger has seen to that, and it has been a point of some pride with him. Unlike most of the other Deadly Lords, Wrath has taken care with the economy, has allowed the populace to retain the culture which makes them unique, has retained most of the laws and systems noted above, and has even kept the Farlandish legions. The latter are now obviously loyal to him

only, and half of the great army now consists of hobgoblins.

Law in Farland is now a deadly affair. The Lord of Sin exacts terrible vengeance on anyone breaking any law, especially any precept relating to loyalty to those of higher station. His hobgoblin guards make certain of this. For this reason, the domain of Farland has perhaps the least amount of organized resistance of any of the occupied kingdom, and anyone foolish enough to try to foment rebellion quickly finds this out.

Wrath has retained the established governmental structure, but he has filled its upper ranks with all manner of fell creatures and dark folk. Advancement in the Farlandish government is now achieved mostly by nefarious means, be they assassination or political treachery. This sort of self-promotion is illegal but is actually encouraged. The Lord of Anger does not wish for weak servants.

The life of the average citizen is harsh, as it is in most occupied kingdoms. They tend to be able to make a decent living financially, but because of the very organized networks of spies and the flourishing assassins' guild, the typical Farlander lives in fear of sudden enslavement or death because of accusations of sedition leveled by some unseen accuser. Yet the Farlandish spirit is strong, and even this harsh situation is not enough to break it.

Demographic Information

The total area of the Kingdom of Farland is 20,000 square miles. Roughly 40% of this is arable land; the rest is divided between forests, wilderness, hills and the like.

The total current population is approximately 1,100,970 persons because of the fertility of the Allinus region. Roughly 85% of the current population is human. The remainder are dark folk, like orcs, goblins, kobolds, and hobgoblins.

- 22,020 residents are isolated or itinerant.
- 829,863 residents live in 2178 villages.
- 66,058 residents live in 14 towns.
- 73,029 residents live in 6 cities.
- 110,000 residents live in 1 big city (The Far City).

Farland currently supports 2,422,134 head of livestock:

- 1,647,051 fowl (e.g. chickens, geese, ducks).
- 775,083 dairy and meat animals (e.g. cows, goats, pigs, sheep).

The Far City, capital of Farland

Areas of Interest

- 1 Grand Arena
- 2 Palace of Wrath
- 3 Great Temple of Vornoth (formerly sacred to Neltak)
- 4 Old Senate Building (ruined)
- 5 Plaza del Venalicum (main square)
- 6 Muncian Wall
- 7 Insulum and Great Gates of Sum
- 8 Siligian Bay (A great Chain can be stretched across to block access)
- 9 Hobgoblin Barracks
- 10 Orc Barracks
- 11 Plaza del Fur
- 12 Baths of Lenus
- 13 Ferrian Gate
- 14 Merchants Guild
- 15 Artisans Guild
- 16 Rich Quarter
- 17 Imperial Tombs
- 18 Circus Maximus
- 19 Farlandic Legions Barracks
- 20 Arch of Victory

General Information About the City

Who Rules: The Lord of Wrath, captain of the Lords of Sin and Emperor of Farland and its client Kingdoms.

Other Power Centers: The Lord of Wrath is advised by his five Cancellors. The two most politically powerful Cancellors are War Hoth Lord Pirc, a mysterious creature of indeterminate race, and General Sumus Crassi, a ruthless human politician.

Rotgut the Wise, the head of the church of Vornoth in the city wields great power and even the Lord of Anger sometimes defers to his judgements.

The assassin's guild, called the College of Blood, has its nefarious hand in many dealings in the city and controls much power, primarily because people are afraid to cross them.

Khadufel the Southerner, mage of the freelance group The Eye, has begun to maneuver politically to gain power and renown in the city. Although he has not yet made a true name for himself in the city, tales of the Southerner are beginning to be whispered in parlors and dining halls throughout the city.

Population: About 100,000-150,000. The population is mostly human, but a good many dark folk, including orcs, goblins, and hobgoblins, also make the city their home. Estimates indicate that as much as 20% of the population are slaves.

Major Products: The Far City imports more than it exports, but it does produce pottery, textiles, weaponry, and metal goods. The City serves as the focal point of distribution for goods coming through the port, and as such its primary export is really its own culture.



Armed Forces: The Far City is one of the most militant communities on the continent. The Emperor keeps one entire hobgoblin legion there, the first legion, called The Hawk Legion. This legion keeps order in the street, but everyone knows that their primary purpose is to intimidate possible political rivals. The Imperial bodyguard, called the Crimson Lion Guard, is also garrisoned in the city, although they are never far from the Emperor.

The City: The Far City, called Gurz-Goi by its inhabitants who speak Dark Speech, is the capital of the Kingdom of Farland. It is dominated by the three hills, the Grandis Hill in the Northwest corner of the City, the Carinas Hill in the Northeast corner, and the Dominion Hill in the center of the city. The famous Sendus River flows through the city. Its roads are generally wide and well-constructed; their names invariable begin with the Farlandish prefix "Wia" meaning way. So the main causeway, which crosses the Insulum and runs to the Palace of Wrath, is called by the human populace the Wia Publius, named after the founder of the Far City; Dark folk call it the Wia Burzgluk ("the way to death"). Wherever more than two streets meet, a square, called a Plaza, is located. Each Plaza has its own name and character. Businesses of all types and character can be found in the Far City, and there is a thriving black-market. It is illegal to buy or carry weapons in the city without the proper papers, and the black-market will gladly supply these—for a hefty price.

Magic is common in the Far City. People are used to paying for the spells that directly impact their lives and professions. A roofer may have great knowledge of the feather fall spell, and a craftsman certainly knows about mending. Most people are aware of the dangers of mind-affecting spells such as charm person, and many can recognize their effects. These spells are often used to assure servile loyalty and to prevent slave revolts. Courts of law often employ zone of truth, and collecting taxes is much easier with lie-detecting spells. Road building and other civil projects are often expedited by move

earth spells, and the defenses of the Far City were partly constructed using wall of stone. Houses are commonly alarmed and trapped with magic. Damaging and pain inducing spells combined with healing spells are used with hideous effect by the Emperor's royal torturers.

The city is a hot-bed of politics. Inter-guild and faction squabbling makes the city a dangerous place, both figuratively and literally. Assassination, although illegal, is an ever-present danger, and those who cross the Emperor or his minions are apt to disappear in the dead of night. Someone with ambition is bound to come to the notice of the city's powerful personages, and a powerful person who has avoided both betrayal and assassination for a period of time is a person--or creature--to be feared.

The mass of citizens in the Far City live in misery, especially since the Lord of Anger long ago disbanded the Public Dole; starvation is rampant, and the poor are seen as deserving of their fate, because they are too weak or too unambitious to help themselves. It is said that they simply do not want to work, although a true look at the economy shows that little work is available. The poor are kept from revolt by the iron-like control of the Hawk Legion and the perpetual distraction of the gladiatorial blood sports in the Grand Arena.

Laws

The Twenty Precepts in force in the kingdom of Farland are enforced in the Far City, and usually they are followed to the letter. Additionally, any number of other arbitrary laws are in force, and it generally takes a lawyer to even begin to figure out which law is applicable and where it applies.



Important Dates for the City (Many are approximations)

4515 F.R.-- Beckair Publius founds the Far City

5700-- Farland invades Zeland, beginning the Wars of Empire

5727-- King Maximus Maro of Farland declares himself the first Emperor

5738-- Emperor Maximus dies of plague. A civil war ensues.

5739-- Zeland rebels. Farland withdraws its troops from Lorindon to squelch the threat. The plague breaks out again and causes widespread famine. Thousands die.

5960-- A large force of evil attacks Farland from the Deadlands, beginning the Wars of Sorrow.

5961-- The fortified city of Borderhold is established.

5969-- The Borderhold is taken and destroyed. The evil army invades Northern Farland.

5973-- The Farlandish city of Lompeia is destroyed.

5975-- Zeland and Orland rebel. The evil armies besiege the Far City.

5979-- Zeland and Orland secede from the empire.

5985-- A small army of elves, led by their King Baranthir, journeys to Farland to offer their aid, advice, and magic.

5989-- The army of evil is defeated outside the Far City.

5990-- Farland, with aid from the elves, raises a large army from all corners of the Kingdom.

5999-- The army of Farland attacks and destroys the evil army encamped in the Deadlands.

6003-- Farland, the elves, and dwarves invade the Wintervale and in the huge

Battle of Sorrow defeat and annihilate the last of the evil armies. However, on their way back monsters ambush them. Baranthir falls in the ambush, alongside Emperor Marcus I. The Pass is renamed the Pass of Doom.

6020-- The Borderhold is refounded. The Farlandish Empire ends.

6862-- The fleet of the Far City, at the behest of Daven, engages the ships of the Corsair Robert the Blue and completely destroys his fleet. During the returning voyage, half of the fleet of Farland is lost due to a raging storm.

7013-- The order of the Far Knights is founded by Sir Lucius Zeno.

7090-- The then-leader of the Far Knights, the paladin Rothian Ganorus set out to explore the Deadlands and investigate the resurgence of evil there. They never return.

7115-- The kingdom of Farland continues to grow in power and expands trade with the other kingdoms.

7143-- The Eastern alliance, led by Farland, sends troops into Kelerak. After a minor skirmish, Kelerak agrees to pay tribute to Farland.

7797-- The Dark Conquest begins. Farland is beset from the north and west.

7803-- In a brilliant strategic move, the Lord of Anger attacks from the Isle of Night and besieges the Far City.

7805-- The Far City falls. The Lord of Anger kills all the senators and disbands the senate.

7810-- The Lord of Anger disbands the public dole.

7950-- The first great rebellion of the citizens of the Far City takes place.

7951-- The rebellion ends in a massacre that decimates the population of the city.

8018-- The traitor Hoth Kanus attempts to invade the Far City with his legion but is eventually killed.

Factions of Farland

The Crimson Lion Guard: This hobgoblin legion consists of hand-picked warriors, mages, and priests. They are among the most powerful fighting force on the continent of Farland and are almost universally feared in its namesake kingdom. Their sole reason for existence is to serve the Lord of Wrath's every command and to protect his person. They hate the Far Knights.

People of Pirc: War Hoth Lord Pirc is one of the Cancellors of the Lord of Wrath. A small creature of indeterminate race, although some have whispered that he is actually a gnome(!). He is assisted by a loyal faction of soldiers, spies, courtiers, and political operatives. He is allied with the Eye of the Wintervale and opposes the Liegemen of Crassi.

The Liegemen of Crassi: General Sumus Crassi, a scarred old centurion, is another Cancellor of the Lord of Wrath. The legionnaires who served with him still support him loyally, and his great wealth has allowed him to hire hobgoblin and human troops. He is allied with the College of Blood and opposes the People of Pirc.

The College of Blood: The assassins' guild of the city, this powerful faction controls the criminal underworld of the city and kills people for hire; it is often hired by the politically powerful in the city who wish their rivals destroyed. This group is allied with the Liegemen of Crassi and fears the Crimson Lion Guard.

The Eye of the Wintervale: A small but powerful group nominally led by the hobgoblin assassin Bolg-gatha, it is really led by the scheming archmagi Khadufel the Southerner. This group is in the direct employ of the Nameless City and reports back to the Cold Master. Khadufel,

however, plots the overthrow of the Lord of Wrath and plans to usurp power in the Kingdom. This group is allied with the People of Pirc and opposes the College of Blood.

The Way of the Claw: A mysterious, apolitical group of goblin monks.

The Far Knights: The remnants of a once-proud order, this group of human knights and paladins follows a strict code to combat the Dark Occupation. Headquartered in the wilderness near the Borderhold, this weak faction seeks to gain power. They oppose the Crimson Lion Guard and all evil in the kingdom. They have no known allies.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Farland.

The Great Mine and the Old Wood: The Old Wood and the Ruin of the Great Mine hold secrets untold. They beg for exploration.

Pick a side: Hoth Pirc, General Crassi, the College of Blood, the Eye of the Wintervale: all struggle against one another, and one must emerge triumphant. Choose which side to support and join the struggle.

Seeking nearby knights: The Far Knights serve a noble cause, but they need help. They are seeking recruits and allies. Join the Far Knights or betray them.

The College of Blood: The College always has contracts available. Feel like assassinating someone? Or maybe it's time to take down the College itself, if you can.

Overthrow Wrath. If the group is powerful enough, they could seek to liberate Farland.

Wawmar

Wawmar, or Khibul-gund as it was called by the dwarves, is the greatest of the five legendary dwarfholds. It is known for its perfectly carved tunnels, its magnificent halls, its soaring archways, and its grand vistas. Built in an extinct volcano, Wawmar is both a nearly-impregnable fortress and a wonder of engineering and architecture. Constructed at the behest of King Mar I and designed by the storied dwarven architect Agralin, Wawmar stood for untold millennia as the center of all things dwarven, especially their economy. Although it was originally built near the elven capital city of Alustel, which later fell, the precious metals of the mountain and the fine craftsmanship

of the dwarves who lived therein insured that Wawmar would long remain a hub of trade.

The fortress city was also the center of dwarven culture after the fall of the first dwarfhold Liferock. As such, every dwarven trend in thought originated here and spread to all the other dwarf cities on the continent. Wawmar was home to one of the few dwarf philosophers, the sapient Nulin, who originated the idea that the love of work is the differentiating characteristic between the humanoid and bestial races. Advances in dwarven technology invariably began at Wawmar before disseminating to other dwarfholds. The famous steam-powered implements of the dwarves were invented in the volcano city.



Wawmar was chosen for its eminent defensibility, and as the Deadlands grew up around it and the Wintervale encroached from the east, the fortress stood strong and weathered every attack thrown against it. The dwarves of Wawmar were ever safe behind her great walls, yet they could sally forth and attack their enemies almost at will. Indeed, Wawmar was only ever breached once in history; alas, this successful invasion, led by the Lord of Greed, ousted the dwarves of Wawmar and doomed the survivors to homeless wandering. Now the upper halls of Wawmar are empty and dark, occupied only by memories and spirits. The lower halls are more dangerous, for foul beings dwell there... not least the deadly dragon that conquered the dwarfhold.

Today, in the year 8170 F.R., the Lord of Greed, the ancient red dragon known as Axxyklysstykor or Firefight, dwells in the lower foundries of Wawmar, where he can revel in the fumes and heat of the still-active magma below. The upper reaches of the vast fortress lie cold and quiet.

Unlike the domains of the other Lords of Sin, Wawmar is not a populated kingdom. Besides the dragon, the only other residents are several companies of horrid war trolls and a small population of dragonborn. The war trolls are powerful giants clad in specially made armor and wielding greatswords or axes. The Lord of Greed, ever avaricious, chooses only the strongest trolls so that he can keep the numbers of his guards small and thus keep their overall expenses low. The dragonborn the Lord of Greed grew from his own blood. They serve as servants in his lowermost halls.

Greed supplements the defenses of his kingdom by activating the dangerous traps that the dwarves built long ago to protect their most important and private places. These traps were generally not used by the dwarves as they tended to disrupt commerce. This is not a problem in current Wawmar, however, as the only traffic to or

from Wawmar is supplies born by orcish merchants, many of whom do not leave the volcano fortress once they pass the southern gate.

The day to day business of the domain is conducted by Greed's chancellor, the half-dragon half-fire giant Torm, another creature grown by the Deadly Lord using his own blood. Torm manages what little contact Wawmar has with the other occupied kingdoms. The dragon generally slumbers, rarely setting forth from the lower halls. However, word of the liberation of the western kingdoms has begun to reach the great wyrm, and he has started to stir, stretching the soreness of decades of sleep from his powerful wings....

Factions of Wawmar

The Trolls of Torm: The half-dragon half-fire giant Torm serves as the Lord of Greed's Chancellor. He in turn is served by a large gang of heavily-armored war trolls, and Spywings serve as his eyes in the area outside Wawmar (for Spywing statistics, see *The World of Farland Game Master's Handbook*). They are rivals to the dragonborn.

The Dragonborn: Creatures grown from the blood of the Lord of Greed himself, a population of chromatic dragonborn inhabits the lower halls of the volcano kingdom of Wawmar. Red dragonborn rule the faction. They compete with the Trolls of Torm, but they are favored by the Lord of Greed as his own children, so the trolls don't dare attack them physically.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Kingdom of Zeland.

Explore Wawmar: Much of the huge dwarfhold lies empty, especially the upper levels. The lower levels are inhabited to some extent, but the lower levels are also unbelievably vast. Surely

Block off the Dark Deeps: Recently, the servants of Greed have discovered that one of the lower tunnels leads to the Dark Deeps—and powerful monsters have been emerging. They have sent to Zeland or Farland for a group of powerful mercenaries willing to venture down and block the entrance to the Deeps.

Overthrow Greed. If the group is powerful enough, they could seek to liberate Wawmar.



Chapter Four: Enemy Lands

Lands Under the Shadow

To the East of the Gulf of Gor lies the horrid domain of the White Lady, the Dweller in the Wintervale. Surrounding her lands are expanses controlled by orcs. Further away, she rules two hapless human civilizations. These enemy-controlled places are detailed below.

The Wintervale

This frozen land is the home of the Dweller in the Vale, the master of the Lords of Sin. It is a horrid land, blanketed by a perpetual glacier. Only orcs and other hardy races are known to naturally make this land their home. East and South of the Wintervale lie lands under the sway of the Dweller.

The Pass of Doom

This high and treacherous gap in the Trollheim Heights is essentially the only way to the East unless one goes by ship, for the Plateau to the south is blocked by impassable mountains that fall into the sea. The pass, however, has an evil fame, for the minions of the Dweller watch it. Two high fortifications, called the *Talaglar* or Doom-Spikes, stand at the narrowest section of the pass, and none pass these watchful strong places unnoticed. Black windows like eye sockets in a skull face in all directions high up on the tower, and some nameless

observer keeps an unceasing vigilance here in this cold and windy location. Tales say that the rock below the Spikes is riddled with caverns and holes, and at the alien sound of some immense horn a black tide of trolls and all manner of other monstrous denizens rushes forth to hold the pass and slay or take prisoner anyone foolish enough to cross without leave of the Nameless City.

The Valley of Winter

Beyond the Pass of Doom, which the Elves used to call the Dark Pass, lies the frozen expanse of the Great Glacier, a weather anomaly that has thrust down from the empty north like a greedy hand. This slowly flowing river of ice has carved a depression that spans hundreds of miles in the once fertile lands, cutting as a knife through the steppes and even the mountains. This ever-cold valley is called the Wintervale, the seat of Evil in Farland and the gateway to the realms that the Emperors of Farland called the Enemy Lands. The Great Glacier serves as a natural barrier between the Eastern and Western regions, although it truly is a realm of immense size in and of itself. Only creatures with a natural affinity for the cold make this place their home, and the evil will that seems to have spawned the Glacier also inhabits these beasts and monsters, imbuing them with a fell and dark spirit. Tribes of Frost Giants and Packs of Winter Wolves prowl the ice, hunting for food and seeking to do evil deeds. One of the denizens of the Wintervale is feared above all others, however, and the inhabitants of the Dweller's Lands regard it as the spirit of the Glacier. It is the gigantic and ancient ice-worm called Corpse-Grinder. It is unclear whether the evil worm is commanded by the Dweller but it does seem to leave the minions of the Dweller alone. Other hapless



creatures lost in the expanse of the Great Ice have no such protection.

Besides the native creatures, it seems that only peoples with the permission of the Denizen of the Nameless City make it through the Great Glacier and the Pass unscathed, and all too often the only creatures that have this leave are orcs and dark folk. To the eyes, the Wintervale is a huge and featureless expanse of ice, curving down ever so slightly towards the center of the valley. Mountains and hills are visible around the perimeter of the glacier that makes up the Wintervale,

but from the center of the Vale, these mountains are lost in the distance and haze. The weather on the Glacier is harsh, with biting winds and howling blizzards. Below the Trollheim Heights, the vale slopes imperceptibly southward, and forlorn travelers who survive the inhospitable and unnatural environment of the Vale often find themselves drawn by the path of least resistance to the place they most hope to avoid, to ruined towers and edifices jutting up like the broken-toothed grin of a maniac: The Nameless City.



The Nameless City

This ruined necropolis was once a thriving city whose name is now lost or unspoken. The place always had an evil repute among the Elves, however, and it is now more than ever a reputation that is deserved, for the place is in large measure truly a city of the dead. Almost all of the buildings of the city are in ruins, destroyed during the Battle of Sorrow. This terrible place is the abode of the Dweller in the Wintervale, who rules the Lords of Sin from her ice tower, the Frostspire.

General Information About the City

Who Rules: Kiborus, the Cold Master, chancellor of the city.

Who Really Rules: The Dweller in the Wintervale.

Other Power Centers: Hoth Dorak, oluk orc captain of the docks, who oversees security and transport into and out of the dock area.

Hai Urg, who secures the eastern Steppe Gate.

Captain Khalid Hammerhand, commander of the Black Fleet, who commands the armada of black-sailed attack ships that guard the icy harbor and serve as the navy of the Wintervale.

Master Yen Keng, the Cold Master's wizard, who heads a contingent of dark mages from Yrrkune and Budum-ishi.

Lord Rand, tiefling leader of the importers guild, who arranges the city's business dealings.

Yellsh, goblin leader of the guild of assassins, based in the south-eastern area of the city.

Population: About 20,000 in the city itself. The population is three quarters orkish, with the rest consisting of other dark

folk. This does not include undead residents.

Major Products: The Nameless City exports nothing except war and death.

Armed Forces: Hoth Dorak can marshal multiple thousand orcs in a quick span of time, and he always has 1000 heavy oluks at his command, who serve as city guard and defense. The Cold Master, never trusting anyone, maintains his own independent contingent of highly trained oluk shock troops as well as a legion of hobgoblins. The undead of the city, a vast number of evil wandering spirits, also can be summoned by the Cold Master or the Dweller.

This ruined necropolis was once a thriving city whose name is now lost or unspoken. The place always had an evil repute among



The Nameless City



the Elves, however, and it is now more than ever a reputation that is deserved, for the place is in large measure truly a city of the dead. Almost all of the buildings of the city are in ruins, destroyed during the Battle of Sorrow. Some of the outer buildings in the city are still functional and here the unique living residents of the city dwell and work. These are the Irzuk, the Red-Skinned Orcs of the Vale, who are known for their large noses and keen sense of smell. These strange orcs are actually a breed of dark folk that comes out of the spawning pits of Gorug, but most have taken up residence in the Nameless City, as they have a natural hearty resistance to cold. Thousands of these orcs swarm over the ruined docks of the frozen harbor and through the streets near the Eastern Steppe Gate of the city, conducting the business of their master, the Chancellor of the City, Lord Kiborus, who is called the Cold Master. The orcs never venture into the inner city, however, for there the ghosts and corpses of the old inhabitants of the city--and their victims--still walk. Lord Kiborus also holds the power of command over these shadowy inhabitants.

Hoth Dorak and Hai Urg, both dour oluk orcs, serve as high general and under-general, respectively, of the city's armed forces. These troops are tasked to defend the city from external threats-- of which there are very, very few for fear of gaining the fell attention of the Dweller. The Hoth and Hai are also tasked with keeping order within the city. This latter job is where they spend most of their energy, for there is much intrigue and in-fighting within the city. The Irzuk orcs war with the orcish immigrants from the orc cities to the south, and the important personages in the city (such as Khalid Hammerhand, captain of the Black Fleet, and Yellsh, leader of the assassin's guild) are constantly scheming to kill each other in order to gain the favor of the Cold Master. It seems that the city's chancellor encourages this backbiting, for it keeps any upstarts from threatening his own power. He spends his time keeping the Wintervale's

hold over the lands to the east and the south.

The Dweller in the Wintervale, who is the real ruler of the city, leaves its ruling, and indeed the ruling of most of its subject lands, to the Cold Master. She never leaves her abode, the Frostspire, the sight that dominates the city. The Frostspire is a huge and featureless tower that rises up hundreds of feet into the mists that perpetually cloak the cold, damp necropolis. The tower is indeed made of pure, translucent ice, ice that seems impervious to the hottest fires, for this spike resisted all attempts by the Leagued Armies to destroy it. There is only one visible means of access to this horrible structure--a great dark opening like a toothless maw that gapes, doorless and seemingly unguarded, in the base of its western face. An intractable, bitter cold emanates from this tower, blanketing the city in a layer of snow and ice that never melts. Here, deep within her frozen tower, the Dweller's hooded eyes are turned ever west. Her attention is bent on the remaining Lords of Sin and the freed kingdoms of Farland. She will stop at nothing to reconquer them.

The Cold Master

Kiborus Fabius of Farland became a vampire in the year 7260 F.R. He was a warrior-priest in the Far City in Farland, but he secretly harbored dark desires in his heart. The Walker knew this and decided to test him: he sent a spirit to possess him and the spirit made Kiborus abduct and murder a young girl. Although he was under the evil spirit's control, in his heart of hearts Kiborus enjoyed the deed. Thus, he failed the test. To punish him, an ancient Vampire named Crimson was sent to visit him. After years of servitude, Kiborus slew his creator and found service with The Dweller in the Vale. This Dark Ruler sent him to Daven to recruit The Lord of Gluttony. He slew the then-king of Daven, Dakor V. He later made Saithith. After instructing Saithith about his new undeath state and how to be a

successful vampire, Kiborus left. Finally, the eminent vampire took up residence as the Chancellor of the Nameless City.

Lord Kiborus is an average-looking bald, bearded man. His beard is neatly trimmed, and his baldhead gleams. He has pale, shiny skin, but can easily pass for human in less than perfect lighting. His eyes are remarkable, however; they are violet in color and sparkle with a horrible silver light. He rarely shows the fangs that pass for his

canines. Kiborus dresses in rich black garb of velvet, cut in a timeless style, and he wears a diamond at his throat. At first glance, this combination puts one in mind of a priest. The former warrior-priest of Heshtail (now a priest of Vornoth) is very polished and mannerly in his speaking, but he has a fiery temper and is quick to anger. When he flies into a rage, he is murderous.



Irzuk Orcs

Irzuk orcs are a sub-breed of orcs. They are the Red-Skinned Orcs of the Vale, who are known for their large noses and keen sense of smell. These strange orcs are actually a breed of dark folk that comes out of the spawning pits of Gorug, but most have taken up residence in the Nameless City, as they have a natural hearty resistance to cold. Irzuk tend to be more industrious than other orcs, though their industriousness does not quite get to the level where it rivals that of the oluks. These orcs are also quick tempered, and their strength tends to be fueled by their rage.

Orc Cities

The cities of Gorug and Haigrog, or Orc-haven, are the two ancestral cities of the orc race. For many thousands of years these cities have existed, mostly as crude settlements, and they have been sacked and burned numerous times, and as many times by orcs as by other races. Until the victory of the Wintervale approximately 350 years ago, the Dweller periodically used nearly every resident of the cities in the perpetual Western Wars, which the orcs called the Wars of Orc-Pain, and as such the communities remained crude and barbaric. After the Dark Conquest, the denizens of these two cities were left in relative peace, which they promptly used to wage war on each other. Neither city was interested in decimating its population in reckless onslaughts, however, and as such they turned to solutions that were subtler, at least for orcs. The Oluk leaders of Gorug developed a secret breeding plan, to create specialized orcs and dark folk to completely and totally serve the bellicose purpose to which they are assigned. For example, the *Irzuk* or trackers were bred here. The Oluk race was also changed, crossed with trolls, to create a race of regenerating super-warriors called the *Bazok*.

A cross between the largest Oluks and trolls, Bazoks look like gigantic (7 1/2-foot-tall) orcs with thick muscles and green, warty skin. They only obey Oluk orcs, whom they have been taught to respect since birth, and will destroy any other humanoid that annoys them, if Oluks are not present to restrain them. They even hate trolls, although they fear them. They have no culture, and are generally kept locked in pens between fights. Bazoks are just smart enough to resent this.

The Denizens of Orc-haven, on the other hand, cultivated the ability to create machines and engines of war. They created devices to hurl fire and rock long distances, devices to use against infantry, and gigantic self-propelled towers to scale walls. In the process of this strange arms race, these two cities developed something of a culture rare among orcs, even in the conquered and more civilized lands. They each developed ruling classes and even written histories and plans. The ruling caste of Gorug is the Leg-Breakers and the ruling tribe of Orc-haven is the Red Fangs, and both of these clans are responsible for the written records of their city. Luckily for the rest of Farland, and perhaps even for the Wintervale, the perpetual strife between these two cities retards their cultural and military progress, and both cities are still under the sway of the Nameless City and still provide troops if they are called upon to do so.

Cadocia and Human Lands Dominated by the Enemy

Frigid Cadocia to the north is a land that is nearly civilized. Indeed, trade and currency are possessed by the Eskimo-like Cadocians. These folk subsist through hunting, gathering, and fishing, and they have developed seaworthy ships to hunt whales.

Most of the Cadocians live in small communities that move to follow the food source, but there are two cities in the land, although both are small. Majutenos boasts a population of some 5000, which swells in the summer. Laipedos is the second largest town, with a population of 2000. The Cadocians send tribute to the Nameless City and are ruled by its representatives. The average Cadocian wants nothing more than to be left alone by the brutal agents of the Vale to live his life in peace.

Along the Eastern coasts of the area called Yrrkune live oriental peoples that call themselves the Kunese. These peoples are somewhat barbaric, although they have two small cities, Guang and Shonmi. They willingly serve the Wintervale and even worship the Dweller as a god, along with Vornoth, whom they call Sodring. While these people have not been allowed to develop a full culture, they still have certain facets of their civilization that are notable. They believe above all in honor, and they will do their utmost to fulfill any oath they take, even to the extent of committing suicide if they fail.

South of the Greatwall Mountains is a huge continent called Eruna, full of wild, dark-skinned humans and all manner of beasts and monsters. The dweller has sent agents into these lands too, but he by no means holds sway, except in the city of Budum-ishi. This community, built in a fertile river-valley, consist of men with light brown skin. This city is ancient indeed, and it once held sway over a civilization that encompassed the entire area in which it is set. Now this ancient place is all that is left. The people of Budum-ishi revere their ancestors and build for them great tombs and monuments, sacrificing many slaves by walling them up alive within the crypts. They worship gods with the heads of animals, the Lord of whom is Vornok-ka, or Vornoth, pictured as a man with the head of a bat. As a people, they are concerned with dark and ancient secrets and magics of all sorts. Because orcs and barbarian folk are not skilled in this area, the wizards who of old used to provide

support for the dweller's shock troops came from this region. The infamous Khadufel the Southerner, the wizard who belongs to The Eye, hails from this town.

Factions of the Wintervale

The Slaves of the Cold

Master: The Cold Master rules the Nameless City, on behalf of the Dweller in the Vale, from his Iron Citadel. Always suspicious, he keeps a highly-trained strike force of oluk orcs and a legion of hobgoblin troops in his fortress. He also commands his vampire spawn and the evil spirits of the Inner Ruin. He is mighty indeed, yet he treats his position as precarious, and encourages in-fighting among all of the factions of the city in order to keep any political rivals at bay.

The Black Fleet: Captain Khalid Hammerhand controls the fleet of black-sailed warships that serves the Nameless City. Ostensibly reporting to the Cold Master, the human captain plays both sides against the middle, so to speak. His allegiances change on a regular basis. Currently, he opposes the Assassin's Guild and is allied with the Dark Mages and the Importers' Guild.

The Red Orcs of Dorak: The powerful orcish general Dorak controls the dock area of the city and manages the goods that pass into and out of the city. He is served by legions of red-skinned Irzuk orcs. He opposes the Dark Mages and is allied with the Assassins' Guild.

The Assassins' Guild: A powerful faction of orcs, goblins, kobolds, and other evil monsters, this group is led by the goblin Yellsh, whose looks bely his power. This group supports the Red Orcs and opposes the Black Fleet.

The Importers' Guild: This faction is made up primarily of hobgoblins, orcs, and tieflings. It is led by the canny tiefling Lord Rand. They oppose the Red Orcs and support the Black Fleet.

The Dark Mages: This group of evil wizards from Yrrkune and Budum-ishi is led by the archmagi Yen Keng, himself a human who hails from Yrrkune. Theoretically serving the Cold Master, this group of mages views to increase its political power in the City and in all the lands controlled by the Dweller. They are allied with the Black Fleet and oppose the Red Orcs.

Assassinate the assassin: Someone from the Cold Master's fortress has put out a contract on the head of Yellsh himself. Who has the skill to kill the deadly goblin?

Kill the Cold Master: The vampiric Cold Master is secure in his Iron Citadel, and he rules the subjugated human lands for the Dweller. He needs to die, but only the brave and powerful need apply.

Slay the Shadow: Only a group at the absolute peak of power could even consider venturing into the Frostspire and attempting to end the threat of the Dweller in the Wintervale once and for all.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Wintervale and the Nameless City.

Gone rogue: The guardian of the Great Glacier—the dreaded Corpse-Grinder—has stopped obeying the commands of the Nameless City. It now attacks the allies of the Dweller as well as her enemies. The reason for this must be discovered, and Corpse-Grinder, too valuable to the Dweller to destroy, must be saved.

The cult of the Yrrkune: A cult has arisen among the Dweller's subject people, the Yrrkune. This cult worships an unnamed god of chaos and not Vornoth. This is unacceptable. This cult must be destroyed, root and branch.

Aid the fleet. A ship from the Black Fleet has gone missing in the Gulf of Gor. Captain Khalid needs some intrepid sailors to find the ship.

Investigate the Inner Ruins: The center of the Nameless City is a ghost-haunted ruin, but the Dark Mages have detected a mysterious source of power among the Ruins. They need the source located and explained.

Chapter Five: Culture and Society

Societal Details

The societies of Farland have developed unique calendars, languages, and cultural details which are detailed below.

Calendars of Farland

Each race and geographical location has its own method of keeping track of time. The first two categories refer to the human kingdoms (the Eastern Lands consist of Farland the Great, Zeland and Orland, and the West consists of Kale, Kelerak and Daven.) Of course the demi-human races have their own calendars. All races except the goblinoids use a twelve-month calendar and a thirty-day month. Every second year there is a 10-day period, a sub-month, tacked on to the end of Vornos to make up for a calendar deficit that stems from the faulty Aelfarian calendar system. This sub-month is called Tanaros and is sacred to the Druidic dual god. In the West, it is simply called Holiday, as many people (those who can afford it) spend the time celebrating and shirking societal restrictions. The next Tanaros occurs at the end of 8171 F.R.

Days of the Week	Eastern	Western	Elven	Dwarven
1st	Wedae	Westday	Celebaer (silver)	Angwan
2nd	Khamdae	Eastday	Thinaer (grey)	Borwan
3rd	Hoarmdae	Northday	Finaer (red)	Azwhan
4th	Amdae	Harpday	Calaer (white)	Gimwan
5th	Suildae	Seaday	Glorfinaer (gold)	Thelwan
6th	Dwardae	Dogday	Glinaer (bright)	Thorwan
7th	Radae	Southday	Morthaer (dark)	Khulwan

Month	Eastern (human)	Western (human)
1st	Kantalos	Kalt
2nd	Neltalos	Nelt
3rd	Thrantos	Thros
4th	Bestalos	Besel
5th	Heshtalos	Hest
6th	Janoros	Jans
7th	Reeanos	Reos
8th	Flamgos	Flame
9th	Calbros	Cabos
10th	Dekkos	Dekkos
11th	Belos	Belos
12th	Vornos	Darkenmonth

Month	Elven	Dwarven
1st	Aeglal (Snow)	Marin
2nd	Valsal (Storms)	Haudin
3rd	Sulheral (Wind)	Khuldin
4th	Sulimal (Breath)	Rhalin
5th	Artanal (Flowers)	Balhalin
6th	Idrilal (Light)	Dundin
7th	Maural (Heat)	Bundin
8th	Naural (Fire)	Mithrin
9th	Silial (Moon)	Dhurlin
10th	Yavekal (Fruit)	Khallin
11th	Undomal (Twilight)	Thetin
12th	Vornal (Darkness)	Wawin

Common Holidays: Midsummer, Harvest, Yule (25th of Belos), Dark Eve Falling (12th of Vornos), New Year's (1st of Kantalos).

Currencies of Farland

Before the founding of the civilization of Aelfar, there was no standard currency. Each kingdom that rose and fell with the ages minted its own coin, of its own size and value, and whether any of these ancient kingdoms honored the currency of any other was a hit or miss proposition. Aelfar, however, revolutionized currency when it standardized the value of coins, and it refused to deal with any kingdom that did not use coins of similar size, shape, and value. The kingdom and later Empire of Farland adopted this policy, collecting, melting down, and reminting any non-standard coins. Over hundreds of years, this policy led to a standardization of coinage across almost the entire continent. Seeing the economic value in doing so, even the Elves, the Dwarves, and the Enemy in the East adopted these standard coins.

Thus, almost all coins in the land are either platinum pieces, gold pieces, silver pieces, copper pieces, or tin pennies (a mix of copper and tin). The standard currency of everyday use is the silver piece.

This means that DMs and players should convert the standard pricing of items, goods, and services to the silver standard. When the price in the SRD is given in gold, in Farland it should be read as silver. Similarly, silver should be read as copper, and copper should be read as tin pennies. Thus, if a longsword is listed as costing 15 gold pieces in the player's handbook, in Farland, its cost will be 15 silver pieces.

The Relative Values of the Standardized Coins

100 SP = 1 PP
10 SP = 1 GP
1 SP = 1 SP
1 SP = 2 EP
1 SP = 10 CP
1 SP = 100 TP

Individual kingdoms have managed to assert their individual character on the names they give their coins.

The Names of each Kingdom's Currency

Farland (historical)

Platinum: Sumus
Gold: Aurus
Silver: Denatus
Electrum: Torenus
Copper: Denondus
Tin: Sestus

Daven

Platinum: Zutilfermar
Gold: Gildenmar
Silver: Silkermar
Electrum: Ekermar
Copper: Kunfermar
Tin: Halnkunfermar

Kelerak

Platinum: Sovereign
Gold: Angel
Silver: Crown
Electrum: Moon
Copper: Noble
Tin: Penny

Zeland (historical)

Platinum: Plunt
Gold: Gleast
Silver: Sceating
Electrum: Teaning
Copper: Croat
Tin: Pennig

Orland (historical)

Platinum: Coorun
Gold: Peze
Silver: Rael
Electrum: Elli
Copper: Senti
Tin: Trochito

Kale

Platinum: Aquer
Gold: Leever
Silver: Soo
Electrum: Toller
Copper: Biegier
Tin: Fioller



Elven

Platinum: Alu ("God Coin")
Gold: Cora ("Honey Coin")
Silver: Alfán ("Swan Coin")
Electrum: Trest ("Steed Coin")
Copper: Nar ("Arrow Coin")
Tin: Arta ("Flower Coin")

Wawmar (historical)

Platinum: Burg ("Mountain Piece")
Gold: Zogol ("Hammer Piece")
Silver: Aglaz ("Anvil Piece")
Electrum: Hilz ("Mushroom Piece")
Copper: Haraz ("Harp Piece")
Tin: Korz ("Pig Penny")

Occupied Kingdoms and Enemy Lands

Platinum: Dugskark
Gold: Ronk
Silver: Skark
Electrum: Ukskark
Copper: Glob
Tin: Uk

Languages of Farland

Only fifteen main languages exist in Farland. The human kingdoms speak a total of four languages, many of which are derived from the speech of Old Aelfar (which originally derived in part from Elven) mixed with the language of the primitive tribes who lived in the space to which they migrated. They bear some words in common, but are different for the most part. The Farlandish tongue is the most widely used human tongue and is most

likely to be understood by humans in Farland. It is something of a common tongue.

1. **Farlandish** (Great Speech) (Speakers of Farlandish can make an INT check with a DC of 10 to understand Kingdom Common. They must make this check once per encounter.) All humans use the Aelfarian alphabet.

2. **Kingdom Common** (Zeland, Orland, and the Halflings) (Speakers of Kingdom Common can make an INT check with a DC of 10 to understand Farlandish. They must make this check once per encounter).

3. **Kalish** (Kale) (Speakers of Kalish can make an INT check with a DC of 10 to understand Kelevan. They must make this check once per encounter).

4. **Kelevan** (Kelerak and Daven) (Speakers of Kelevan can make an INT check with a DC of 10 to understand Kalish. They must make this check once per encounter)

4a. **Anarian** (Barbarian tongue of the Northern Wastes)

5. **Dark Speech** (orcs, goblinoids, trolls, ogres, kobolds, gnolls, and other monsters).

5a. **Dark Speech, Secret** (old Dark Speech)

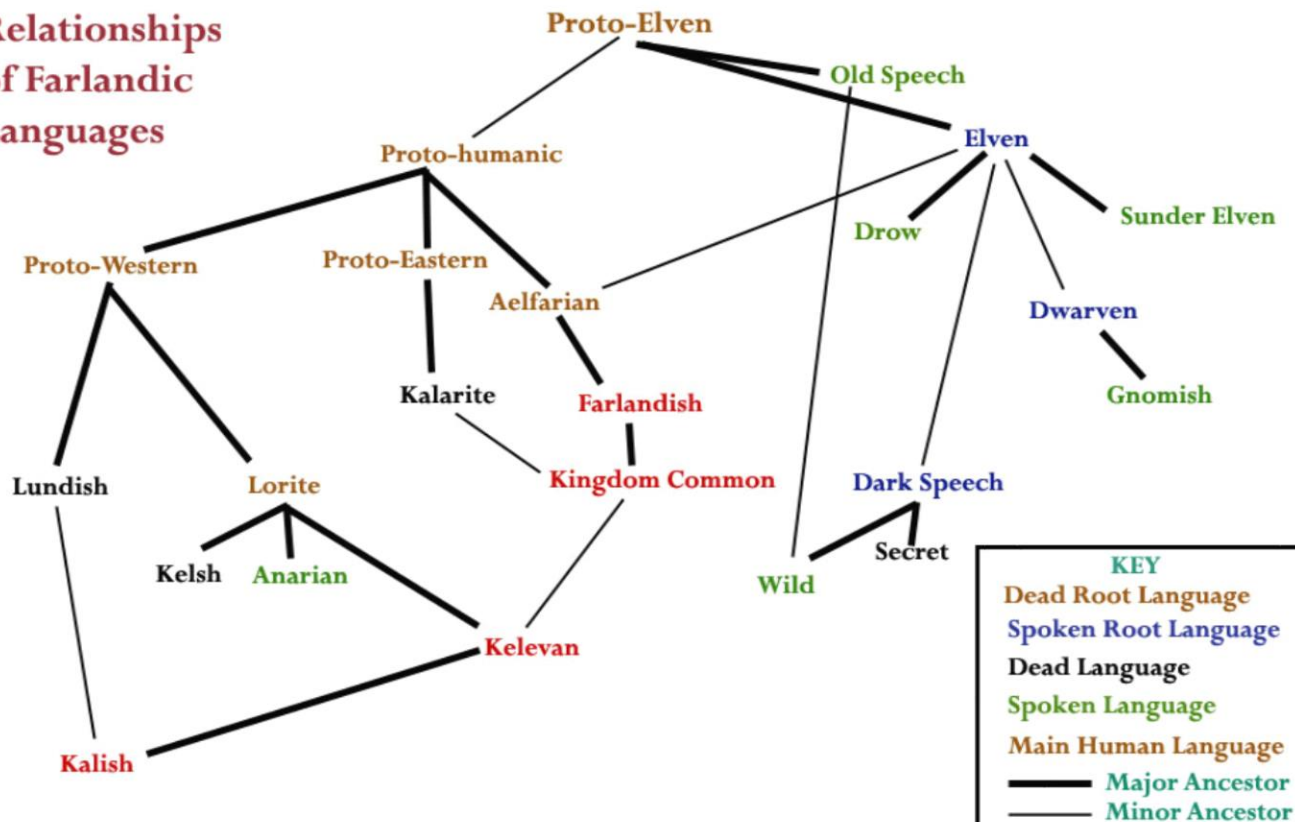
6. **Khazdun** (Dwarven-- hill and mountain, both only slightly different). Hill Dwarves can make an INT check with a DC of 5 to understand Mountain Dwarven and vice versa. They must make this check once per encounter. Hill uses the Mithaud alphabet, and mountain uses the Wawmar alphabet; both are runic. Speakers of Dwarven can also understand Dark Dwarven with an INT check DC 15. Dwarven is never taught to non-dwarves.

7. **Tendenarrish** (Gnomish) Speakers of Gnomish can understand Dwarven with a DC 15 INT check and vice versa.

8. **Dark Dwarven** (the language of Duergar and Derro and other related beings of the Dark Deeps.) Speakers of Dark Dwarven can understand Dwarven on an Intelligence check DC 15.

9. **Elven** (Elven, called Altarian or High Speech, uses the Elwar alphabet.) Speakers

Relationships of Farlandic Languages



of Elven can make an INT check with a DC of 15 to understand Farlandish. They must make this check once per encounter. Elves can also understand Dark Elven with a DC 10 check.

10. **Mordularian** (Dark Elven) Dark Elves can understand Elven with an Intelligence check DC 10. They must make this check once per encounter.

10a. **Dark Elven Hand Speech**

11. **Undercommon**

12. **Dragon** (Good dragons make an INT check DC 10 to understand the dialect of evil dragons and vice versa).

13. **Fairy** (related to Elven. Speakers of Fairy understand Elven with an INT check DC 10).

14. **Old Speech** (language of most good or neutral monsters, with slightly different dialects).

15. **Undersea Common**

15a. **Undersea Dark Speech**

Dark Speech, the language of orcs, has gradually come to be spoken by nearly all evil monsters. Dark Speech is something of a common tongue in the occupied lands.

Proverbs and Sayings of Farland

Many are generally attributed to the famous Sage and Wizard Seldorius of Farland, who long ago disappeared into the mists of time. Some are folk wisdom.

- Do not ask an elf for advice, for he will say both yes and no.
- Where the warg howls, the goblin prowls.

- All roads lead to the Far City.
- None but an elf should ask a gnome for advice, lest old age overtake him.
- Speech and song are food and drink for Elves, gold and silver are food and drink for dwarves.
- Halflings have but half the height and strength of a man; they also have but half the rashness and vice.
- Better to bundle up against the Great Glacier than to try to melt it with fire.
- Aelfar was mighty, but it too fell.
- Better to try to outlive an Elf than to change a Dwarf's mind. (Also: Better to try to outlive an Elf than outdrink a Dwarf.)
- Men are like the grasses on the plains; they bend with the wind but rarely do they break.
- The Nameless City is nameless for a reason.
- Elves are doomed; man makes his fate. (Also: Long is the life of an Elf, but doomed; short is the life of a man, but free.)
- When in Orc-haven, look to meet Orcs.
- Even the Northern barbarians know of the might of Farland.
- Leeches and poultices do not appease Grlarshh.
- The trees, grass, and even the stones remember the Elves.
- The night belongs to the Walker, but it was not always so.
- Long are the legs of men.
- A man or orc may choose to dwell where an elf or dwarf would fail.
- Famine and plague kills as surely as orc with fire and blade.
- Reality is a splintered mirror, reflecting back myriad similar yet different reflections.
- Slave to an orc or slave to a man, it's slavery no matter how you slice it. (An old Kelerak saying).
- Even in Elven vales, winter must come.
- Where there is hope, there is life... and need of victuals. (An old Halfling saying.)
- One is made wise, yea wiser, through the experience of dusky sorrow more than from the experience of ethereal joy.
- An elf who has heard the call of the seagull will tarry no longer under the trees.
- Sharpen your axe today, for there may be orc skulls to cleave tomorrow. (An old dwarven saying)
- Great is the power on the hearts of the greedy of treasure long brooded over by a dragon.
- True is prophecy, but more true is human will.
- An angry dwarf has the wits of an orc, and the might.
- Any way you slice him, a man is still a man.
- You can judge a creature by his scars. (Orcish proverb; Also: The scars make the man).

Chapter Six: Non-humans of the Light

Good Non-human Societies

*H*umans have generally resisted the Shadow in the East, although some human societies have served her, willingly or unwillingly. These human cultures have been detailed in the chapters “Freed Kingdoms” and “Occupied Kingdoms,” as well as in the chapter “Enemy Lands.” But several non-human cultures exist on the kingdom of Farland, they are dwarves, elves, gnomes, and halflings; these demi-humans have generally fought against the Shadow. They are detailed below.

Dwarven Society

Characteristics

A dwarf is a humanoid standing somewhere between 4 and 5 feet tall, generally with a long beard, and with a great degree of strength and physical endurance. They also usually have a hardy resistance to cold and heat. Moreover, they often dwell underground at a depth ranging from shallow caves to miles below the surface

Dwarves mature slightly later than humans and are considered young until they are 50. They live about 350 years. A mountain dwarf is typically around 4 1/2 to 5 feet tall and weighs around 150 to 170 pounds. Hill dwarves typically stand 4 to 4 1/2 feet tall and weigh about 150 to 160 pounds. Females are essentially the same height as the males, although they tend to weigh slightly less.

Varieties of Dwarves

There are several different types of dwarves. Other races have classified them according to the following schema: Mountain Dwarves, Hill Dwarves, Dark Dwarves (Duergar and Derro), and Deep Dwarves. Dwarves classify themselves as their kind, and all other dwarves. For example, Mountain Dwarves call themselves by a Dwarven word meaning “We-Dwarves,” and they call all other dwarves by a Dwarven word meaning “them-kin.” This article shall be concerned primarily with the description of Mountain and Hill Dwarves, as they are the most common types of dwarf, and the most easily understood by humankind.

Mountain dwarves refer to themselves as “Khazak.” They prefer humans to call them “Dwerrow.” They dislike the name “Dwarf,” as it is a name that humans give the Dwarves in reference to themselves. Their hair shades are white, silver, brown, or red. Rarely, it is even blond. Their skin is light. Mountain dwarves claim they are the first dwarves and all other dwarves are descended from them.

Hill dwarves also call themselves “Khazak,” although they prefer humans to call them “Dwamok.” Their hair is generally black,

gray, or brown. Often, they are bald, although their beards remain lush throughout their life. Their skin is tan, ruddy, or swarthy. These differences are primarily cosmetic; culturally and biologically, there is little difference between Hill and Mountain dwarves. They both speak slightly different varieties of Dwarven, however (they come from the same original language and are still closely related). But they do use different alphabets: Hill Dwarves use the Mithaud Alphabet, and Mountain Dwarves use the Wawmar runes.

History

Dwarven history is fairly tragic. The dwarves, once a numerous race, have declined over the span of their long history. The dwarves hold that the Maker, Khuldul Rockcarver, originally created them from the Heartstone of the Legendary Mt. Creation. Khuldul made five fathers and their mates. Thus, originally there were only 10 dwarves. These five fathers are: Walin Greatfather, Mar the Unassailable, Kan Sharpaxe, Bri Khazakdelver, and Khim the Wanderer. The names of their mates are either not recorded or closely kept by the dwarves. Dwarves divide their history into five vast periods, one for each of the five Peoples. The first four (which have already occurred) are: The Time of Peace and Learning, The Time of Fortification, The Time of Waning, and The Time of Wandering. The fifth is yet to come, and is not agreed upon by all dwarves. Some believe that the Fifth Time, which they call The Time of Renewed Inheritance, will see the dwarves once again flourishing safe in their ancestral holds. But others say the Fifth Time shall be called the Time of Passing and shall see an end to the dwindling Dwarven race.

The Time of Peace and Learning

Dwarves record the Great awakening in the Holy Cavern beneath Mt. Creation as occurring nearly 19,000 years ago. They have had civilization of their own unique kind for nearly that long, thanks to the teachings of Khuldul himself (they also learned much from the Elves, although they are loath to admit it). Walin Greatfather lingered in the caverns of Mt. Creation, founding the original Dwarven kingdom of Liferock. Sometime in this early period, a branch of dwarves inexplicably became dark and evil and fled deep underground. They



would not emerge for another 3000 years. The hold of Liferock was the only dwarf fortress in existence for the next 5000 years. The clans of the other fathers either shared the vast halls of the Original Kingdom or they lived in shallow above ground caves and villages; those dwarves not claiming space in Liferock were nomadic.

The next span of time was something of a golden age. The dwarves freely traded with and learned from the Elves, and they developed their own secrets of mining and metallurgy. The dwarves aided the Elves in the first Great War, the Battle of the Sarum. When dwarves first awoke, there were no evil creatures in the world, and the first evil creatures to appear, mostly primitive orcs (called Gorgs), were weak and disorganized. Thus, Liferock was designed with function and aesthetics in mind, not with defense. Originally it had no gates. After the rise of Rothnog, however, Liferock was secured as well as its design would allow.

The Time of Fortification

A true dwarf-hold or fortress did not come into existence until the founding of Kibilgund ("Silver-caves," in reference to mithril), called Wawmar by the elves. This mighty fortress was to dominate the Dwarven culture for millennia. And after the fall of Liferock, at the Battle of Thunder Pass, Wawmar stood as the only bastion of Dwarven Society in what was otherwise a Dark Age for the rest of the Dwarven peoples. The Khazak of Wawmar were also an invaluable help to the Elves of Alustel during the Drow Wars. And eventually the wandering Clans, envying Wawmar's riches and stability, founded their own smaller holds. Mithhaud, Khallin, and Dorlhaud each came into being and flourished in their turn. They fought mostly against the evil servants of the Walker, but also against men and even other Dwarves; yet throughout this time, the mighty fortifications of the Dwarves stood them in good stead.

The Time of Waning

Almost 2000 years ago, the fortunes of the Dwarves began to decline. Dorlhaud, the last to be established, was the first dwarfhold to fall. It succumbed to an alliance of several marauding human kingdoms. And while Wawmar was able to attack the kingdoms and avenge the evil deed, the damage had been done; the legendary impregnability of the dwarfholds was gone. And in the face of the Growing Darkness, impenetrability was exactly what the dwarves needed. The hold of Khallin was the next to perish. It fell to a dragon under mysterious circumstances; whispers of dwarf betraying dwarf were heard in the two remaining Greatholds. The refugees of these two Fortresses fled to Wawmar and Mt. Silverload, or else they attempted to establish new homes in caves or villages. Yet the dispossessed could find no solace, for Mt. Silverload capitulated to an army of Orcs and fell beasts. Wawmar, ever the mightiest of the keeps, withstood the tide of evil the longest. Only under the evil power and influence of the Lord of Greed, was this stronghold lost.

The Time of Wandering

Thus, as of approximately 7800 F.R. (approximately 18,500 years since the Great Awakening), the dwarves are homeless wanders. Clans and families roam the highlands and plains, ever seeking regress for past wrongs, or reclamation of lost halls. It is a hard life; the dark folk do not forget past hurts from Dwarven axes, and they too ever seek regress and vengeance. It is a sad plight, and perhaps the last stand of a noble people.

Societal Structure

Dwarven society is traditionally very regimented. Dwarves generally arrange themselves into Nations, Clans, Families, and Hearths. Nations are the broadest

designation. A Dwarven Nation, for example, the dwarves of Kibil-Gund, is the Khazak that live in or around a particular Dwarfhold. The five nations originally (or supposedly) corresponded with the five clans of the Fathers, but over time all claim to direct descent from the clan of an original Father has apparently been lost. Alien dwarves residing in, and eventually becoming citizens of, a particular Dwarfhold has confounded the genealogists. Even today, in the Time of Wandering, dwarves still feel themselves a part of a nation (corresponding to their lost ancestral home), sundered and exiled though that nation may be.

Clans are the next broadest designation. Clans are groups of dwarves that share a common (usually famous) ancestor. The clan is indeed named after this ancestor. For example, a mountain dwarf clan from Khallin is named after the famous Nuris Glitterjewels, who discovered one of the veins of rubies that made the hold of Khallin wealthy. Everyone in the Glitterjewel clan can claim some relation (however remote) to Nuris.

Families are the subset beneath clans. A family consists of all dwarves who are obviously related. This includes distant cousins, great uncles, and so forth. A new clan is created when a member of a family becomes famous in some respect. Suddenly members of the famous dwarf's family become very interested in keeping track of their relation to the ancestor as far back as genealogies will allow. Dwarves being very careful with genealogies, the family enlarges and becomes a clan. All of the same-sex members of a family tend to practice the same profession. Thus, one family will be the blacksmiths for a dwarfhold, another the coopers, etc.

The final, most intimate group to which a dwarf belongs is called the hearth. The hearth consists of those dwarves who literally share a common fire. Thus, a hearth only consists of immediate family and relations. Hearths rarely consist of more than three or four members.

These are the four main groups that make up Dwarven society. Obviously that society is very ordered and regimented. Dwarves never forget their groupings, and they generally remember the groupings of most other dwarves with whom they are familiar. These groupings do not take into account other, less important assemblages to which every dwarf is liable to belong. These other groups include guilds, clubs, military affiliations, and so forth.

Dwarven Language and Dwarven Names

Dwarves are secretive about everything, but about their language and names they are especially reticent. In fact, dwarves refuse to reveal their "given-names" to any but another dwarf whom they trust. Every dwarf has another name, derived from an ancient human language, that they use when dealing with others. Names like Fundin and Dralin are not given-names, but rather "use-names." Originally the names that are now considered Dwarven were derived from the ancient Barbarian tribes who made their homes near the Kelerak Mts., where Liferock was located. When dwarves found it necessary to deal with humans, they simply adopted the first human names they came across. The stubborn dwarves then kept the same lexicon of names for millennia, reusing them for every generation, while the actual human names evolved and changed over time. Thus, humans now think of these names as particularly "Dwarven," when in fact they were originally Northern Barbarian names. Dwarves also eventually take a "surtitle" when dealing with non-dwarves. This surname is different for every individual, and it derives from a distinguishing characteristic of the dwarf or from a deed for which the dwarf is known. Thus, dwarves become Fundin Northhammer, Tili Longbeard, or Thuldin the Fallen. Since dwarves tend to be similar in appearance, manner, and bearing, and they tend to have an affinity for the same actions, surnames like

"Longbeard", "Quickaxe", and "Deepdelver" abound. The only dwarf known to have revealed his real name was the Lord of Pride, Thuldin the Fallen. When he converted to the service of the Vale, he revealed his Given-name to the world. Scribes record it as being Razaghân.

Dwarves are also secretive about their language (which is called Khazdun). They always learn the languages of the other residents in the area, in order to trade and interact with them. They never willingly teach Dwarven to a non-dwarf. Therefore, little is known about Dwarven.

Dwarven Craftsmanship and Love of Natural Resources

Dwarves are master craftsmen because they are naturally gifted in this area and because they work extremely hard. They generally apprentice for more than twenty-five years in their chosen craft. Dwarves create items of superior quality, both functionally and aesthetically, and they tend to create them faster than other races. Dwarves are fascinated with things that they create through their own works, and this fascination permeates their culture. Thus, craftsmen are highly honored in Dwarven society; this explains the predominance of craftsmen in that society. Only rarely does a dwarf not know some craft. And honored most of all craftsmen are the smiths. Dwarven metal work, arms, and armor, are, of course, prized throughout Farland.

The Khazak can also claim supremacy as architects and builders. Only the grandest works of Elven architecture have rivaled the structures of the dwarves. When working underground in the stone they love, the dwarves have created halls and constructions of unsurpassed strength and scale. Wawmar is the prime example of this. Indeed, Dwarven architecture is evident all

over the world, from the famous Dragon statue in Dragonspur City to the Ferrian Gates of the Far City.

A little-known fact about dwarves is that they originally preferred not to work in precious metals, but in rock and iron. They saw these materials as akin to their own inner nature: strong, resilient, and tough. Indeed, many dwarves hold that these are the materials that Khuldul used to create dwarves. Only when the dwarves first encountered the elves and saw the beauty of their silver and goldsmithing did they become obsessed with precious metals for the artistic and monetary value of these items. Eventually they surpassed the elves in precious metalsmithing. Unfortunately, some dwarves became obsessed with these items only for their monetary value, losing all site of their true aesthetic worth. This is the curse of many dwarves, and one that is actively resisted by the wise in Dwarven society.

Interaction with Other Races: Warcraft and Trade

Dwarves have two primary interactions with those of other races. They fight with them, or they trade with them.

When it comes to war, the Dwarves are relentless. They resolutely and mercilessly attack their foes, fighting until they win or are slain. They do not ask for surrender, and they rarely accept it. Dwarves pour their hearts into the fight and do not mourn until the dead are counted. Dwarves are extremely well equipped during war. They favor heavy armors, greaves, and full helms. Because they prefer close combat and do not employ cavalry, these types of armaments are very necessary. Dwarven armor is usually not adorned, but their shields and helms often are. Their shields are usually marked with some sort of rune, which allows the fully covered dwarf to be recognized by other dwarves during the

battle. The Dwarven great helm is shaped like the head of a hideous beast or monster. It often has a colorful plume on top. All these accoutrements make a battle-ready dwarf an intimidating sight.

The battle tactics of the dwarves bear out this impression. Dwarves prefer an offensive attack. Their aggressive weaponry reflects this: they favor axes, crossbows, mattocks, hammers, and maces. They prefer to attack silently and in an extremely compact formation, breaking into song or giving a war cry when they meet the foe toe-to-toe. They believe in concentrating their robust heavy infantry into an attack at the center of the foe's forces, hoping to capture the enemy leader and ruin the opposing army's morale. Crossbowmen serve as artillery and uses their less aggressive weapons to protect the rear. Axemen bearing throwing axes move alongside the heavy infantry, protecting the flank from annoying cavalry with abortive countercharges or hails of hurled axes. Belying their ruthless frontal assault, the careful flank and rear-guard units reveal the actual regimented order of the Dwarven battle strategy. Another regiment of Dwarven warriors, those "Touched by Khuldul," who are in actuality berserkers or Battleragers, never fight with the main army. They are not welcome, nor do they wish to join the regular ranks. Instead they always attack at will, rushing forth ahead of the troops to slaughter or be slaughtered.

The dwarves are indeed fearsome warriors; the only drawback to the military prowess of the Khazak is their lack of numbers. Not even in the Time of Fortification could they be called truly numerous, and their unwillingness to retreat takes its toll on Dwarven armies. Dwarves prefer to bury their dead under stone cairns, but if this is impractical, then they will burn their fallen dwarves on great pyres.

As much as Dwarves commit themselves to combat, they prefer a more peaceable interaction with non-dwarves. Trade is the most common form that this interaction takes. During their hey-day, Dwarves set-up

long and profitable trade routes with the human and Elven kingdoms, exchanging their crafts for food and textiles; Dwarves prefer not to grow their own food, but can if they must. Dwarves are shrewd hagglers who revel in any deal that involves valuables or money, and their steady flow of crafted goods requires strong markets for them to turn a profit. Of course, the current situation in Farland exacerbates the poverty of the wandering Dwarves, since strong markets are rare.

Dwarven Lifestyle

The Dwarven life is very regimented and ordered. Almost every activity that a dwarf undertakes is work or directed towards working. When a dwarf studies or reads, he is hoping to learn something useful that will make him more efficient at his chosen profession, be it smithing, fighting, or mining. When a dwarf eats, he is nourishing himself so that he can get much accomplished tomorrow. Dwarves believe that a very orderly (and full) schedule leads to the greatest efficiency. Thus, the lawful aspect of the Dwarven alignment is directly related to their work ethic. They are lawful and orderly in large part due to their love of and belief in hard work. Dwarves have no word for "vacation" in their language; the closest word they have is "boredom," it is said.

Dwarves do enjoy sports and contests, which are one of their few forms of recreation. They are poor runners, but wrestling and feats of strength abound in their culture. These contests can be found at both religious and secular rituals. Still, dwarves approach these challenges as they do their work: doggedly. They compete until they are honorably defeated or until they reach exhaustion (which takes a very long time).

When it comes to the particular details of Dwarven lifestyle, each dwarf nation and clan differs significantly. For example, some dwarves trim their beards, some allow them

to grow freely, some braid them, and some adorn them. Some dwarves identify themselves through colored hoods or cowls, often with face flaps to hide their identities, while other dwarves use clan Rune-symbols to make themselves known. Some dwarves prefer bright, solid hues for their clothes, while others like dark, drab colors. There are, however, some details particular to the lifestyle of nearly every dwarf. Because of their fondness for crafts and craftsmanship, most dwarf clothing is well made and carefully accented with worked borders and crenellated trim work. Dwarf-lords invariably wear even nicer garments, and often add silver or gold tassels to the peaks of their hoods or helmets.

Many similarities in Dwarven lifestyle are forced on them by the situation of wandering in which they find themselves. Dwarves used to prefer a wide variety of food, with a preference for meat. Because of their long and successful trade routes, a Dwarven table might have been laden with Kalish Port, Zelandish Brandywine, Kelerite pork, Farlandish beef, as well as other assorted sundries. Now, out of necessity, the Dwarven diet consists mostly of that meat that they can easily catch, vegetables that they can gather, and mushrooms, which they have become particularly adept at growing.

Dwarves have also become more warlike as a race, because they must. They tenaciously defend their homes, clans, and hearths, fighting even harder than was their wont. They have also gained some small rudiment of woodcraft. For these reasons, the Dark Folk have often skirted wide the Dwarven camps. When they do go to attack them in mass, they usually find that the dwarves have moved on, continuing their ceaseless wandering.

Another large part of Dwarven life that is common to all dwarves, and which is only indirectly related to working, is their fondness for music and song. Dwarves will sing when doing nearly any task. They raise their rich baritone voices in song while hammering at the forge, walking down the

long trail, or cleaving orc skulls in the midst of battle. When they are taking their relaxation, they join their voices with instruments. Because of their short fingers, they prefer percussion instruments, flutes or horns. They are not concerned with variety of instruments in their music, but rather they take pleasure in the distinctions of straightforward, simple tones. Dwarven lords often undertake the arduous task of learning and playing the harp. As such, this instrument is reserved only for dwarves of noble blood, and a non-noble playing a harp is a punishable offense. But the voice remains the instrument of choice for dwarves. While they are not as talented in music as elves or even humans, the Dwarven love of song is unwavering, and their works do often have a strange and frugal beauty.

Dwarven Magic and Runes

Dwarves only have two common types of magic: priestly magic and rune magic (there are Dwarven wizards who deal in non-rune magic but they are rarer). In general, dwarves tend to distrust magic. Dwarves do not really consider priestly magic to be "real" magic, but rather Khuldul reaching out his arm to directly affect the world. But the other type of magic is magic indeed. Runes, which adorn many Dwarven weapons, tombs, and dwellings, were invented by Dwarves. Indeed, the human word "rune" comes from the original Dwarven word *runemar*, meaning "mark of power." Indeed, basically all Dwarven magical items owe their magical power to one or more runes (visible or invisible) somewhere on the item. The details of the creation of Dwarven Runes of power are highly secret. Some dwarves maintain that they were the first race to create magical items and that all other races copied them. While this is unsubstantiated, Dwarves were certainly the first to use runes and all other runes in existence likely stem in some manner from these runes.

Dwarven Women

Dwarf culture values women as much as it does men, if not more so. Dwarf ladies can make their voices heard in the halls of the king the same as can dwarf lords. Dwarven wives have just as much say in a dwarven household as do dwarven husbands. Dwarves are not particularly fecund, however, and a larger-than-expected proportion of dwarven women prefer women or are asexual. For these reasons, dwarves have struggled to maintain their numbers even in the best of times.

Hill dwarf women have short beards, although mountain dwarf women do not, and some non-dwarves have trouble telling the women from the men. For these reasons, the legends of dwarves being birthed from gems are still rampant in many parts of Farland.

Dwarven Religion

The religion of the dwarves is conservative and mysterious. Dwarves can be quite superstitious, and their rituals have remained the same since the first period. For example, the dead are always buried in stone, never in a lesser substance like dirt. When conditions prevent the ritual building of a cairn, the dwarf is burned on a pyre. Another example is the Dwarven view of earthquakes: the Khazak believe that an earthquake, unless it is disastrous, is the result of the honest and powerful laughter of Khuldul, which is so "true" that it shakes the earth. Thus, earthquakes are a cause for rejoicing and feasting.

Religion is the only area where the traces of philosophy even enter into the working dwarf's life. Dwarves worship only two Gods, although they do not deny the existence of other gods. The Dwarven gods are Khuldul Rockcarver, Lord under the Celestial Mountain, and his Chamberlain Dhurli Ironbeard. Every central belief that dwarves hold revolves around the character of these two gods and

their creation of the Five Nation-Clans. As such, Dwarves revere the number "5" as fundamental and even sanctified, because it relates directly to the creation of the Dwarven race. This concept spawns the idea that each Clan is a lineage with a common spirit that imbues the dwarves and ties them together. In a sense, the Dwarves look upon their race as parts of five greater souls. They revere their ancestors above all other things except Khuldul and Dhurli, and believe that the living soul of their kindred resides in each Dwarf-King; ancestor worship is a large part of Dwarven religion.

The church itself is very structured. Indeed, the church of Khuldul used to be, in the time before the Lords of Sin, the center of Dwarven life. The church, extremely ordered in past days, has managed to retain much of its structure. The order of the overall church, called Odin Khuldl Os Uri, is arranged in a five-part structure. The first three parts, representing the Church of the Overgod Khuldul, are called "Khuldul's Flame," "Khuldul's Stone," and "Khuldul's



Blood." They respectively represent the bellicose, fiscal and legal, and ceremonial divisions of the church. The church of Dhurli Ironbeard is a sub-church of Khuldul's church and is called "Khuldul's Brother." This church has its own internal structure. It is arranged into two divisions, with titles which, in Dwarven, mean "Holy Pick" and "Holy Axe." The church of Dhurli is famous because it holds the duty of appointing those Dwarves who, besides the king, control matters of justice in a dwarf community. Eight High Priests (called the Holy Conclave) are responsible for appointing the 99 Ceremonial Judges of Khazakim. These 99 Judges are a fixture of every dwarfhold, handling religious disputes and court cases concerned with everyday customs of living. Of course, the Judges answer ultimately to the King. Finally, there is one more group that attaches itself to the church of Dhurli, although it is not officially recognized by the church (perhaps because its admittance would break the sacrosanct "fiveness" of the church). This group is the "Dealers of Justice," fanatical berserkers and warrior outcasts loyal to the laws of Dwarven society. They seek a life of war in the name of Dhurli.

Dwarves have many hold days, rituals, and religious practices. Some of these hold days consist of: every fourth day, full moons (All Forges Eve), Soulforge Gathering (every four years), Eclipses, and New Year's. Some ceremonies (whose details are remarkably similar among all the kindred) include: Un Kyldin (All Forges Eve), Os Oodin (Soulforge Gathering), Dy Oindin (Consecration of Hearths), Un Auldin (All Gem's Glow), Os Oodin, Os Tholus (Day of Seeking), Ceremony of Axes, Beard Decorating Ritual, and Os Tholus (New year Gathering). These ceremonies all have different specifics, but the Ritual of Singing and prayer, practiced at Os Tholus, is a good example of a Dwarven ritual. The dwarves involved in this ritual sit in a large circle. If there are enough dwarves present, they sit in five concentric circles. They then began intoning and singing after their fashion, accompanied by a drum player or group of

players. Their sacred drum is a form that consists of rawhide attached to wood. The drum was made of ornate stone or metal in the past, but now, due to the nomadic lifestyle forced upon the kindred, most tribes use intricately carved wood as a medium for their drums. This ritual is used to honor Khuldul, Dhurli, and the ancestors, as well as praying for luck or strength in the year to come.

The dwarves have two holy months, Khuldin (3rd Month) and Dhurlin (9th Month). They have many holy days and celebrations throughout the calendar.

Of course, song and music is a large part of Dwarven religion as it is a large part of their lifestyle. The following is an example of a Dwarven burial song, in this case sung for a Khazak named Tili.

*The night is black, the sky is blotted out, we
have left the holds of our fathers,
And Tili has returned to the Maker. The
light becomes dark,
The night and again night, the day with
sorrow tomorrow
For Tili has returned to the Maker.*

*The Old Ones have passed away, their
homes are the stones far off, below,
Their spirits are laboring free. Where are
their spirits laboring?
Only the Maker knows, or the passing
wind.
And Tili has returned to the Maker.*

*Are they below, the Old Ones? Are they
here?
Do they labor warm by his forge, do they
see our offering?
Tomorrow is naked and empty, for Tili has
gone
He is no longer seated with us at our fire.*

The following song, repeated over and over again, is present in many Dwarven ceremonies and rituals.

*King under Mountain
King of Kings
From the depth of stone we call*

*Heed our song
Fill our hearts
In the name of Walin Greatfather we call*

*Speed our hammers
Guide our axes
As from the dusty plains we call*

*For ahead is the test
Plentiful times are past
In the name of Walin Greatfather we call.*

Uniqueness of Farland Dwarves

There is one major thing that makes the dwarves of Farland different than the Dwarves found on other worlds. The modern dwarves of Farland are currently nomads. They have no ancestral holds left and nowhere to currently call home. While some clans may have created temporary holds in caves or towns, these dwellings are pale shadows of their former homes.

Elven Society

Characteristics

The Elhil, or elves, as humans call them, are a tall and beautiful race. Elhil (singular Elhan) can stand over six feet tall, especially the males, and some rare individuals have been much taller. While generally similar to humans in appearance, elves have defined features, fair faces, and beautiful speaking and singing voices, making them attractive to other races. Elhil have pointed ears, no facial hair and very little body hair. Most Elhil have brown hair, although many have red, black, or blond hair, with some rare individuals displaying naturally silver hair. Head hair is lush and baldness is unknown among Elhil. Elhil are also resistant to many diseases that affect lesser races. The individual elf tends to be slimmer than most humans and is not given towards the same type of brute strength that is often found among men.

The eyes of the Elhil are preternaturally sharp, and they can see quite well in dim and even dark conditions. They are also adept at spotting things normally not noticed by other races, such as secret doors, creatures at a distance, and signs of approaching danger. Their ears are equally sharp, allowing them to catch sounds that other races would miss.

Unlike men and other races, elves don't sleep. Instead, for about four hours each night they enter a sort of trance that they call "the reverie," a type of hallucination during which they remain awake but in which they "walk in the halls of memory." Elhil are not completely insensate during the reverie, but are less likely to notice danger. They rest for the remaining four hours of the night, but remain fully awake and alert. During this rest time, they may stand guard or study spells or something similar but may undertake no strenuous activity.

All elves except drow speak *Altarian*, "High Speech." Drow speak Mordularian.

Once Elhil reach physical maturity, which they achieve at about the same age as humans, they cease to age, making them effectively immortal. The burdens and cares of the world, however, gather on the shoulders of the Elhil until they eventually find it unbearable and seek to set sail for Faerie, the mystical land of Elvenhome that is said to lie across the Western Seas. The final journey is a popular topic for poems,

like *An Elhil Song of Longing*.

Male elves stand between 5'8" and 6'3" (with some taller) and tend to weigh between 140 and 190 pounds. Female elves stand between 5'6" and 6'1" feet tall and weigh between 100 and 150 pounds.

Varieties

All Elhil on Núrion descend from the same race, the *Tinnurim*, or "those who awoke in



Twilight." Out of this race are descended four main groups in Farland: the *Altarim* "High Folk," the *Ranarim* "Sundered Elves," the *Galan* "Glimmer Elves" and the *Dulim* "Dark Folk" or "Drow." Of these races, only the Drow are substantially different, having long ago adapted themselves to life in the dark caverns and deeps. These Elhil are nearly as tall as their surface brethren and tend towards ebony skin and white or silver hair. They hate the light of the sun and avoid it at all costs, but it is said that their hearts are filled with malice and envy towards their surface kin. Their dark ways are best left to a further treatise.

Altarim

The Altarim are the sub-race traditionally thought of by the rest of Farland as Elves (though few other races know enough to distinguish Ranarim and Galan from Altarim). The Altarim of the Belendale live in bower-communities or tree-top fletches scattered throughout the vast woodland. Though technically ruled by the Galan of the Summervale, they are a free-spirited and independent people who are satisfied to spend their centuries in the Hinterlands tending their forests and gardens. They are equivalent to High Elves from the D&D 5e SRD.

Galan (Glimmer Elves)

The capital of the Elhil is the hidden Summervale, or *Gloration* in High Speech. It is the very antithesis of the heart of evil in Farland, the Wintervale. The Elhil named it thus to signify the undying opposition of good to evil. This secret city is the home of the Galan or "Glimmer Elves." Dwelling so close to the Holy Swan of the Elhil, the Galan have basked in its magical energies for millennia, and it has changed them. They have grown more high-minded

and proud than the typical Elhil; their concerns are no longer so much for the forests and the open skies that are beloved of the rest of their race; they care most for the pursuit of knowledge and the attainment of aesthetic perfection. Galan can muster the light of the Holy Swan that shines within them to help them influence others or to determine the correct decision to make.

Ranarim (Sunder Elves)

The Ranarim are an extremely isolationist group of Elhil. They have dwelt in their protected forest, the Luvam Wood, for millennia, cutting off all contact with other races, even other Elhil. In fact, their race has dwindled down to a small group of stiff-necked Elhan, and time has left their sub-race behind. It seems that their race is basically fading away. Indeed, the Ranarim have become masters at hiding. Recently, however, a splinter-group of Ranarim have come to view this isolationist policy as counter-productive, and this group, against the orders of their leaders, have re-established limited contact with the Elhil of the Belendale. Some of these Ranarim separatists have even appeared as diplomats and adventurers in the liberated kingdoms. Ranarim are equivalent to Wood Elves from the D&D 5e SRD.

History

Elhil history is long and storied. The Elhil awoke at the dawn of the world, and they are said (at least by their own historians) to be responsible for teaching both magic and speech to the other races. It is true that the Elhil are particularly talented at both. The Elhil originally dwelt in the great forest called the Sarumvest, at the foothills of the Khazak Mountains. Their capital city was Alustel, nestled on the shores of the great lake Aelnin where dwelt the Holy Swan Alfain.

While the humans fought to climb out of barbaracy, the Elhil developed a society to

rival any ever to be in Farland. Of much help in this respect was Talkana Moondaughter, who was said to be the most beautiful and one of the most talented Elhil who ever lived. Her disappearance is lamented by the famous bard Galdin Palantar in the *Lay of Talkana Silumiel*. Then came the sundering and the continual wars with the Wintervale, and finally the slaying of the Holy Swan; the Elhil knew that their time in the Sarumvest was nearing a close. Eventually the humans did create their own civilization, Aelfar; their resiliency and adaptability made it a powerful one. After the Elhil mistakenly slew the King of mighty Aelfar, they were driven from the Sarumvest and forced to undertake the Great Migration, settling in the even vaster Belendale, which they called Ardaranel, "Great Wood." In that place they founded *Gloralion*, the Summervale, named to signify their self-proclaimed and undying opposition to the Wintervale and all it represents.

There they prospered, timelessly living while the changing ages of men brought new kingdoms and new wars. The Elhil even strove to shepherd what they saw as the lesser races, establishing the great Talranuil, or Shadow Walkers, a peacekeeping force of Elhil rangers. Using their magic and an artifact called The Stone of Silence, the Elhil were long successful at this task.

But ultimately, the Dweller in the Vale succeeded where it had long failed, somehow using powerful magic to create Seven Deadly Lords, each representing what the human Church of Heshtail saw as a deadly sin. These lords wielded great power, commanding all evil creatures in their domains with a "dark will," an extension of the evil will of the Night Walker himself. Slowly Farland was conquered, and the Elhil were forced to adopt a policy of isolation, even more complete than their formerly separationist attitude. They closed their borders, slaying any and all that entered the green-leafed Belendale. Soon the Elhil became a memory to the men of Farland

and a curse on the lips of the humanoid conquerors.

Heroes

Out of the long march of years came several heroes revered by the Elhil. It is true that the Elhil revere all of the warriors and maidens that contribute to the peace of the Elhil, but a few are honored above all.

Two from the recent past are Menelrim Kelthalar ("far-returner"), who brought the line of the white Swan back to the Hinterlands but was slain by fire giants, and Palanthar, the founder of the Shadow Walkers.

Menelrim is credited with saving the society of the Elhil in the Hinterlands after their forced migration across the continent. He is one of the few Elhan ever to have returned from Faerie, and he brought back two eggs from the line of the Holy Swan Alfain. With the return of their symbolic birds, the Elhil regained once again the will to remain in the Hinterlands, which had been wavering.

Menelrim was a great fighter and sorcerer, but was nonetheless a humble Elhan. Having spent time in Faerie in the halls of Tal-Allustiel, he shone with an unquenchable inner radiance. The golden-haired Menelrim served again as king of the Elhil for a brief span of time after his return from Elvenhome, but he abdicated the throne in favor of his son, who had ruled in his absence, in order to journey abroad in the Hinterlands and help the Elhil cause. This great hero was not undefeatable, however, as he fell in combat and passed forever from the ken of the Elhil of Farland.

Palanthar, a dark haired Elhan who glimmered with the radiance of the swans, was known for his stoicism. Perhaps this was because he accepted his doom. His mother is said to have prophesied:

*He will wander long in twilight
Forever guarding, never resting
And a mighty legacy will result from his
suffering
As a great field of wheat springs from the
fallen grain.*

The prophecy predicted both the founding of the *Talranuil*, the Shadow Walkers, and Palanthar's ultimate fall. Few Elhil, however, did as much for the race as Palanthar.

Societal Structure

Outsiders would see Elhil society as near-anarchy. This term is, however, inapplicable, as Elhil almost never commit crimes or do things to harm society, for they see what the long-term results of such behavior are, and they must consider their own good a century from now. The rulers of the houses, as well as the King in the Summervale, are almost entirely concerned with outside threats rather than internal problems. This situation, however, has made the Elhil particularly vulnerable to the historical situations in which they have faced internal strife and even civil war. When this occurs, it is usually because of the rare Elhan that proudly craves power.

The Elhil either live in small family units or in communities, much like humans. Elhil society is structured around "houses," extended family units and relations. An Elhan generally identifies himself to other Elhil by his house. For example, an Elhan might say, "Greetings, I am Valanduil of House Cirana." (Elhil generally have a Doom Name that they keep private as well). Houses do tend to be arranged in a hierarchical social order, although the structure of that hierarchy is rough at best. The prestige of Elhan houses is based on many factors; the foremost factors are what age the house is, what age the elders of the house are, whether the elders of the house have ever been to the gardens of Melim, and whether one or more elders of the house sit

on the Elhil council that meets during the Grand Meet of Elhil. In most cases, communities of Elhil are led, or rather directed, by the eldest Elhan of the highest-ranking house. Most Elhil do not see the position of their house as personally derogatory, as these positions are fluid, and the Elhan knows that the positions will change with the passing of the years. For these same reasons, Elhil tend not to denigrate other Elhil who are members of houses that currently have a lower social rank. Moreover, it is often difficult to tell exactly which house is socially "lower," as generally only the position of the highest house is clear. There are also rare cases, however, where kin-strife has occurred because of inter-house prejudices. These situations are usually squelched firmly and quickly, although not violently, by the elders of the top-ranking house. The farsighted attitudes of most Elhan make these conflicts nearly unheard of.

Elhil society has few to no jails and no beggars. To a human, it seems like a utopia, and indeed, it is, in a way. Yet there are things that mar the perfection. First, there is the practical reality of the Dark Occupation. The human lands are threatened, and thus so are the tracts of Elhil forests. The elves must spend much of their energy on defense, limiting the amount of time that they can spend on the primarily aesthetic activities that give their life meaning. Second, there is a pervasive sadness inherent in Elhil society. Above all things, elves hate change; indeed, they tend to resist it at all costs. Because they are so permanent and basically unchanging themselves, Elhil value things that have the same characteristics. Trees and stone structures, as well as imperishable works of art, are among their favorite things. The elves recognize, however, that the rest of the world changes at a rate with which they cannot keep pace, and that they are marching towards an inevitable change, as predicted by the prophecy. Some have even called the elves embalmers, and this view has some merit. These critics contend that much of the good that the Elhil have done,

such as stopping human wars and fighting the Wintervale, has really been out of a desire to prevent change rather than a desire to do good. As to the truth of this last claim, who can say?

Crafts

The elves are skilled craftsman rivaling the dwarves in everything except stonework. Unlike the Khazak, however, the Elhil do not value work for its own sake. They recognize that work is necessary, and the farsightedness of the Elhil make them lay the groundwork for their future comfort by working when they must. Few Elhil are passionate about work. Why, then, are the Elhil such skilled craftsmen? The answer to this can be found by considering what the Elhil are passionate about: art and aesthetics. An Elhan is unsatisfied in any labor unless he has created a beautiful work. An Elhan will not stop practicing or laboring until he has truly created a piece of artwork. Given the amount of time that Elhil have to practice their chosen craft, it is not surprising that even the most mundane items are intricate and beautiful. Moreover, the Elhil view an item's utility as part of its natural beauty; therefore, a decorative but poorly functional item would not be aesthetically pleasing to an Elhan. The object must look good and work well. While Elhil are skilled at nearly all crafts, as mentioned above, they are especially good metal workers, clothiers, painters, poets, sculptors, and builders. An artifact made by Elhil craftsmen is usually recognizable instantly, because it likely has a delicate and unique shape, intricate detailing, and superb functionality.

Interaction with Other Races

Elhil have not always been as isolationist as they are now; indeed, they are driven to this

racial policy by the realities of the Dark Conquest. This outlook, however, does not seem to be entirely foreign to the Elhil mindset. While looking on most other races benignly, there has always been an air of aloofness and sometimes even superiority in the elven attitude. The Elhil themselves are split on this issue. While most Elhil agree that the vast age, experience, and abilities of Elhil necessitates that they see the world in a unique fashion that often leads to a feeling of aloofness, some Elhil maintain that these qualities do not make the Elhil a better race than men or dwarves. It only means, these Elhil argue, that they are a different race, and it is the duty of each race to use its gifts to make the world a better place (perhaps by halting changes for the worst). Other elves, however, claim that the superiority of the elves is apparent, and while they would never seek to exploit this innate advantage, it is natural to recognize it. This remains a point of contention among the *Altarim*.

Relations between elves and men have been somewhat rocky in the past, ever since the elves of Alustel accidentally slew the king of Aelfar. The kingdom attacked the elves, driving them from their homeland. The Elhil have done their best to forget this blight on their history, but many say that humans are to blame for the current state of the world because they drove the Elhil to a point where they could no longer keep watch on the Wintervale and react in a timely fashion.

Elves and dwarves have also experienced friction in the past. Dwarves and Elhil have never openly engaged in warfare against each other, but the tension has run high between the two races in the past.

Elves hate orcs and goblinoids of all sorts and will kill them on site. The anger of the Elhil is especially heated when it comes to orcs. Some races have marveled at this, noting the special measures to which the elves go to slay and punish orcs. The elves refuse to reveal the reason for this deep-seated animosity.

For the most part, elves possess a great store of wisdom and tend to get along well with the races with which they choose to interact, with the exceptions noted above. This is not to say, however, that Elhil are perfect or infinitely wise. Elhil have been known to show great streaks of stubbornness and pride. The legendary and infamous Lord Cirock of House Aradune is one clear example of this fact. Certain Elhil have even been over-curious, even about Dark secrets, and some few Elhil have been hungry for power. But while many Elhil possess some trace of these flaws in their hearts, save perhaps the last two, their wisdom usually constrains them to display these characteristics infrequently.

The Ranarim are different from the Altarim, which the above discussion addresses. The Sundered Elves are an extremely isolationist group of elves. They have dwelt in their protected forest, the Luvam Wood, for millennia, cutting off all contact with other races, even other Elhil. In fact, their race has dwindled down to a small group of stiff-necked Elhan, and time has left their sub-race behind. It seems that their race is basically fading away. Recently, however, a splinter-group of Ranarim have come to view this isolationist policy as counter-productive, and this group, against the orders of their leaders, have re-established limited contact with the elhil of the Belendale. Some of these Ranarim separatists have even appeared as diplomats and adventurers in the liberated kingdoms.

Religion

There are two prevailing religions among the elves. The first, and the most common, is the worship of Tal-Allustiel, the deity who protects the Elhil and pronounces the doom, or fate, of each individual Elhan. Elhil who worship this god believe that Tal-Allustiel can best be served by always upholding the noble ways of the Elhil and working to preserve the forests and all that which is Elhil. Indeed, Tal-Allustiel demands it. This religion is loosely organized, like Elhil

society, with the priests only gathering once every five to ten years for the Meet-of-Elhil, wherein beautiful silver circlets and magic scrolls are sacrificed to Tal-Allustiel. When there is a special event, like a threat or the election of a monarch, the priests of Tal-Allustiel arrange a Grand Meet of Elhil, where the leaders of all the Elhil houses convene to deal with the issue. The worship of this great god gives meaning to the lives of many Elhil.

The second religion among the elves could actually better be described as a philosophy. Said to have been espoused originally by the Elhil philosopher Erestor of House Norovir, it is the viewpoint of a very small but significant minority of Elhil. This position, called *Edaidus*, states that there is one force in the universe and it is amoral, or rather the basis of the universe is a force that encompasses all moralities and viewpoints, a unity that these Elhil call *Edai*, or the Great Sphere. This force has limitless facets and each being, indeed each race, tends to seize upon and recognize only a small amount of these facets. These individuals, races, and societies embody these facets as gods, demons, extra-planar powers, and moralities, not recognizing the essential connection and unity between them. Most often these facets are set up in opposition to each other, wars are begun, and each race creates its own particular niche for all time by the gods and demons it creates.

The *Altarim*, by creating Tal-Allustiel and the concept of Doom, have forever decided their role in the order of things, although it could have turned out differently depending on which facets of *Edai* the elves recognized in the beginning of recorded history. This is, of course, a controversial and shocking notion, as it claims that the gods of good and evil, Tal-Allustiel and Heshtail, and Vornoth, are one and the same being, and all these beings are denigrated as merely a facet of a larger truth. These Elhil believe that if a person or a race hates another person or race, they only do so because they hate something within the other that is part of themselves. What is not part of our self, they state, we do not hate. Thus, the ages-

old rivalries are accounted for, say the *Edaidians*. Elves who hold this philosophy live similarly to the more traditional Elhil who worship Tal-Allustiel. They do not shirk military duty and fulfill their responsibilities within Elhil society. At all times, though, they bear in mind the essential oneness of everything, including that of the Summervale and the Wintervale.

Lifestyle

The elven lifestyle consists of some work, but more revelry. This is not to say, however, that Elhil are carefree merrymakers; in fact, the opposite is true. When the elves are reveling, they are celebrating music, song, poetry, and aesthetics. Indeed, it is out of an appreciation for and love of things beautiful that Elhil engage in musical and artistic celebration. But elves are not, as mentioned above, lighthearted, frivolous celebrants, for always the doom of change weighs heavily upon them. The elves are passionate about

the beautiful and celebrate it every chance they get.

Because of this attention to aesthetics, the life of the average Elhan is quite different than that of the average human. Elhil take a great deal of time beautifying their surroundings, and as such their dwellings are clean, well-designed havens. They work when necessary; aided by magic, this work is quickly and lastingly completed. Thus, they spend much of their days studying, contemplating memories or ideas, physically exercising, or enjoying nature. When twilight falls, the poetry, music, and song, much of it tinged with sadness, begins; visitors report these nightly revelries as inestimably beautiful. Elhil keep a very loose track of time, and time seems to fly in Elhil lands, the days blending into twilight and night and the nights into seasons until whole years have gone by.

Magic

Elhil credit themselves with first bringing



powerful magic into the world with the introduction of the sacred swan Alfain. Indeed, many Elhil see the Elhil race as the embodiment of magic. Elhil claim that magic is simply artistry, a way to delivery art more quickly, effortlessly, thoroughly, and completely from its physical restrictions. Perhaps this is why Elhil wizards (but not sorcerers) are called Spellsingers, casting their spells by singing the magical words in their peerless Elhil voices. With magic, Elhil can create food, change whole areas of their lands, beautify whole cities, hide the ways into their secret homes from their enemies, and even seemingly slow the flow of time in order to preserve the beautiful. Elhil also use magic to ease the burdens of their daily lives in order to have more time to devote to art. Thus, Elhil particularly excel at illusion, conjuration, and alteration magics.

Yet magic that destroys, changes, and enforces one's will on the will of others exists, even among the elves. The Elhil claim that such magic is necessary in defense, and thus they have had to study it and learn to master it in order to protect their lands from change at the hands of those who would speedily alter the world to suit their will. Magic as power rather than art is abhorred among the Elhil, at least so they claim. Yet it is interesting that many scholars claim that magic as power and domination is also an Elhil invention, dating far back into the mists of time, long before the human societies ever blossomed. Of this charge the Elhil refuse to speak.

Doom

The path of an elf's life is usually foretold, and this prediction invariably comes to pass. Elhil believe as a race they are bound up with the fate of the planet and magic on the planet. As such, they have a role to play in the fate of the world, one over which they have no control. His mother upon his birth often pronounces an Elhan's Doom. If she does not, most Elhil villages have a Doomsayer, who at some point in the

Elhan's life, often upon his coming of age, will pronounce the Elhan's Doom. From this prediction, the Elhan is given a Doom Name that he keeps private. Elhil hold that the later an Elhan's Doom is pronounced, the more important and often the more tragic his path will be. The pronouncement of a Doom is usually cryptic and difficult, but offers some guidance to the Elhan, who generally seeks to fulfill his Doom, rather than avoid it. This decision is a result of the ages-old teaching of the Elhil that if one flees his Doom, it will undoubtedly find him all the sooner. A dog being tied to a cart can either walk willingly behind it or be dragged. Either way, they teach, the final destination is the same.

The Elhil teach that Doom is counter to the life of humans, which is free. While humans do not embody magic and are not intrinsically tied to the fate of the world, they are unfettered and may choose their own life and their own path; many Elhil envy the "young race" because of this, calling it the "free Doom." The Edaidians state, however, that the Elhil have constructed their Doom philosophy and chose to be bound by it. If they wanted, they could be as free as humans. Yet many of the Edaidians also bow to their Dooms, their intellectual opponents state.

Because an Elhan's Doom is often sad or tragic, many unparalleled poems have been written about it, like the one below.

The Lament of Ingwë and Valanduil

Ingwë: Fi tralia (Here I bide).

The golden light calls
Elhil to their morning songs
But I do not sing.

Fi hosaria linen (Here I am silent).

Valanduil: Taria haron nenel (I seek far and wide).

Even in morning the shadow falls.
The time away is too long
My soul feels the sting
A lir rastial (And my heart is rent).

Ingwë: Fi tralia (Here I bide).
Midday holds no joy
For I do not hear your voice.
My heart is sunk in gloom
A Fi hosaria linen (And here I am silent).

Valanduil: Taria haron nenel (I seek far and wide). D
ay they seek to destroy.
Thus I have no choice,
For foretold was my doom.
A lir rastial (Yet my heart is rent).

Ingwë: Fi tralia (Here I bide).
As night falls swiftly,
I know I wait in vain,
For your task is impossible.
Hosariatha arned linen (Forever I will be silent).

Valanduil: Ellen Tiria haron nenel (Still I seek far and wide).
Darkness comes over me.
I travel long in pain.
From afar I feel your pull.
Lir arned rastiatha (Forever my heart will be rent).

Warfare

Elves are feared opponents. In ages past, Elhil did in fact gather in armies, where they dressed in superbly crafted armor and fought with long swords, bows, and great swords. Mounted warriors, resplendent in shining banded or plate mail with winged helmets rode griffins into battle, dealing death from above. Always prefacing the strike of the Elhil is powerful destructive magic, which also judicially aids the troops during battle and retreat if it is necessary.

Those days are long past. While some believe that the Elhil are still capable of fielding a large army for mass warfare, but perhaps only as their swansong, the military might of the Elhil lies in their skill, stealth, and magic. Since they are not numerous, they favor guerilla tactics. Having a rapport with the animals of the woods, and some even say with the trees and fields, the Elhil never lack for scouts and spies. Once they

have determined the position of their enemies, they strike with superior archery, swordplay, and overwhelming magic, then flee, the cloaks and boots they wear somehow causing them to disappear utterly into the terrain. The Elhil choose when and where to come to grips with their foes and when to melt back into the shadow and twilight. Elhil are superb archers and fearless warriors; above all, they know the value of patience and will not throw away their long lives. But when the time comes to make a sacrifice, they do not hesitate to do so.

Shadow Walkers

"I walk in shadow so that others may walk in the light."

The order of Shadow Walkers are a group of elven rangers and warriors who are pledged to defend elven lands. They serve as protectors of elven border as well as spies and intelligence gathers in non-elven lands. Elven and half-elven PCs can play as Shadow Walkers. Rules for playing as a Shadow Walker are given in the *World of Farland Players Guide*.

Uniqueness of Farland Elves

In the beginning of time, all of the greater gods created lesser gods for themselves as servants and helpmeets, but the god Tal-Allustiel refrained. Instead he created the race of Elhil in place of a lesser god. As such, they stand midway between the world of mortals and immortals. They live forever and may join their god while they are yet alive, but they are doomed always to serve his will.

Gloralion, the Summervale, Elven Capital in the Sarumvest

Key to Points of Interest in Gloralion

1. The palace of the Elvenking Baranwë. Attached is the home of the sacred swan, the pool of *Melim*.
2. Gardens of Gloralion, the *Hatarglor*. They run all the way around three sides of the city, right up to the base of the *rhan*, the cliffs.
3. Tower of Silver, the *Celoth*. Here the histories of the elves are kept by the Order of Historians, the *Ithilmin*. A revered elf named Elrath of House Dinan heads the order.
4. This is a guard post and way-station. It is flanked by a carefully sculpted hedge of beautiful but thorny bushes and trees. Less than a quarter mile down the canyon lies the first gate, the *Garechant*. There are three total gates: the first is of thick wood, called the *Taurechant*, and the second is of rock, called the *Gondechant*.
5. School of mages, the *Balwen*, literally translated as "Craft School." It is headed by the Elvenking's close friend, Lord Singol of House Birlithe.
6. Headquarters of the *Talranuil*, the Shadow Walkers. This group is headed by Leanorfin of House Arduval.
7. The *Altapal*, the high walkways that the Elves use to gaze over the hidden vale. They also access secret escape routes into the Elfspires.
8. This is the famous *Rann Herran*, the Street of Lords, where many of the noble Elf Houses in the city have their dwellings.

9. *Traervalann*, Halls of Art and Song. Many public performances and displays of art and music are held here.

10. *Alutuar*, the Glade of the God. This is where the famous Meet-of-Elhil is held, and is the largest temple in the city (all are outdoor areas).

General Information About the City

Who Rules: Baranwe the Tall, Elvenking

Other Power Centers: Lord Singol, leader of the *Balwen*, supports Baranwe in almost all decisions.

Leanorfin, the Captain of the Shadow Walkers, is a large influence in the city. He too supports Baranwe.

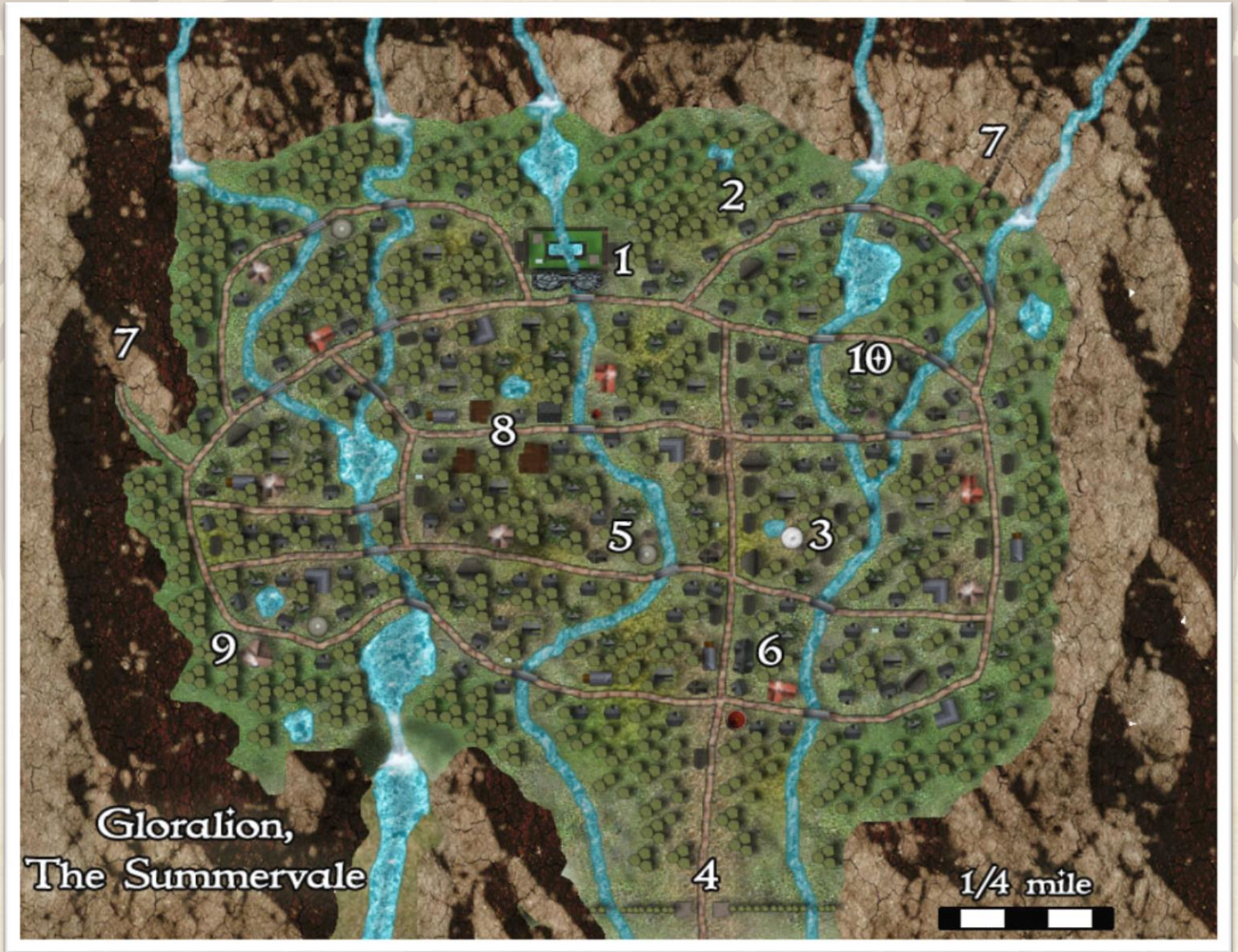
The heads of each house, when gathered in the Meet-of-Elhil, are powerful and indeed are the only entity to (rarely) speak against the decisions of Baranwe.

Population: About 5,100. The population is 99% elven with a few half-elves.

Major Products: The Summervale exports mostly textiles, art, and culture to the rest of the Belendale, although it does produce fruits and vegetables. It imports more than it exports.

Armed Forces: The Hidden City is protected by a contingent of 20 powerful Shadow Walkers. A force of 100 elven guards protects the city, and the Elvenking's High Guard consists of 30 heavily-armed and armored elven warriors. More elves can be called up in times of trouble.

Approaching the foot of the Elfspires, there is no obvious path up the mountain. Finally, a careful set of eyes might alight on a dried riverbed, the entrance choked with foliage and old growth. After a long trek, finally there is a steep rock face, blocking the path entirely.



Gloration,
The Summervale

1/4 mile

Suddenly a traveler will hear a firm voice in Elvish, "*Halthar!* Stand! Do not move or you will be pierced with arrows." Even eyes that have grown sharp with dangers will see no archers. It will take a password or special permission to proceed.

If the traveler has the watchword, one may step through the rock wall, and perhaps see a tall, raven-haired elf lowering his bow. "You have spoken truly and may pass into *Gloration*, the Valley of Summer. I am Rana of House Nirovir. Follow me if you will." Soon one comes to the final gate, an arching structure of white marble and steel known as the *Garechant*. The gate seems to open of its own accord. Passing through, one beholds the beauty that is *Gloration*, the Summervale.

The first thing that strikes a traveler is the sound of the *Valamarana*, the many singing waterfalls that splash and chime down the steep sides of the sheer cliffs that enclose the Summervale on all sides. If one arrives at twilight, a mystical time to the Elhil or Elves, one will hear the voices of the elves raised in unison, their melodious song mingling in harmony with the musical waters. The plaintive sound of harps joins in the song, echoing through the vale. The valley is vast and slopes down gently from the northern ram, or wall, towards the gate, the waterfalls collecting in pools and running as rivulets and streams until they plunge into hidden caves and over a steep precipice in the south face of the cliffs. Even in winter when the wind this high up in the peaks is cold even to an Elf, the Vale is comfortable. Even snow seems to fall less in the valley, and this phenomenon gave rise long ago to a word in Altarian, *glorawe*, which would be literally translated into the mannish tongues as "summer-temperate," but which connotes a comfortable lack of change. The elves have come to refer to their agelessness as *glorawe*, as opposed to the *brerive*, the "soon-winter," of the other races.

Passing through the streets paved with smooth, white stone with the ultimate goal of arriving at the palace and the pool

of *Melim*, one will marvel at the skill and craftsmanship that created such a marvelous city. Like the streets, the buildings in the vale are primarily stone, yet the white rock appears alive, carved in graceful sweeps and arching lines, with many windows. Trees line the thoroughfares, lindens and beeches whose leaves never seem to fall, and through their boughs as night descends shine green and gold and silver faerie-lights, some the product of crystal lanterns and others the result of elf magic. One will pass many objects of beauty and art, such as fountains, sculptures, and statues, as one strides through the city. White arching bridges, hung with crystal lamps, span the small rivers, and gardens surround the dwellings and fill the air with fragrance of summer past. Many elves pass in the street and nod or greet a traveler warmly in their native High Speech.

"Ah, *Gloration*, the only abode East of the sea where dwells my heart," an elf is bound to intone with a wistful look in his eyes. "I am home."



Elven Factions

The Balwen: The elven school of mages led by Lord Singol is based out of the Summervale. The school supports the Elvenking in most decisions.

The Shadow Walkers: This faction of mystical elven rangers patrols the borders of elven lands and serves as the intelligence and spying faction of the elves. They are led by Captain Leanorfin. They support the Elvenking but aren't afraid to speak against the Balwen.

House Taltaur: This powerful elven house is one of the few political rivals to the Summervale and the Elvenking. This house is led by the beautiful matron Ciritha.

Adventure Hooks

Here are some adventure hooks that can give you ideas about quests in the Summervale

Drow invasion: The elves have learned that drow from the Dark Deeps are planning an encroachment into elven lands. The invasion must be prevented.

Serve the Shadow Walkers: The Shadow Walkers are seeking non-elven allies to serve as spies in the human lands.

Seek the Stone of Silence: The most powerful elven artifact was lost during the Dark Conquest. Rumors tell that it has resurfaced in the Black Wood. The artifact must be recovered.

Save the sacred trees: A grove of sacred trees is suffering from some sort of blight or curse. The reason must be discovered and the trees must be saved.

Monster hunters: Creatures from the West Lands have been coming over the mountains and assaulting elven communities. Elven lives are precious, so

the elves are seeking mercenaries to destroy the beasts.

Gnomish Society

Racial Characteristics

Gnomes, or Tendenarruk [ten- den- ARE-uck] (the self-given name for the now nearly extinct gnomish race), are curious little creatures ranging from 3 to 4 feet in height and anywhere from 40 to 60 pounds. Gnomes display a remarkable variation, and there have been many scholarly debates among historians as to their classification as a single race. There are three more or less distinct racial types of gnomes (more below.) Physical characteristics such as height and weight vary considerably between the types. Variation among individual gnomes is common, especially when comparing gnomes from different racial types, but variation is also common within these types. Gnomes, like Dwarves, usually boast substantial facial hair, though there are those gnomes who are without this attribute. Ears are slightly elongated and come to a bit of a point. This ear shape is not as pronounced as in the halfling race and some gnomes have ears that are shaped much like human ears. Eye color also varies but tends to be among the paler colors, light blue, green, or gray. Hair color is often gray, dull silver, or pale blond. Anomalies are not uncommon, as it is difficult to make generalizations of the race as a whole due to individual variation.

The longest living gnomes are the ruling caste, the Bal gnomes. They can live on average 500 years. The shortest-lived gnomes are the Sag and Pal gnomes, or sun gnomes, who live only an average of 300 years. As with many other attributes of the gnomes, age varies widely among the sub-races as well as among individuals.

Gnomes as a race tend to look down upon travel of any sort and they wish nothing better than to stay home near the hearth among friends and family. Gnomes are industrious and hard-working. Gnomes are also ingenious strategists but tend to be better at thinking than acting. Most gnomish schemes have been carefully worked out until the time when such a plan would have any practicality has long passed. It has happened more than once that gnomish emissaries have journeyed outside of the safety of their kingdom to inform the races of their advice on great battles or missions only to find that the event has already occurred.

Types of Gnomes

There are three types of gnomes: the slightly larger and stockier nobility, called the crown gnomes or Bal gnomes (as they claim to have descended from the Gnome ancestor Bal), the tunnel gnomes, and the sun gnomes. The three types are easily distinguishable by the difference in body type. Though all three racial types claim a common ancestor in Barlifandorf, one of the gnomish gods, upon close inspection, they appear quite different.

The ruling class of the Tendenarruk came always from the physically largest type, the Bal gnomes. They call themselves crown gnomes to outsiders. Average height for these gnomes is around four feet tall. Average weight hovers around 60 pounds. The Bol gnomes tend to be quite stout and resemble small dwarves to the non-gnomish eye. Indeed, many suggest that Dwarven blood runs strong in these gnomes. Legend has it that they are descendants of the great Dwarven hero known to the gnomes as Sigilbal. The gnomes claim that she was responsible for the founding of the great kingdom of Wawmar (the dwarves deny this). For some unknown reason, she was struck with wanderlust and traveled the lands for many years, until she fell in love with a stalwart young gnome. Thus, she came to live with the gnomes in the very

beginnings of gnomish society and married that gnome, who happened to be of the Bal caste. The rest of the caste leaders, seeing the superiority and nobility of the descendants of Sigilbal, asked this caste to rule the gnomes, and this caste has remained the ruling caste for all of gnomish history. This group cultivated diplomatic and political skill and historically contained almost all of the most famous and heroic gnomish warriors.

The tunnel gnomes, as they refer to themselves, are physically smaller than the Bal class, but still larger than their cousins the sun gnomes. They are mostly miners by profession but also are well known for their inventions and illusions. It is these gnomes that are most common in the gnomish homeland of Sheltinnobortanu. Gnomes of the Dam and the Ka castes as well as the merchant caste called Damsa that evolved out of the Dam caste are all members of this physical type.

The last physical type of gnome are the sun gnomes. They live mostly in small homesteads and enclaves outside of the main mountain home of Sheltinnobortanu. It is these gnomes that are most widely known by outsiders, as they have the most contact with non-gnomes. When gnomes are associated with practical jokes and pranks, it is these gnomes who are largely responsible. These gnomes are most likely to work for outsiders and were considered prized servants for their loyalty during the height of the kingdom of Aelfar. The castes



of Pal and Sag are members of this physical type.

Sheltinnobortanu

Sheltinnobortanu, or Bald Mountain as non-gnomes call it, is the gnomish capital and only gnomish community in Farland. The entire small mountain is a warren of tunnels and burrows. Most races would find these tunnels stifling, cramped, and uncomfortable, but the gnomes find them supremely homely and defensible. The tunnels are especially small so as to make it nearly impossible for a troll to enter (gnomes hate trolls). The location of the mountain itself is secret, but rumor has it that it is located somewhere in the Kale Mountains. Bald Mountain is rich with gems, which the gnomes love to mine and work into artistic objects. The place is still subject to troll attacks, however, as these sadistic beings seem to have an unreasoning hatred of the poor gnomes. While the gnomes can easily outwit the feeble-minded trolls, the unrelenting and vicious attacks have all but whittled away the gnomish race, until they are now facing extinction. There is one large hall deep below the surface and it is from there that the ruling council makes its decisions. This hall is rather majestic, especially in comparison to the rest of the mountain. In this area, the caste of Bal largely live. The Ka caste lives typically below this great hall, or ruling hall as the gnomes refer to it. They are primarily involved in the mining of the gems abundant in the depths. Typically, the Dam caste lives nearest to the surface. It is their traditional duty to serve as guardsmen for the gnomish homeland. In order to fulfill their guard duties to the best of their ability, these resourceful gnomes have devised all manner of ingenious traps and mechanisms to protect the five main entrances from invasion.

Aside from the main hall, there is very little order to the layout of the mountain home of the Tendenarruk. Corridors twist and turn about and even double back upon

themselves in some places. It is also not uncommon for a passage to cut through the living space of a gnome family. The ruling hall and the main roadway from there to the mines and the main entrances are wide and well-constructed. They show evidence of Dwarven handiwork to the practiced eye. Outside of this main thoroughfare, passages and rooms are haphazardly constructed and supported. At the same time, while jumbled, the structures and seemingly impossible passages are quite ingenious and indicate amazing forethought and planning. Gnomes quite obviously place great value on the larger plan than on minute details. Cave-ins are rare indeed, so the strange construction must serve its purpose.

History

Age of Immortals

9950--Gnomes set-up trade routes with both the dwarves and the elves, ending their millennia-long policy of isolationism.

10, 123--War breaks out between the Dwarves of Wawmar and the Gnomes who live scattered loosely south of the Sarumvest near the River Kelarant

10,124--The Pal and Sag castes side with the Dwarves thinking the Bal caste has wrongfully attacked the Dwarves. The Bal, Dam, and Ka castes retreat deep west to the region of the Balathil Mountains. The five castes are split and the two factions have no contact for more than a thousand years. The war is resolved the next year.

11,210--The Bal, Dam, and Ka castes encounter orcish raiders from the north and send to the Pal and Sag castes for help. Reunited, the gnomes are able to eliminate the orcish threat. The Pal and Sag castes agree to move west to join their brethren.

12, 601--Gnomes aid the elves and dwarves when they invade the Drow city of Morclaenthaur ("Black Lake of Bondage"), led by the elf Fingalion.

12, 602-- The elves, dwarves, and gnomes barely manage to overcome the drow and destroy the city of Morclaenthaur. The drow priestess Melegurtha Serpentmaid kills Fingalion in the final onslaught. She then leads the remainder of her people deep into the unexplored Dark Deeps. A regiment of the Gnomish infantry of the Sag caste along with their families vow to stay permanently behind in the Dark Deeps, to keep the surface people apprised of the movements of the evil under the ground. Contact is lost shortly thereafter with these gnomes and they are assumed lost. They are eventually forgotten. The elves suspect that these gnomes may be the origin of the legendary deep gnomes said to dwell far before the surface.

Age of Men

3000--By this time, gnomes especially of the Pal caste are revered and highly desired by the wealthy of Aelfar as servants and financial advisors. Through this work, the gnomes come to see the great wealth that can be made through trading with the humans. They establish a trade in spices from the southern continent in exchange for gems from the Balathil Mountains. They are able to procure great wealth during this period from their trade in spices. This was the heyday of gnomish society. Herein is the birth of the Damsa caste.

4529--Publius, wielding the fabled crown of Aelfar, a powerful relic, attacks the evil army, which is encamped and occupying the remains of Aelfar, but is driven back. For the next 20 years, the War of Vengeance is waged between the Evil forces of the Dweller and the fledgling kingdom of Farland, which is aided by the Elves, Dwarves, and Gnomes.

c. 6675-- Trolls move into a misty valley on the north side of the Kale Mts., led by the troll-demon Hothmor. The gnomes, who already inhabit the area, wage war on the trolls.

6699--In a valiant battle, the gnomish hero Lastorbol slays the Troll Lord Hothmor with the aid of an enchanted hammer. He is himself slain moments later by the Troll-Demon's bodyguards. The trolls redouble their attacks against the gnomes.

6750--As the attacks become more disastrous to the gnomes, almost the entire Sag caste agree to venture far to the south in search of a new world where gnomes can live in peace far from trolls and other enemies.

6757--A message, the last ever received, comes from the gnome expedition to the south telling of strange black skinned barbarians, ferocious beasts, and baking sands of death.

6801-- The gnomes are forced to flee to a more secure home in the Kale Mts., ceasing hostilities towards the trolls.

6810--The Dwarves of Wawmar send a diplomatic expedition along with a contingent of stonemasons to help the gnomes construct their new homeland. The Bal caste attempts to pay these Dwarven craftsmen less than originally agreed and fighting breaks out. Once again, the Pal caste and the remnants of the Sag caste side with the Dwarves. Much blood is shed.

6811--Finally diplomatic missions from Wawmar are able to settle the disagreement. The gnomes pay the Dwarves what was agreed upon. The Pal and Sag castes are banished from the new homeland. Tensions flare between the castes.

7099-- Gnomes in Mt. Sheltinnobortanu in the Kale Mts. invent the most powerful gnomish artifact- the Scabbard of Protection.

7693-- Trolls from the Valley of Mists attack the gnomes, capitalizing on their continuing internal tension. The gnomes are overrun and suffer disastrous losses. The trolls are able to steal the Scabbard of Protection.

7695--Civil war erupts within Sheltinnobortanu as leaders of the Pal caste suggest venturing south to search for the Sag caste, and the Bal caste lobbies strongly

for an all-out attack on the trolls. The stronger Bal side prevails and a much-weakened gnome army composed of every old gnome, female, and child that can carry a weapon sallies forth to wipe out the trolls. Their numbers are too few and after several days of fighting, the trolls win the battle. No survivors are reported.

8170-- historians have had no report of gnome sightings for almost 1000 years. Gnomes are supposed by the Elves to no longer exist.

Religion

Khuckduck Gemcutter, the god of gnomes is really none other than Dhurli Ironbeard, lesser god of Dwarves. This is known by the highest clergy, but is kept secret from the average member of gnomish society and even low-level clergy. The church is quite anxious to keep this information secret. There is a general feeling that this knowledge would be dangerous to gnomish society. All gnomes worship Khuckduck Gemcutter at least in name, but no Tendenarruk ceremonies or religious festivals are held in his honor. The Bal caste, however, is more accepting of the god Khuckduck than the other castes. For the most part gnomes do him lip service but remain true in their hearts to the lesser deity of the Tendenarruk, Barlifandorf.

Tendenarruk thus almost entirely worship the gnomish god Barlifandorf. One Gnomish legend holds that gnomes are descendants of a union between the Dwarven lesser god Dhurli Ironbeard and a demon temptress. The daughter of this union, the legend claims, is none other than Barlifandorf, the Gnomish lesser deity, although if this legend is true, Barlifandorf does not possess the power of a true lesser deity. The gnomes would disagree. Although part demon, her heart is pure, they say, and she is a goddess of goodness. As the gnomes are by and large a good race, this legend is at the very least controversial. It has survived the ages and continues to hold sway over gnomish

society. None but the gods know the truth of the matter, but a famous religious scholar and priest of the Elhil, Halfir of House Arefor, left behind pertinent world histories dated from the year 9780 E.R. Therein he claims that after centuries of study of the gnomes, a most curious race, to have communed directly with his lord Tal-Allustiel and to have confirmed the truth of this legend.

In the beginnings of time, the goddess Barlifandorf had five daughters. They and their husbands spawned the five castes of the Gnomes. The five ancestors were Bal and her husband Bol, Dam and her husband Dom, Ka and her husband Kor, Pal and her husband Pol, and Sag and her husband Sog. The origin of these husbands is a product of much religious and scholarly debate. Many claim that Bol was Dwarven, and Pol was a halfling, perhaps even Bunga Proudfoot himself, although this latter is unlikely. Advocates of this mixed blood theory within the Gnomish race claim that others of the husbands are actually the children of these two first marriages. Some such traditionalists claim that there are really only two ancestors, Bal and Pal. Another legend of gnomish creation suggests that Barlifandorf's brother impregnated each of the original daughters, and thus started a longstanding gnomish tradition of inbreeding.

Tendenarruk society is for the most part matrilineal; it is important for many religious scholars, priests, and historians to know the identity of the father of the five original daughters. This knowledge has been lost in the mists of time, but legends abound. According to most tales, Barlifandorf is a single unmarried gnome who is not fond of sexual relations. Indeed, her priests frown upon sexual intercourse and all take a vow of celibacy when joining the church. It is not uncommon for gnomes who are not clergy to take this vow upon themselves in deference to their love for their god.

Gnomes celebrate six major holidays throughout the year. They occur the first of

every other month. The first five are named for the five ancestors, Bal, Dam, Ka, Pal, and Sag, and the sixth is a celebration of the new year. The Damsa sub-caste has also claimed this last holiday as sacred to them. During the first five of these holidays, sex is forbidden in reverence to the holy celibacy of Barlifandorf and all of her loyal followers. Great feasts are held and rabbits are snared by the hundreds for the feast. Caches of spices are broken out for the occasion and cooks both male and female compete for the spiciest dish.

Caste System and Political Structure

There are six gnomish castes. These are the Bal, Dam, Ka, the merchant caste called the Damsa that evolved out of the Dam caste, Pal, and Sag castes. There is very little if any crossbreeding between castes. It is considered a great wrong to do so. This is the primary reason for the huge amount of variation in appearance amongst individual gnomes. This policy has not been good to the gnomes. After millennia of inbreeding, diseases and disfigurements are quite common, and gnomes are afflicted with terrible life-shortening diseases from birth. Mutations are also not unheard of, and one might possibly see three-armed or one-legged gnomes about if one was ever permitted to enter Sheltinnobortanu to have a look around.

Dwarven blood is likely strongest amongst the gnomes of the Bal caste. Males wear long beards. They tend to be stout and quite tall for gnomes. Their hair color is normally some shade of brown. Their ears look quite round and have little of the elongation and pointiness that some of their brethren show. Some of the great Tendenarruk warrior heroes have been as tall as four and a half feet! Almost all great gnomish heroes have come from this caste. They are looked to as leaders in times of war and peace, however, and the rulers of the gnomes are primarily from this caste. More important than the

selection of rulers, though is the importance of the Bal opinion on matters. The position of the Bal caste leaders on any important matter is almost always the position of the gnomes as a whole. Rarely do any gnomes disagree with Bal decisions. This caste of gnomes are swarthy skinned and have the darkest eye colors. Although it is rare, Bal gnomes sometimes even have black eyes. Individuals with black eyes are considered quite mysterious and powerful by the gnomes. Eye color is very important to gnomes. The gnomes of the Bal caste are often politicians, judges, and warriors when need be. When these occupations are not needed, they mine like many of the gnomes.

The skin color of the gnomes of the Dam caste is yellowish almost to the point of looking sickly to non-gnomish observers. Their eyes are usually a pale brown, and hazel and amber are also common. Some individuals of the Dam caste boast pointed ears while others' ears are rounded, but all Dam gnomes have elongated ears. Their hair is usually a lighter shade of brown or blonde. Their heights and weight are similar to the Ka caste with average height about three and a half feet tall, and average weight running around 50 pounds. Gnomish bards come solely from this caste. Other professions include guards, miners, and strategists. Most guards come from this caste, but the Bal caste assists in this position due to their legendary bravery and ability in battle. Dam caste Tendenarruk are also no strangers to illusion. They are said to have woven intricate illusionary screens to hide the entrances to Sheltinnobortanu. They are also quite adept at trap-making, and many ingenious traps also protect their mountain home. Around the year 10,000 E.R. a new caste was formed from members of the Dam caste. This division occurred over arguments among the elders as to the rightness of starting to trade with outsiders, in this case the Dwarves and the Elves. Unable to resolve the argument, the elders split and a good number of the Dam caste formed a sixth caste outlawing intermarriage and became largely successful merchants; this caste was called the Damsa

caste. The other gnomes saw the great profits made by the new caste and allowed the division to stand. Thus, a sixth caste was born and flourished for as long as Tendenarruk society existed.

The Tendenarruk of the Ka caste are very pale skinned. Their eyes are often darker than normal for gnomes, but not as dark as those of the Bal caste. The Ka gnomes' eyes are usually blue or purple and sometimes pale red. Their ears are elongated but rarely pointed as is common amongst some of their kin. Their hair color is usually pale blond or white. They are of average height and weight for gnomes, usually about three and a half feet tall and 50 pounds. These gnomes are rarely if ever seen outside of the safety of their mountain home. Most gnomes of this caste are miners and usually take great pride in their skill at appraisal. This caste is the most magical of all the gnomes. Many gnomes of the Ka caste have some ability in sorcery. They use their magic to assist them in their mining, but have a special penchant for illusion. Within this caste there is a sub-caste of sorcerers specializing in illusion magic. They are a very mysterious group and are known as the Deep Shadows (at least this is the best translation available).

The Pal caste consists of dark skinned gnomes. Their eyes are most commonly of a pale yellow color, though light brown eyes are not uncommon. These gnomes stand an average of three feet tall and weigh around 40 pounds. They and their Sag caste kin are the smallest of the gnomes. Their ears are elongated and are almost as pointed as that of a halfling. They are slight of build. Their hair is often curly and is usually brown in color. These gnomes are fond of pranks and practical jokes. They have often been employed over the years as court jesters. They have also historically been the first point of contact with the race in general when outsiders like the trolls venture into the area of their homeland. They are quite gifted farmers and are able to bring impossible yields out of the rocky hills and woods surrounding Sheltinnobortanu. The

highest yields, of course, come from the rich valleys of the area, but the Sag caste has traditionally farmed the valleys.

The Sag caste gnomes are reddish or auburn in skin color. Their eyes are dull brown or amber. Their hair is also wavy or curly as with their cousins of the Pal caste. Their hair is usually dark brown or even black in some cases. Their ears are also elongated and pointed, though they tend to be less pointy than the Pal caste. They, like the gnomes of the Pal caste, average three feet in height and 40 pounds in weight. They are also farmers like their cousins of the Pal caste. Their diet, however, is the most varied of any of the castes. This is due to the rich soil of the valleys where they farm. It is said that with the magical soil of the valleys near Sheltinnobortanu, the Sag caste gnomes can even grow gems. Likely the cause of this saying is that many of the Sag caste are also miners. This was not always the case. About 10 000 E.R., when the Dam caste was dividing and the Damsa merchant caste was forming, many in the Sag caste thought it wouldn't be such a bad idea to go see what the wide world was all about. This revolutionary idea required money, so many Sag caste gnomes turned to mining part time to fund their trips to the outside. During the years of the Aelfarian Empire, the Sag caste was very influential in Tendenarruk society by making good use of this practice.

As well as having a sub-racial caste designation, most gnomes also carry membership in a professional caste. These sub-castes are also important. Some professions are confined completely within a single sub-racial caste. For instance, all recognized gnomish bards come from the Dam caste. Other castes, like the castes of cooks, cross sub-racial caste boundaries. Depending on the level of secrecy the caste leaders have traditionally enforced, some of these sub-castes regulate inter-marriage as well, further lessening the pool of applicable marriage partners. Faced with a small pool of available gnomes, many gladly accept religious vows of celibacy as an assured

passage to the glorious gem mines in the sky upon their death. Most of the Tendenarruk believe that celibacy is next to godliness.

Dangers

Most Tendenarruk view all outsiders with suspicion and consider them a threat. They elect to remain tucked deep in their mountain home all of their lives without ever venturing outside. This might be possible if food could be mined like gems, but the Pal and Sag castes that live outside of the mountain home of the gnomes must protect their crops and engage in trading with outsiders in order to keep supplying their brethren inside Sheltinnobortanu with necessities like food. Thus, gnomes must sally forth to protect their outside interests and kin against the constant threat of troll attacks. Trolls, called *Naraz* in Gnomish, are the biggest threat to gnomish existence.



The gnomes' small size gives them an advantage against the huge and often clumsy creatures. Gnome alchemists work constantly to improve their potions of oil and fire that help to combat the regenerative properties of trolls. The gnomes are excellent strategists and are constantly working to devise ambushes and sneak attacks. These are largely successful, and the gnomes' superior intellect serves them well against their foes. But the average gnome is no fighter, and when the trolls do happen to catch the gnomes in open battle, the loss of gnomish life is disastrous.

Goblins and kobolds also harry the gnomes from time to time, but these adversaries are less of a threat to gnomish existence, for they are easily dispatched by gnome ingenuity in battle. When the gnomes are forced to meet goblins and kobolds in open battle, the odds are much more even and gnomish warriors are able to do great damage to their foes. Wild monsters and beasts are rare within the area, and if not for the trolls, the gnome homeland of Sheltinnobortanu would be a safe and peaceful place.

Food

Tendenarruk are especially fond of mushrooms and claim to have discovered over 300 different types of edible fungi. They are also fond of rabbit meat and cultivate rabbits all around Sheltinnobortanu. Rabbit meat is considered a delicacy and is said to be the favorite food of Barlifandorf, giving it a holy designation. All festivals feature feasts where rabbit meat is served in great amounts. The gnomes are fond of spices to a fault, and other races trying gnomish cooking usually find it unpalatable and even (in the case of spicy foods) painful.

Everyday fare is usually a soup or stew consisting largely of potatoes and other tubers grown in the valleys surrounding Mt. Sheltinnobortanu. Gnomes also bake a type of coarse unleavened bread made from a

strain of winter wheat specially adapted to the mountainous region where they live. Other vegetables are also prized when available. These crops are traded for with the peoples of Kale. The castes of Pal and Sag are also quiet handy farmers and do a thriving business raising potatoes and winter wheat. The gnomish diet is for the most part quite bland and alternative foods are very rare. When spices are available, however, gnome cooks are second to none in creating a work of art for the taste buds, though they often go overboard, according to non-gnomish tastes. The farmers of the castes of Pal and Sag have a diet that is a little more exciting, as they are able to grow other types of vegetables in their gardens. For the most part, though, they stick to potatoes and winter wheat, as they claim these foods are the necessary staples of Gnomish life and favorites of Barlifandorf herself.

During festival feasts, Gnomes use their racial ability to lure rabbits from their warrens and capture them by the hundreds. Some gnomes who are not as comfortable with this method of procuring meat raise domesticated rabbits in makeshift cages within their own tunnel homes. A special stew of rabbit meat and many types of mushrooms, potatoes, and spices is prepared, along with platters of plain rabbit meat and Gnomish bread. A strong wheat beer is brewed and consumed freely for these festivals as well. Gnomes in general frown upon drinking beer at other times than festival. As in any society, however, there are those who cannot wait and who do a clandestine business in beer making and selling.

Laws

Tendenarruk society is a lawful and good society for the most part. Most gnome individuals follow this pattern. They are aligned strongly with the forces of law and goodness in the universe. However, unlike many that follow such forces, there are few if any written codified laws that govern

gnome society. Instead, tradition is extremely important to gnomes, and it is tradition that governs their society. Gnomes have a very clear sense of right and wrong and will always strive to do right. Those who do not follow what is right in the eyes of the gnomes are banished to live outside the confines of the kingdom of the gnomes. This punishment is disastrous to a gnome. Gnomes live communally and usually are taught a specific craft, task, or profession that is her or his special duty to perform in life for the greater good of the gnomes. For instance, few gnomes actually know how to cook and have ever even thought about how one might go about it. There are those who take care of that aspect of life and none of the others needs to ever worry about how this task is carried out. Gnomish society is very strict, and no individual gnome would lightly cross the teachings of tradition. The ethics of the caste system are also deeply imbedded in the gnomes' psyche. It is unethical to marry or otherwise associate in inappropriate ways outside of one's caste. This has been the way of things since the beginnings of gnomish existence and it has worked so well that gnomes are convinced that this way must be continued on into perpetuity.

If an individual is accused of wrongdoing, the offender is usually dealt with by the elder(s) of her or his family. If that gnome(s) is unable to solve the problem, the elders of the caste are consulted. If that still fails to adequately address the problem, the ruling council of elders selected from all of the castes may agree to hear the case. Public shaming is widely used and is highly effective as a form of discipline at all these levels. Suspension from work is another typical punishment. Gnomes think very highly of their work and when separated from it, they can become quite distraught. Sloth is very uncommon among gnomes. A similar but much worse punishment is that of solitary confinement or even in rare cases imprisonment. As mentioned above the worst imaginable punishment for a gnome is banishment. This fate has come to few gnomes in the history of the race and never

has there been a case where this fate has been less than permanent. Most such criminals are never heard from again, and most assume that they simply die of shame up in the mountains.

**From *The Other Little Folk* written by Laurre of House Arefor, a scribe and scholar of the Elhil and largely adapted from Gnomes written by Halfir of House Arefor in the year 9780 E.R.

Halfling Society

Characteristics

Halflings, or *hositan* in their own speech, are a dying race, rendered almost extinct when the Lords of Sin conquered their shires and hames, expunging centuries of culture and tradition in days. The survivors are a greatly diminished people, their natural inclinations driving them towards reticence and passivity that grows more exaggerated with each passing year.

Humans and dwarves are prone to saying that all hositan look the same, which can almost be considered true of the elder population -- swaddled in shapeless and drab clothing, worry tinging each syllable, unadorned by necklace or ring or smile -- desperate habits instilled in them from birth by parents haunted by memories of the occupation. In the liberated kingdoms, hositan are beginning to reclaim their ancestral virtues, albeit slowly and falteringly, for few still live that have any personal experience of those bygone traditions.

A halfling typically has the warm skin tone of the southern Orlanders, or the deeper flush of their northern cousins. Most in the liberated kingdoms will never cut their hair, binding the curls into a *dastar* or *dulband*-cloth, but only those who live in perpetual hiding from the dark folk in the occupied realms do not shun this custom, since it

immediately identifies them as hositan and not a human child. Indeed, shaving the head is commonplace in those occupied lands, among men and women both, as it also serves to protect against lice and other such vermin.

Halflings are perhaps as close to a pacifist people as can exist, doing their utmost to avoid armed conflict and even settling the fiercest of disputes with words and sanctions. Even hositan find their courts to be nightmarish, their procedures of such convolution and intricacy that coming to an agreement outside of them is a priority regardless of personal hostility. As such, the offices of sheriff and marshal in halfling communities are very nearly honorary, often stereotyped as the go-to profession for the lazy or indolent hositan.

Halflings on average are about 3 1/2 to 4 feet tall and weigh around 60 to 70 pounds. Females are slightly smaller and lighter than males. Three varieties or sub-races exist: proudfellows, stalwarts, and hairfoots.

Varieties

Proudfellow

Life is truly very simple. Look over there, the ground by that tree. That, my friend, is spoor. It reeks, stains and it is out in the open. Now, this about my waist is called a sporrán. It is scented, clean and keeps things hidden. As long as you can tell the difference between spoor and sporrán, you will do just fine in life.

-- Hositan "advice" often given to youngsters.

The rarest of the hositan, Proudfellows are widely thought to be descended from ancient fey or elves, their pale skin and fair hair setting them apart from the rest of their kind, who tend towards darker features. Proudfellows are extremely conservative at

heart and resistant to change, which has led to their suffering the greatest losses of all halflings. They reacted with courageous valor when the armies of the dark folk poured into their lands, taking up arms and refusing to surrender or flee like the majority of their people. For all their skill in the hunt, the sad truth remains that no hositan was meant to see a battlefield, and the Proudfellows were nearly wiped out in the first few engagements.

A nomadic folk, Proudfellows began long ago to train the *emishika*, better known as Kebito's Elk, using the immense creatures first in place of oxen. Eventually the folk used them in place of horses, riding two abreast and four deep when they hunted through the forests. Regaining mastery of *emishika*, a talent lost during the dark days after the war with the Lords of Sin, is a secret hope of many a Proudfellow.

Stalwart

*A mermaid I did see one day, a-swimming
in the stream. When down upon the bank
she lay, my eyes-oh they did gleam. Her
pearls she shone in noontime sun, I gripped
my oaken rod. So near I crept then cast my
line, as though it were a wish. Her
treasures hauled up from the brine, I had
my fill of fish.*

-- First verse of the traditional folksong "Truth be told"

Stalwarts are builders, innovators, and gnome-friends, and are viewed by other halflings as quite bizarre for precisely those reasons. Much like the gnomes with whom they've associated for centuries, the Stalwarts tend to cultivate patterned whiskers and hairstyles, experiment freely with accessories and dyes, and even wear actual shoes! Swift to adapt to other cultures, these halflings frequently work tirelessly to integrate into and modify whatever community they inhabit. They are often dismissed as busybodies and dreamers by the other races of the community.

Given that most halflings never learn how to swim, the Stalwarts separate themselves still further by actually enjoying the activity and seeking out coastal areas or those with ready access to waterways for exploring. The "village" of Merrowsfloe is famous (infamous among hositan) for consisting entirely of boats and rafts that drift the Lonely Sea, coming to shore only when major repairs are needed. An increasing number of these vessels are being fashioned from corals, whale bones, and similar materials, further reducing the frequency of visits to shore.

Hairfoot

*No rational hositan would be caught dead
in something quite so ridiculous. Even an
elf would hesitate to invite mockery by
wearing that travesty. I cannot begin to
understand the lunacy involved in, firstly
making such a monstrosity, and then
actually putting it on display in a window.*

-- Hositan criticism of a traditional harvest festival gown design salvaged from Rowanspeak Hillock

Ask someone to describe a halfling and they will invariably speak of the Hairfoots (or is it Hairfeet?), for they are by far the most common and widespread of hositan. Though they are naturally inclined to cheerfulness and camaraderie, in the dark times they are more often sad, for a Hairfoot is constantly reminded of how much their people has lost, for even in their own villages there is little that is truly hositan and not merely adopted or adapted from another race. As they are not fond of anything remotely resembling an adventure, they often hire people to explore the ruined shires of their ancestors in search of relics from their past. Hairfoot elders are most keen to unearth their past, many hoping that doing so will help to avert further disaster.

In the old, better times, a Hairfoot was brought up to be polite, respectful and hard-working, honest to a fault, generous to the

less fortunate, and stern with the unjust. Parents in the dark times still try to teach these traits to their children, but the necessities of life often causes Hairfoots to have to betray their principles, though they do so reluctantly. In general, a halfling is a fine fellow all round and welcome in any community, albeit with a few sniggers and condescending comments from the existing inhabitants, who seem to find them inexplicably amusing, because of their size and "odd customs."

Cultural Quirks

Hositan are highly conservative, rural folk with a dislike for the hectic and rowdy bustling of urban environments -- which in no way prevents them from being equally hectic, rowdy, and busy amongst themselves. A hositan always wants to be doing something that can be shown off to their peers, provided said activity is in no way strenuous or dangerous. Growing oversized vegetables, *hononbon* pruning, riddling, and whittling are especially popular hobbies, with long and convoluted histories of excellence and rivalry that the Stalwarts and Hairfoots delight in rehashing.

Proudfellows are extremely conservative, both religiously and socially, at heart and resistant to change, which has led to their suffering the greatest losses of all halflings. They reacted with courageous valor when the armies of the dark folk poured into their lands, taking up arms and refusing to surrender or flee like the majority of their people. For all their skill in the hunt, the sad truth remains that no hositan was meant to see a battlefield, and the Proudfellows were nearly wiped out in the first few engagements. What few Proudfellows remain have forgotten the meaning behind their rituals and are abandoning more of them with each new generation.

Proudfellows, lacking much in the way of agricultural disposition, instead chose to become masters of animal husbandry. Long

ago the Proudfellows began to train the *emishika*, better known as Kebito's Elk, using the immense creatures first in place of oxen. Their nomadism and semi-domestication of the *emishika* gave them unparalleled mobility right up until the coming of the Seven, spreading their numbers further and into more hostile environments than their less venturesome kin. Regaining mastery of *emishika*, a talent lost during the dark days after the war with the Lords of Sin, is a secret hope of many a Proudfellow.

Today, of course, there is significantly less variety among the halflings. What few Proudfellows remain have forgotten the meaning behind their rituals and are abandoning more of them with each new generation. The Stalwarts dress in drab and shapeless cloths that are a far cry from the elaborately dyed brilliances of their past, as well as often shaving their heads - once one of the greatest taboos of their people - or no longer wearing the *dastar* to keep their hair in place. The unfortunate Hairfoots, whilst still the most populous of hositan, are effectively no more than reflections of whatever racial settlement they inhabit, even the simplest parts of their former culture withering rapidly.

Outside of Westdelving, that last bastion of the ancient halflings, only the art of riddling remains alive. It has been noted by scholars of other races that the halflings seem to have replaced wars of weapons with wars of words. Champions of wit clash over a tabletop, duels between entire families resolved by the keenness of intellect and not blade. Disgraceful conduct in a challenge of riddles has been compared to cowardice on the battlefield, with the dishonorable cur publicly shunned and condemned.

To those who remember the old ways, there is often a chilling sight in the innocent games and rhymes of children. What to a child is nothing more than a quick game of hollyhockers is the memory of a wizened *haruspex* hunched over entrails and casting the bone rods. What to a child is nothing more than a fun singsong is the memory

of *maneivocans* and *vespernuntis* keeping the flow of time unhindered.

Religion

And thus were the first Rites of Endweek enacted, and Bunga did smile upon his faithful children. And these most blessed of the hositan did feast, upon the lambs, and the calves, and the fatted swine, and the carp, and the salmon, and the fruits of the gardens of the king, and the marrows that grew also therein, and the eggs of lark, and of hen, and of duck, and of goose // So thence did Bunga, most merciful, grant relief from indigestion to the faithful.

-- Hymns to Bunga, 2:15-18 / 3:28 (intervening verses redacted)

Halflings revere the deity Bunga Proudfoot, one of the most active of the greater gods despite being no less bound than his fellows by the Pact Primordial, limiting his direct involvement on the Material Plane. Instead of entering the world fully, Bunga chooses to send only the least reflection of his whole being -- not even so much as an aspect, much less an avatar of himself -- that attaches to a hositan soul and provides inspiration. This spiritual reflection is sometimes esoterically referred to as *preranya*. It is widely believed that Carl Paladin Merribuck, one of the most famous of Halfling heroes, was one such recipient, either directly or through the advice and support of his beloved.

Halflings venerate Bunga Proudfoot mainly through personal prayers, church services twice a week, and lavish pastoral festivals that could probably feed most of Eruna. Their priests are highly respected for their wisdom and compassion, both key features that are required to advance through the diocesan hierarchy. In the absence of secular sheriffs, it is a priest of Bunga who is charged with confronting a lawbreaker, to remind them what they stand to lose if they continue down that path, and to offer redemption.

Bunga Proudfoot teaches that humility for its own sake is as dishonest as unwarranted pride, advising that a true hositan should acknowledge their actions for what they are and not dismiss the praise of others - or, as being mortal is to be prone to error, to take both responsibility for their mistakes and the criticism of those who censure them. Above all, hositan should aim to make life pleasant for themselves and for others, to find that which is most enjoyable to them and learn to excel at it.

For all these apparent idyllic qualities, hositan religion hides a disturbingly dark heart. For many centuries, the Hairfoots ostracized their cousins as heretics and blasphemers, condemning the Stalwarts for their long association with gnomes and the Proudfellows as animalistic brutes no better than the dark folk. For their part, the Stalwarts began to see their kin, especially the ultra-conservative Proudfellows, as too narrow-minded to advance with the rest of the world. It is thought that the gradual abandoning of the land by the Merrowsfloe Stalwarts began at this time.

The schisms led first to excommunications, then mass banishments as each halfling settlement strove to drive out those who disagreed with the majority interpretation of the faith. The full shameful extent of the atrocities they visited upon themselves are a secret closely guarded by the priesthood, who only reveal the truth to the most promising acolytes and then only when they are about to take the most sacred of oaths, swearing to give up their lives if need be to safeguard the peace and well-being of all halflings.

Architecture

Shires

A shire is constructed mostly underground with individual homes burrowed into the sides of tors and hillocks. To the casual

passerby all that will be visible is a well-tended flower garden and letterbox. The overall motif is circular or oval chambers and doors, providing considerable buttressing against the weight of the soil above, with anywhere between seven and fifteen rooms each on up to four levels. This is a cultural holdover from the Five Clans Period, deemed useful enough to retain even when the halflings no longer needed to house their entire extended family in a single home.

A complex system of flues maintains fresh air and variable temperatures throughout, such that one could pass from a warm hallway into a chill pantry with but a single step. For any of the bedrooms to lack a fireplace, or for a kitchen to lack at least two ovens, was considered a sign of poverty or negligence for many years. The plumbing was of similar brilliance, allowing the luxury of warmed water on command, even if a blizzard was raging outside.

It is worth noting that not even the most conservative of Stalwarts or Hairfoots would actually call their settlement a shire in these times, for that is a title now reserved solely for Westdelving. The design of a true shire remains common knowledge even among the new generations, but so much of it has been modified or outright replaced by the styles and techniques of other races, particularly the dwarves, that only a semblance of the original remains.

One of the few shire structures invariably located on the surface is the Marshalskeep, serving as both the local court of law and the offices of the sheriffs. The sheriffs report to the marshal, who is responsible for keeping in contact with other shires and with any nearby settlements of other races. In part due to the potential for having to entertain important guests of larger size than the average halfling, the Marshalskeep is traditionally built to human or elven proportions, which also ostensibly serves to remind its occupants that they are but a small part of a much greater world.

Hames

Hames were almost entirely above ground and could only barely be described as actual settlements, being fashioned from the ivies and roots of great trees using the fey art of *rizophxan*. Each hame was shared between several Proud fellow tribes, though only rarely at the same time, with one group arriving scarcely a day after the previous had departed. Despite the relative lack of contact between tribes, word spread quickly if a hame was ill-treated or neglected by its occupants. As the punishment was being barred from any hame for a period of time, this was an incredibly rare problem.

As the years passed and the plants that formed the original aspects of a hame aged, replacements were cultivated with exquisite care by successive generations of halfling adepts. Unlike the relatively static shires, hames would flow with the passage of time, forever changing as one tree fell that another might sprout instead. The Proud fellows wove tapestries of the living canopy, tacitly acknowledging that their very impermanence made the hame all the more beautiful.

It was impossible to stumble across a hame by accident, for each was surrounded by great totems adorned with emishika antlers and engraved with warnings both ancient and new against trespass. In the absence of more usual facilities, it became common to add levels or trophies to these totems as a means of marking some great success, or even just as a tithe of sorts to Bunga, despite the best efforts of the priesthood to halt this troubling unorthodoxy and reclaim the focus of worship from the inanimate structures.

One of the most peculiar traditions that arose out of the erection of totems was the increasing veneration shown to them, especially before significant events such as marriage or birth, praying for the guidance of the ancestors who also lived and died in their shadow. It is whispered that the oldest of these yet stand, defying the raging of the dark folk, beacons from which spectral

sentinels still watch over the lands and the wrathful baying of vengeful ghosts can be heard.

Gender Politics

Halflings have long been disapproving of the relative parity between sexes shown by many of the other races, holding to the argument that whilst there may be no legal difference, there are enough physical and mental ones to justify the continued separation of functions within a community. Even among the Stalwarts, who are by far the most innovative of halflings, there has been little effort to change this oldest aspect of their societies. Perhaps unsurprisingly, it is in the occupied lands where this disparity is dying out most rapidly.

Men are expected to work in the fields or woods, learn a craft, or otherwise develop a useful skill for the community. It is they who are held responsible for maintaining the flow of foodstuffs, building materials, and trading items. Before the conquest of their shires, hositan men could make their own way in life, but these days there is enormous pressure for them to learn from their fathers and maintain a family business. Halfling men who do not work with their hands are typically traders or clergy, with indolence a luxury permitted only to the aged.

Women are expected to maintain the family home and provide appropriate education to the children. When it becomes necessary to do so, it is they who dig out new chambers, repair the plumbing or ventilation, and direct the menfolk to produce the furnishings. They have an iron grip on medicine, maintaining a complicated internal hierarchy separate to that of the wider community, with specialist surgeons and midwives believed to rank most highly. It is also women who regulate marriage, although only the Proudfellows have forgone the system of arrangements and dowries that still plagues their cousins.

It has long been noted that whilst hositan men derive great amusement from seeing the women of other races try to perform what are traditionally male activities, the opposite is true for hositan women, who take umbrage at the mere notion. Indeed, they have been known to become outright savage when a man of any race tries to help them with a task. Many an unfortunate human or elven guest has been beaten about the knees for daring to try washing a plate or offering cooking advice.

Whether male or female, hositan who have left their homes to become adventurers or wanderers are rarely treated as fellow halflings upon their return. Instead, they are viewed as something akin to employable lunatics and given a huge amount of leeway in what they are permitted, since they are evidently too broken to be taught how to be a proper hositan, but must still be granted by the community the benefits of being a member.

The only hositan establishments which allow equal access to men and women are the priesthood of Bunga and the offices of the Marshalskeep, although the latter does bear something of a stigma as an escape clause for lazy halflings averse to learning even the most basic of occupations. There does remain some numerical bias of course, with men historically comprising the majority of marshals and sheriffs, possibly because women bear responsibility for many of the things halflings enjoy the most and therefore are intrinsically inclined towards working for them.

Beyond these strictures, however, there is little in the way of discrimination when it comes to who can do what. Men and women both are permitted and encouraged to take up art or riddling or any number of recreational activities that can bring the community together-- ideally over several massive tables groaning under the weight of a light meal.

Racial Relations

Ashara (Dark Folk): *When you see one, be swift and be silent. When one sees you, be swifter and be loud. Remember the ancient cry and sing it out often. If you should be felled, do not let your kin be caught unawares.*

Although nobody has ever been particularly fond of the Dark Folk, hositan experiences with them have been even less positive. Troll games of Kick the Halfling, Punch the Halfling and Throw the Halfling are often cited as one reason, along with the orcish habit of using them as slaves when goblins are at a premium. Their lack of appreciation for fine cuisine or anything approaching manners, good or bad, are further points against them.

Dalsni (Humans): *Most are clumsy and ignorant buffoons as apt to go to church as they are to go to war. Only the farmers have anything approaching wisdom, honestly, but only if they listen to our advice.*

Humans are a strange lot as far as the hositan are concerned, so much more varied and confusing than the hositan themselves. Conventional wisdom says that so long as they are not aggravated, they are relatively harmless, which just leaves the question of what exactly will aggravate any given human. Halflings remain divided as to how much they should avoid contact with humans even or especially when living alongside them.

Garzimal (Elves): *A worthwhile bunch, if you can get past their condescension. Lovely artwork, lovely music, lovely food. Do not ask for advice though, as they will answer both yes and no. A bit frustrating, honestly.*

If the supposed origins of the Proudfellows are not mere myth, then the elves and halflings have had a long history of considerable friendliness. That said, it is a rare elf these days who does not look upon the hositan as either childish or uneducated, or both, making modern relations a bit more

strained than they may have been historically. However, the two races still get along far better with each other than they do with almost any others.

Hynaph (Centaurs): *Pray to Bunga you encounter one of the pleasant kinds, the grazers, because the others will think nothing of having you as a snack. There is no finer worker though-- tireless, loyal and remarkably cheap.*

Hairfoot and Stalwart farms make considerable use of centaurs, for the mighty creatures can work for longer and in harsher conditions than hositan ponies, albeit for a price. There have been an increasing number of incidents in the last few decades of centaurs claiming the relationship is akin to master and slave, but there has been no violence as yet and the halflings are making sure that it stays that way, no matter how much the centaurs grumble.

Shahum (Gnomes): *Disturbing creatures. You could overlook the clothing, Bunga knows fashion is strange, but not the whiskers. Some of them could almost be attractive if they would only lose those ridiculous whiskers.*

The Stalwarts have long associated with and even adopted the customs of gnomes, being the only halflings to do so and thus earning the distrust and ire of their cousins. There is simply too much that is bizarre and different about this race so otherwise similar to their own that makes most hositan quite uncomfortable around them. In the old days, any given region was apt to have a population of either hositan or gnomes, but almost never both at the same time. Now the rarity of gnomes means most halflings have never met them at all.

Tsakeer (Aarakocra): *If you can persuade them to stop shedding feathers in high summer, then by all means, invite them to the festival. Otherwise they can just keep on enjoying themselves at the Marshalskeep.*

Halflings may lack the interest in flight that elves and humans have, but they do

acknowledge that it is a valuable tool to be wielded by the wise. Diplomatic overtures in ages past to the winged beings of the Great Peaks resulted in a strange alliance between the races, such that aarakocra and hositan emissaries regularly visit each other to stay informed on current events and warn of the movements of the dark folk. The Proudfellows maintain a similarly cordial relationship with local raptoran tribes.

Vallin (Dwarves): *A fine people indeed, if a little too fond of drink and violence. True, they could stand to learn a thing or two from us about how to live underground, but they never seemed to be interested in efficiency.*

Widely considered to be extravagant, ostentatious, wasteful, and a wide variety of other descriptions, the dwarves are nevertheless fondly thought of by the halflings, who appreciate the skill behind dwarven engineering, if not so much the execution. This is mainly because the hositan believe they have improved upon the techniques originally taught to them by the dwarves, hence the similarity in many architectural designs between the two races.

Warfare

En ashemmeth laluri, en shemmeth laruri, en ushemmeth laruri. (All that we forever were, all that we forever are, all that we forever shall be.)

--Dying words of Shoshona, last chieftain of the Kabani tribe

Halflings were never a war-capable people, revolted by the spectacle during their time with the dwarves and shying away from quarrelsome humans and vengeful elves as they made their own way through the world. Petty individuals might sometimes take up club or axe against an enemy, join the local bandit camp, or go completely insane and become an adventurer, but hositan shires never had so much as an informal militia.

The consequence was a terrible defeat when the Lords of Sin turned their gaze upon them. Shire after shire fell with little resistance, the inhabitants enslaved and what little wealth they had plundered. The Hairfoots capitulated almost at once, knowing that it was futile to fight and not wishing to throw their lives away. That, if no other reason, explains why they remain the most common of the hositan today, as well as those with the least left of their own culture, having effectively exchanged it for survival.

The Stalwarts were taken just as much by surprise as their cousins, but were able to hold out for a short while longer, having adopted enough gnomish trickery and dwarven resilience to wage an effective guerrilla war from within their occupied territories. In response, the dark folk forged an alliance of convenience with the kobolds and troglodytes, calling them up from the Dark Deeps to hunt down the hositan rebels. Faced with enemies who knew how to move and fight in the same conditions, the Stalwart halflings were quickly brought to heel and submitted.

By contrast, the Proudfellows had been hunters and nomads for too long to accept surrender. The tribes gathered swiftly, mustering enough numbers to match those of the dark folk arrayed against them. Naturally, lacking in any true combat experience or strategic understanding, their efforts resulted in a slaughter. Attempting to treat the armies of the dark folk as little more than especially dangerous animals to be hunted meant the Proudfellows blundered into every trap, every decoy, every feint. Only those who managed to flee or those that had not fought due to age or infirmity survived the invasion.

The grim necessities of the Dark Conquest have forced the halflings to reconsider their old position. In what was desperately encouraged to be seen as something to celebrate, Westdelving officially greeted the first true hositan army, a pitiable triad of pikers and archers. Mustering all the optimism they have left, the halflings try to

point out that this is but the beginning of a new age for them, whilst ignoring the further loss of innocence and peace such a change brings to their people.

*Shining fields of bright new green, down
below the sunlit scene
Cold ending, birds nesting, white on white
flowering
We see ponies on the roads again, hear the
children laugh at play
And as the dusk falls, the herald calls, and
the stars do spin anew
Watching over us all.*

*Dappled fields of brown and green,
shadows dance across the scene
Wolves baying, crows circling, silver grey
mustered
We see oxen strain under the lash, hear the
children cry at play
And as the dawn breaks, the watcher aches,
and the sun does rise anew
Watching over us all.*

*Rain the scene, no fields of green
Flames burning, meats searing
Smoke blocks sight, no children play
Dawn and dusk are all the same
None here to be seen.*

Winter is early this year.

--"Spring Petals Fall", by an unknown survivor of the Siege of Rowanspeak Hillock

History

*I humbly beseech your most enlightened
grace for pardon; however, facts force me
to conclude that these are not gnomes.*

-- Earliest confirmed correction by Arch Truthsayer Salkyani, from barely a decade into her service as a lowly scribe

There is little recollection of the earliest days of the halflings. It is known that they existed by the time of The Battle of the Sarum, yet whether they had been placed into the world before Barlifandorf produced the gnomes, or before humans emerged from beasts, or perhaps even earlier still, is

a matter of academic debate. Numerous theologians point out that it would be entirely in keeping with Bunga Proudfoot to secret his creations right under the noses of the high races and then giggle at nobody noticing them for several thousand years. An equal number have complained this interpretation portrays Bunga as a juvenile prankster, studiously ignoring that he is, in fact, just that.

c. 5000 ER -- Bunga creates the halflings. He unhelpfully refuses to say exactly when.

6456 ER - - The dwarves of Liferock cleanse their territory of a goblin infestation. They take in a large number of hositan held captive, intending only to heal them up and send them on their way, but grow too attached to the cheerful little creatures to release them back into the wild. The hositan are kept as something akin to pets, albeit remarkably intelligent ones.

6550-7210 ER -- Halfling numbers increase exponentially to match their popularity in the dwarfholds. They are discovered to be capable of simple tasks and often put to work as a type of household servant. Unsubstantiated gossip of hositan able to read, write or even speak language begins to spread.

7346 ER -- An elven dignitary visiting Liferock is as shocked as the hosts to hear a detailed and polite explanation of why nectar from the silver mossflower is superior to that harvested from the golden mossflower, provided it has been cultivated on a clay-rich soil, hence the unusually rich taste to that particular vintage. Aldo the Quick, the hositan server responsible for this speech, is immediately subjected to intense questioning, upon which it is discovered that the halflings have been developing their own sub-culture within that of the dwarves for centuries.

7796 ER -- Liferock watches with pride as its hositan formally establish the Western Delvings as an independent nation. Many of the older inhabitants gleefully complain that this was not how things were done in their day, especially not the disgraceful excuse for

architecture employed by their former vassals.

8430 ER -- Ballin the Stalwart leaves his shire to learn the grand secrets of high alchemy from the gnomes. He returns with a recipe for mead that is grudgingly acknowledged as superior to that of the dwarves, but the resultant scandal causes the first true rifts in hositan society. This is also notable as one of the earliest confirmed breaches in gnomish isolationism.

9266 ER -- Stories of wild hositan and degenerate shires in the surrounding regions become common enough to elicit an investigation by the scholars of Wawmar. They confirm the reports and provide the first documentation of a hame. Whether or not these early Proud fellow halfings had mastered the emishika yet is unknown.

9341 ER -- The Stalwarts are acknowledged as an emergent culture, establishing new shires closer to gnome lands and the coastlines. They do not have much luck in persuading the gnomes to treat with more than a few individuals each generation.

9776 ER -- Horrified by the recent battles between Stor-gris and the elves and dwarves, the last halfings abandon their ancient homes among the dwarfholds, unable to bear witness to more slaughter and hatred. The surrounding shires continue to send aid supplies to Wawmar for many years out of respect for the shared history of their peoples.

c. 9950 ER -- The gnomes end their isolation and the hositan begin theirs, hiding away from both the larger and the dark folk in equal measure. Powerful spells of concealing and deception begin to swaddle the hames, with only a few ancient elves remembering how to counter the fey sorceries. The Stalwarts are the only halfings seen with any regularity for many centuries, but are increasingly mistaken for a slightly-more-unusual group of gnomes.

243 FR -- The first of many accords is struck between hositan and aarakockra. There is

little in the way of trade, but plenty of communication between the races.

1552 FR -- Forewarned by their avian allies, the hositan of the Westdelving hide from an approaching horde of trolls and ogres. Their preparations are dismissed by the dwarves of Mithhaud, who suffer a crushing defeat. In an uncharacteristically aggressive move, the hositan send diseased meat among the dark army, causing an outbreak of plague that causes the withdrawal of the force and saving what is left of the dwarfhold.

2285 FR -- Beginning of the Five Clans Period. The Ballussia, Fansima, Mariun, Timoran and Veshir families extend their influence across all hositan society, with lesser families forced to affiliate primarily with one of these five.

2294 FR -- The Timorans, of the Stalwart hositan, are judged guilty of arch heresy and blaspheming against Bunga Proudfoot by the Hairfoot Ballussia and Veshir families. Wisely, the heads of the family disappear into hiding and avoid the trials that follow.

2295 FR -- Aeslin Mariun, the Iron Lady, mysteriously commits suicide with an emishika antler. The Proud fellow Fansima are incensed by the use of an antler in such a fashion and claim conspiracy.

2297 FR -- The alliance between the Ballussia and Veshir ends when the Fansima unearth proof that Salmund Veshir murdered Aeslin Mariun, with an emishika antler gifted to the Ballussia some years earlier. Salmund attempts to go into hiding but is caught and executed without trial.

2298 FR -- The Fansima are discovered to have falsified the evidence against Salmund Veshir and are themselves declared heretics by the Ballussia family. In response, the Fansima reveal that the Mariuns were targeted because they were helping the fugitive Timorans as fellow Stalwarts.

2300 FR -- Brutal purges follow as the hositan rise up in righteous fury against the enemies of their faith. Every shire and hame becomes infected with paranoia and fear. The priesthood of Bunga lead the way in

seeking out heresy and punishing the transgressors.

2301 FR -- Internal dissent within the Proudfellows causes support for the Fansima to wither and die, forcing them to abandon their hopes of dominating their cousins. The Timorans manage to return to prominence as the power struggle continues.

2312 FR -- Exhaustion and despair halt the madness for a time. The Ballussia family struggles on alone under the guidance of Konrad Ballussia, before a united effort by the Mariuns and Veshirs finally brings an end to their ambition.

2319 FR -- The political deadlock between the remaining families ends when the Fansima discover an imprisoned verdant prince of the fey, Lord Halion Sarshayin, and bind him to their service, swiftly returning to and then exceeding their old glory.

2320 FR -- With the Fansima threat growing, the Ballussias are able to claw back a small modicum of power and assemble a resistance in the eastern shires. Most of the Proud fellow hames in these lands are degraded and abandoned under the pressure of the emergent family.

2331 FR -- Aeren Kabani, trusted councilor to the heads of the Fansima family, murders them and takes over in a bloody coup, absorbing the tribe into his own. He immediately frees Lord Sarshayin, declares religious amnesty and makes overtures of peace to the other families. The verdant prince, driven close to madness by his twin periods of imprisonment and slavery, pledges his life to the Kabani and teaches them how to truly master the art of rizaphxan.

2333 FR -- Having been unable to prove further deceit on behalf of the Kabani, the Mariuns and Timorans merge to face the Ballussias and Veshir, but find this was foreseen by Konrad Ballussia and their efforts swiftly relegated to futile acts of defiance.

2338 FR -- A decade of machinations by Konrad Ballussia finally pays off as the Veshir family secedes from the political battlefield, leaving him master of the most influential Hairfoot family and dominant over the Stalwarts and Proudfellows both, since the Kabani offered him no resistance.

2342 FR -- Konrad Ballussia is found dead, forming the main body of a makeshift Proud fellow totem, with the remains of his aides and councilors decorating it further. Aeren Kabani sends messengers to each shire, informing them that he was tired of clearing up the mess of his forerunners and any further attempt to prolong the atrocities of the Five Families would be punished. He is declared a heretic and traitor immediately.

2343 FR -- Disguised as Aeren Kabani, Lord Sarshayin is apprehended by the priesthood of Bunga, brought to trial and summarily executed at Westdelving. At the moment of his death, the real Aeren Kabani revealed the deception and declared that retribution was now due to all hositan for what had been allowed to happen. A plague fell upon the crops and herds of the hositan at once, such that the most terrible of all punishments was inflicted upon these folk.

2345 FR -- The end of the Five Clans Period. With all of the original great families reduced to cautionary tales of hubris and Aeren Kabani relinquishing all the power of his tribe, the dying curse of Lord Sarshayin was lifted and the hositan were able to eat more than once a day again. Aeren Kabani has since been considered inspired by Bunga, albeit a dread and wrathful inspiration from a god offended by the evils committed in his name.

3784 FR -- Centaurs become the most prized servitor on Hairfoot farms, not least because a herd of sufficient size acts as an excellent deterrent against the dark folk. A distressingly large number of shires are further disguised by this highly visible presence, somehow convincing many who stumble across them that the farmland

belongs to the traditionally nomadic centaurs.

7231 FR -- An adventurous halfling calling himself the Valiant Paladin leaves his shire of Blornswood against all common sense and good advice. Although his first journey is a brief one, it reveals again the existence of the hositan to the wider world.

7238 FR -- The Valiant Paladin, more commonly known as Carl Merribuck, settles in Westdelving to pursue the more appropriate vocation of pumpkin-growing.

7239 FR -- Unable to grow pumpkins or any other vegetable, Carl Merribuck becomes a sheriff of Westdelving and volunteers for every traveling job required by the Marshalskeep.

7249 FR -- In an understated act of acknowledgement for his deeds, Westdelving commissions the creation of the dirk Stealthheart, gifting the magnificent blade to Carl Merribuck on the tenth anniversary of his appointment as sheriff.

7310 FR -- Facing pressure from the north, coupled with poor fishing conditions, a small Stalwart port on the Lonely Sea begins its slow change from insignificant coastal village to the famed Merrowsfloe.

7324 FR -- The Kabani tribe venture into Eruna for the first time in recorded history. They are immediately driven back by the indigenous populations, but several smaller Proudfeellow tribes make quieter migrations to the continent thereafter, hoping to avoid notice. They disappear without a trace, which arguably suggests they were successful.

c. 7790 FR -- Increasing numbers of dark folk are spotted throughout the Wintervale and its adjoining lands, causing increasing worry among the eastern shires. Local Proudfeellow tribes agree to keep a close eye on the developments, but nothing is heard from them, as they were the first to be destroyed by the invasion.

7792 FR -- Merrowsfloe sets sail for the open ocean and is not seen again in the Lonely Sea for another forty years.

7797 FR -- The Siege of Rowanspeak Hillock and the attempted theft of Stealthheart by a changeling in the service to the Dweller in the Vale. Shoshona Kabani leads the last of the Proudfellows still able to fight in a vain charge against the entrenched dark folk, with the loss of all lives.

c. 7800 FR -- Only a few shires and hames remain populated by free halflings. The Hairfoots retain a small measure of security by accepting slavery, whilst the Stalwarts face threats from below as kobolds and troglodytes are called up to crush their rebellions. The Proudfellows are believed virtually extinct.

8153 FR -- Crude ships are seen crossing the Gulf of Gor into Farland, crewed by halflings of a most peculiar aspect and accent, reminiscent of the Proudfellows of old.

Known Shires and Hames

Ballundell (destroyed): Hidden in the valleys south of Selble and Fort Sont, on the border of Kale proper and Belendale from which it took its name, this shire only fell when the Dweller called upon the foul beasts that lurk beneath the earth to seek them out. Unhindered by the surface world, kobolds and troglodytes and worse hunted hositan in all directions, even into Eruna and the Wild Lands.

Elksmoot: Encompassing the Elk Forest and stretching up to the source of the Elksroar, this hame of Kelerak is by far the largest and most important to the Proudfellows. Legend says that it was here their people were born and that the last of them will fall in service to Bunga at the end of all things. It was held so sacred that it was believed genuine trespass would receive immediate divine punishment, so its border totems bore unique messages of welcome

instead of warning. Technically the Elksmoot still exists and is merely unoccupied, but few Proudfellows today believe reclaiming it is possible.

Flowers-of-Bone (destroyed): A hame shared principally by the Zelmyra, Arzrun, and Jarmayet tribes, grown on the shores of Zeland's Ghost Lake. Popular target for aspiring necromancers with little imagination or understanding of their craft, most of whom ended up incorporated into the warning totems, ironically drawing yet more of their ilk. *Betula* of the Asphodels, a corrupted treant with toxic sap and poison blooms, makes her home within, tending to dread fields of pain and sorrow.

Merrowsfloe: Neither shire nor hame, the floating village of the Stalwarts drifts the Lonely Sea according to no law or reason. Its inhabitants have their own language, a curious blending of hositan and aquan dialects, though they do still recall the speech of the land. Unsubstantiated rumors of free trade with sahuagin, merrows, *ixitxachitl*, and other such unpleasant creatures have long been propagated, but these seafarers seem not to care about the implicit insult.

Murhaigen's Peace

(destroyed): Whoever Murhaigen was, he or she left a lasting impression as a brute of unceasing violence and savagery. Their supposed resting place was marked by a temple of Bunga ostensibly dedicated to keeping them dead, around which a small but active shire grew in later years. It was located a few miles north of Lanburg in Daven, atop the Maerrajin Plateau. Archaeolinguists point to the names of both shire and plateau being derivations of an earlier one.

Rowanspeak Hillock

(destroyed): Located south of Kel Forest, near Ekruup in Zeland. Besieged by the Lord of Sloth in the autumn of 7797, it held out long enough to see the rest of Zeland fall before being overrun seven months later. Once the largest and most prosperous shire of the region, word of its destruction

crippled morale, such that even the Stalwarts did not mount a resistance. The copse of rowans that gave the shire its name was occupied by a cabal of dryads and nymphs in days long gone, but unnumbered years of fey sorcery have left a potent tool there for those who dare evoke it.

Thunderhead Glen (destroyed): A hame grown within Farland's Old Wood, so named for the monstrous bulette that once terrorized the region. It was principally occupied by the Fansima, Elniben, and Kabani tribes prior to the Five Clans Period, after which the Kabani absorbed the lesser Proudfellows. Even today, the city of Ladona remembers the Passing of the Rafts, when the Kabani sailed down the Old Wash and straight through the city on their way to Eruna.

Westdelving: Oft called the Trueshire, last of the unblemished shires and indeed the oldest of them all, hidden in the Forest of Blorn northeast of Or City. It is the home and resting place of Carl "Paladin" Merribuck, sheriff and hero, wielder of *Stealthheart*. The ruin of the dwarfhold of *Mithhaud* lies beneath the mountains to the east, silent grave to fallen dwarfs. How exactly Westdelving survived the attentions of the Dweller, when shires farther west and more heavily defended fell, is unknown.

Yrjune (destroyed): Located in the Vanian Hills of southeastern Kale. A Stalwart shire self-quarantined to treat the gnome refugees suffering from the Whitespot. Cultural intermingling between the races led to its becoming a hositan byword for decadence and depravity, a direct consequence, so the priests warned, of the evils of miscegenation. Brutal deeds were enacted against it for centuries, such that the Dweller's armies may well have done them a mercy at their end.

Glossary

Dastar: Hairfoots and Stalwarts traditionally never cut their hair, making its combing and washing a familial or even communal affair, then binding the great locks into tight bands of cloth. The dastar is usually formed of two pieces, one at least seven feet in length and the other upwards of twenty, wrapped around the head several times, but there are plenty of variations across shires. A dastar is usually shades of yellow for young boys, or green for young girls, which then is replaced by white and blue cloth during adulthood for men and women.

Dulband-cloth: A regional variation of the *dastar* that originated in Kale. A true dulband-cloth should be black, plain, and skintight, such that no hair can be seen. After the Comte du Nyon wore one to a state function, in a gesture of self-deprecation (he had gone bald as a child), its popularity exploded among the Kalish nobility. Today, the Kalish dull-band is named ironically, since they tend to be brightly dyed, decorated with beads or jewels, with intent to expose the well-coiffured forelocks of the wearer.

Emishika: Generally referred to as a dire elk, the emishika today are practically a separate species, having been domesticated and bred by the Proudfellows for enough generations for significant changes to take place. Relative to true dire elks, emishika are broader of shoulder and far less aggressive, identifiable to the knowledgeable by their more palmate antler structure and curious branched tines, particularly the trey and often even the brow. They grow upwards of seven feet at the shoulder with an antler-span that often approaches twelve feet.

Hononbon: A curious art form that is one of the few things hositan are willing to overlook was copied from gnomes, requiring as it does an exacting understanding of pruning techniques that will not kill the subject. Sometimes known as tree potting, it

is the careful trimming and pruning of sapling trees such that their growth is stunted, ideally to such an extreme that they can be kept in a household pot on a windowsill. Especially visually attractive specimens of hononbon are often entered into competitions, encouraging youngsters to take up the art themselves, usually with the implicit statement that it will impress someone they are interested in.

Kebito's Elk: See *Emishika*. Kebito was a mytho-historic huntress supposedly accompanied by the ghost of her first kill, a primordial stag-god she named Durath. Variations of this myth appear even among the elves, who usually dismiss it as a delusion of memory of the time before speech, but even today, when a hunter is killed, it is said their prey was filled by the Might of Durath.

Maneivocan: A religious position in hositan society, roughly meaning "Caller of the Dawn." It is the function of the maneivocan to perform the rituals and prayers to Bunga to keep away ill fortune and evil spirits during the hours of greatest vulnerability, when all others are asleep. Once all is done and the shire has been safeguarded, they must awaken their fellows and call the faithful to prayer, traditionally from the rooftop of Bunga's temple. For this reason, most maneivocans are male, as their deeper voices carry further than those of women. It is regarded as an especially good omen if the rituals are completed exactly as the sun rises, regardless of the season.

Prerany: Inspiration from a divine source, if not specifically Bunga Proudfoot himself. Notable recipients of preranya include Carl Merribuck and Aeren Kabani, both of whom led the hositan into a new age of peace and prosperity. The word was once used in negative and oblique forms, indicating corruption from dark powers, or worse still, willing subjugation to their influence, but as superstition grew and the hositan feared naming such events would cause them, the words disappeared from the language and were replaced by euphemism and metaphor. Some elements in the priesthood actively

seek out instances of the word in literature in order to expunge it.

Rizaphxan: A fey art that blends horticulture with sorcery, likely learned from the elves and crudely practiced by the Proudfellows until they were taught the mysteries by Lord Sarshayin, a verdant prince. Whilst a master of the art can exert their will and transform plant life about them, molding it into new shapes and forcing unnatural changes, this is widely considered a perversion to be stamped out. The true use of rizaphxan is to create beauty over years, decades or longer, using what practitioners call "persuasion" and not in any euphemistic sense. Singing and conversing to the plants encourages them to grow in ways that are beneficial to the practitioner without harming the plant, resulting in living and ever-changing villages of tree and bush.

Vespernunti: The analogue of the maneivocans, meaning "Herald of the Dusk". A vespernunti's duty is to fortify the wards of faith about a shire whilst the power of life and light is at its strongest, traditionally using a libation made by the most senior midwife. Indeed, the vast majority of vespernuntis have been midwives themselves, taught how to brew this secret potion in order to reduce the number of weak points in the rituals that could be exploited by dark forces. It is their duty to ensure the shire is adequately protected by the time the sun sets and to complete a full patrol of it during the course of their day in order to be certain that it is shielded on all sides.

Chapter Seven: Non-humans of the Shadow

Evil Non-human Societies

Many non-humans have served the Cold East and done the bidding of the Dweller in the Wintervale, or have otherwise fought for evil ends. The dark folk—orcs, hobgoblins, goblins, and kobolds—have long been her foot soldiers. Drow elves have not usually served the Wintervale directly, but they fight for foul causes, and their hearts are as black as the perpetual gloom that cloaks the Dark Deeps in which they dwell. The societies of these evil non-humans are detailed below.

Dark Folk Society

Characteristics

Although Farland is rife with creatures and beasts of all sorts, dark folk are the most prominent evil creatures that plague the continent. Also called goblinoids, dark folk are the most human-like of all the evil races, and although they come in all shapes and sizes, they tend to share some basic characteristics: they dislike sunlight (although not all dark folk are actively bothered by it), they are unpleasant to behold, and they are almost always thoroughly evil. There is some confusion about which creatures exactly qualify as "dark folk"; the average peasant might

consider a gnoll or bugbear to be dark folk, but this is not the case. Farlandish scholars have essentially agreed that goblins, kobolds, hobgoblins, orcs, and oluks are the only true dark folk races. The reason for this classification is strictly one of origins: all dark folk stemmed from the genetically diverse orcish race.

Origin of the Dark Races

They were created for a specific purpose, which they longed for: to kill elves and bring all glory and honor to Vornoth, the Dark Walker. Thus was the situation in the year 3289 E.R., less than a century after the Walker bid the orcs to begin their attacks on the elves. Their primitive weapons easily penetrated the weak elven defenses, destroying the thin-skinned creatures with ease. The strength of the orcs exceeded that of the elves. The orcs were winning; the triumph of Vornoth was close at hand.

But this was before Tal-Allustiel saw the plights of his children, his chosen, and intervened. The Elflord sent them aid in the form of the Swan Alfain. The Swan brought to the elves mighty magics with which they were able to repel the orcs, magic which gave them power beyond the unthinking, brute strength of the dark folk.

The orcish horde continued to throw themselves at the elves in great number, but where orcish strength was once supreme, elvish magic now prevailed. The orcs began losing, their numbers dwindling rapidly against the mighty enchantments now wielded by the chosen of Tal-Allustiel.

Vornoth knew he must act and act quickly. His generals reported that for each elf that fell in the orcish raids, twenty orcs paid the ultimate price. Twenty orcs for each elf. It was there Vornoth found his answer.

More orcs.

Taking small groups of his finest warriors and stoutest females, Vornoth labored. This sampling of his best orcs would be the parents of a great race. They were to produce an orcish horde large enough to crush the elves with sheer numbers. These creatures quickly conceived and before long gave birth.

However, Vornoth miscalculated when he channeled power into the selected orcs. For one of the basic laws of the multiverse is that power is finite; to add something, something must be taken away. Therefore, by adding to the power of the orcs by increasing their birthrate, he inadvertently stunted and twisted them.

The creatures that were borne were not orcs at all, but stunted and misshapen creatures. Small of frame and weak of body, these creatures were not what the Walker had expected, and they would not serve as front line warriors. They were pitiful creatures, useful only as slaves and fodder. And thus they were named the Gohb-lûnds ("stunted-thralls"), or goblins, in ancient Dark Speech.

And yet the Walker was not deterred, for he was still determined to create a master race, creatures of strong arms and disciplined minds. Taking a select few of the deformed goblins, he once again used his skill and might. His magic poured into the wombs of the goblins, separating and amplifying the best traits of these creatures while removing the less desirable aspects. He instilled into these beings great strength, discipline and grasp of combat tactics. He pushed aside the lesser attributes of these creatures, removing from them undesirable qualities such as fear and weakness.

It was in 3312 E. R. that the first of these altered goblins conceived. The child born of

these creatures was all that the dark lord had hoped for -- healthy, strong and willful, destined to be a general of his armies. He rejoiced and named it Habû, meaning "leader" in ancient Dark Speech. And yet, birthed at this time was more than the Habû Gohb-lûnd, or Hobgoblins, for the mother of the race had conceived twins.

Where the Habû Goblin was healthy, strong and willful, its brother was sickly, small and weak. Where the Habû Goblin received all of the best of the goblinoid traits, this pitiful creature received only the worst. Vornoth named this creature Kûl-bolk, or "Low One" in the dark tongue, and he cast it aside, expecting it to die. And yet there was something to this sickly creature, a resilience of sorts. Where it was weak of arm and short on intelligence, it relied on cunning and a desire to survive. And thus the dark folk were born and became a blight to the world.



Origin of the Oluk Orcs

In the aftermath of the fall of the mighty orc-nation Rothnog, a new rage and hate for the good-natured races of Núríon took hold of the Dark Folk society. As Karoxfang fled to the south, he had already formulated his plans for a new, powerful weapon for the Dweller's armies. In 9340 E.R., Karoxfang founded the mighty fortress of Stor-gris and immediately set his plans into motion.

With the vision of a new, powerful race loyal to the Dweller, Karoxfang the Vile started to gather powerful ogres and the most vicious orcs that could be found. In his dark pits, the half-fiend Karoxfang began his practice in genetics, under the guidance and tutelage of his master, the Dweller in the Vale. The work had an urgent quality, as the Dweller saw the future of Vornoth's fragmented followers threatened by the races of good.

Without proper control, Karoxfang's initial experiments went awry. The breeding of ogres and orcs created powerful creatures indeed, but alas, they were mindless brutes, even more simple than the trolls that frenzied in battle in the name of the Dweller. With a fearful hope, Karoxfang introduced various other species into the breeding pool, over generations of experiments. In such early attempts, defects were created. Some were brainless thugs, while others were misshapen, distended, or had various peculiar mutations. These misfits stalked the dark halls of Stor-gris, lumbering about in their eternal search for purpose.

Not long after Karoxfang's introduction of other species, the Vile one found his answer: the human. After the breeding of a human with an ogre-orc cross breed, a child of unearthly power and cunning was born. Immediately after witnessing such power, Karoxfang ordered an entire pool of such creatures to be bred. Thus, in roughly 9750 E.R., the first Oluks were born.

Soon, a contingent of young Oluks stood ready to do the bidding of Vornoth, the Dweller, and Karoxfang the Vile. Alas,

Karoxfang was killed in battle in 9770 E.R., leaving the powerful Oluk race susceptible to influence. Such influence came in the form of Bardanax the Voracious. The black dragon Bardanax came to power immediately after the fall of great Karoxfang and found his base of power to be the Oluks, who hungered for an earthly tie to their convictions. The new ruler of Stor-Gris wasted no time in showing the power of his new force, and he sent the Oluks, with orcs backing them, to the Elven ship-haven of Lannael. The dark folk turned Lannael into a sea of ash, and a legend was born. The Oluks rose to power.

From this time on, Oluks had been purely bred and mated to create the perfect dark race, loyal to the Dweller and Vornoth beyond. During the Age of Men, the humans endeavored to extinguish the race of Oluks, but they were never successful, and in present times, Oluks have come into their own in the world of Farland.

Varieties: Goblins

Goblins left to their own devices lead an uncivilized existence but are far from helpless, nor are they completely bestial. They are known to be very cunning but have a foul disposition. They have learned to take advantage of their natural sneakiness, ingenuity, and large numbers. Natural cowards, goblins' best battle tactics are hiding and running in the face of superior foes. Fear of their masters' whips is often able to overcome these natural tendencies, but without direction and discipline, goblins are cowardly indeed. They persecute and enslave their kobold cousins and any other less powerful races they encounter whenever possible. Otherwise, theirs is a life of persecution and slavery by the superior dark races.

Goblins are famous throughout the dark lands for their great numbers. They crowd the poorer districts of all large cities and are commonly found in warren type lairs in the hills surrounding any civilized town. They

are happy to benefit from the jobs and other luxuries that civilization brings, though they have little taste for it themselves. One of the most important reasons why there are so many goblins is that female goblins give birth to as many as eight offspring at a time. Moreover, the gestation period for goblin pregnancies is a mere six months. Goblin mothers are protective of their litters and stay close for up to two years if they do not give birth again. In the case that they do become pregnant again, they will often desert their young upon nearing their birthing time for the new litter. Goblin babies begin eating solid food within a few months of their birth and are usually completely self-sufficient by the age of five at the latest. Litters that lose their mother's attention before this age often die. Sometimes other goblins will care for them, but this is the exception, not the rule. If goblins are slaves of members of the superior races, they are usually encouraged to take good care of their young. The young goblins grow up to be slaves of their parents' owner. Goblins are mature by the age of ten, if not earlier. It is not uncommon to see goblin youths of seven or eight fighting in the wars of the dark folk. Goblin mortality rate is the highest of almost any race and less than 50 percent of goblins die of old age. Males do not pay attention to the young. They work or fight for a living. Monogamy is rare amongst goblins, and goblin males typically mate with whatever female will have them. They are also not above rape.

Goblins are adept at almost nothing. Failure is very familiar to a goblin. They are rarely successful in their endeavors. Yet even in the face of constant failure and disappointment, goblins are known for their dogged persistence, which is their most valuable trait. Because of this, they are often employed by thieves' guilds and similar organizations. They are given tasks and are promised rewards but are given no information about their employer. In this way they offer employers little risk. Usually they die in their attempts. Orcs joke that the numbers of goblins are kept low by their

thieving. The orcs claim that if a goblin successfully robs a merchant or a house, he will return to this same merchant or house until he is caught and killed. There is probably much truth to the orcs' story. Goblin thieves are persistent as are all goblins and they will return if they suspect there is more loot to be had. Occasionally they are successful, and goblins have been known to make names for themselves as thieves in the larger cities. There is also a secret sect of goblin monks that enjoys immense power in the east.

Goblins are also used as background healers for smaller fighting groups and adventurers. Given their fierce racial persistence, they are often quite devout and if a goblin is fortunate to be born with particular wisdom, churches covet them for their dogged persistence in studying the ways of their lord. It is extremely rare however, for goblins to reach high ranking positions in the church. As in battle, they are usually



relegated to the lowliest positions in the church. As a rule, goblins are faithful followers of Vornoth. They host elaborate rituals to the Dark Walker which includes sacrificing maidens. These are usually kobold maidens, but if one of these is not available, they will use a goblin maiden. Many goblins further believe that drinking humanoid blood during a full moon will empower them with dark powers channeled by Vornoth through the moonlight. Strangely enough, goblins do not practice this custom outside under the light of the moon, but as deep within the earth as they can manage. This bizarre practice has been a goblin custom for millennia. Not all goblins are known to follow this custom, though. It is highly discouraged and considered uncivilized in larger towns and cities. Dancing is also important for goblin religious celebrations. During times of celebration, goblin females weave reeds and grasses to make simple dance masks. These masks represent the gods, their masters, or other powerful figures in the goblins' lives. They dance to incur favor.

Slavery is the plight of a very large percentage of goblins in Farland. The superior races consider this a practical necessity in order to keep the goblins from their primitive ways. Most goblins are born into slavery and their owners are usually orcs, hobgoblins, or Oluk orcs. In rare cases, free goblins live in cities or towns due to exceptional service to their lord or master or perhaps for becoming a specialized and powerful soldier. The most common possibilities for the latter are to become a successful Warg Rider or priest of Vornoth. Thieves' guilds often purchase promising young goblins for their organizations, but they are also little better than slaves. In the wild, goblins fear contact with other humanoid races for the most part and only approach other intelligent races in very large parties.

Kobolds

One of the greatest gifts of the kobold race is its ability to procreate. Kobold females reach maturity at four years of age and remain fertile for the rest of their lives. The gestation period for a kobold is five months, with anywhere from six to nine children being born. Infant mortality is high, and 50% of kobold children do not survive beyond their first year. The life span of a kobold is approximately 35 years, although they typically meet their end much earlier at the hands of their brutal dark cousins.

The kobold race has survived-prospered



really-in situations others would find completely unbearable. These creatures live at the bottom of the dark folk society; they are often forced and bullied into slavery, doing jobs that others consider beneath them. Digging latrines, hauling trash, and burning bodies are all the province of the kobold in the dark societies. Small groups of kobolds have also broken away from other dark folk, leaving the oppressive rule of their larger kin. These small groups form primitive tribes, eking out an existence away from civilization.

Kobolds are nameless in their early childhood but name themselves as they learn rudimentary speech. These names are almost always one word only, as most kobolds have not the cranial capacity to memorize two word names. These names always have two or fewer syllables and are often associated with the kobold's main occupations.

Kobolds are true omnivores and are often forced to subsist on meager rations of food other races would consider inedible. However, when given the choice, kobolds always prefer to eat meat over all other sources of food. Kobolds eat very little, their natural tendency for untidiness resulting in their often wasting more food than they actually eat.

There is a myth that kobolds are descended from dragons and often possess rare sorcerous powers. This myth was originated by a kobold sorcerer named Garbad, during the reign of Karoxfang of Stor-Gris. Garbad felt that if others believed he was a descendant of a dragon-in this case, Bardanax the Black-he would garner respect from the bullying orcs and hobgoblins who gathered during the Siege of Stor-Gris. Unfortunately for Garbad, the myth did little to intimidate the larger dark folk, and he was killed during the siege by an irritated Oluk. Obviously, this myth has no basis in reality or truth. The true reason behind kobolds' apparent penchant for sorcery actually derives from their huge numbers, coupled with the lack of ability to move into other occupations. In truth, only 1 in 2000

kobolds has the innate talents needed to follow the sorcerous path.

Kobolds typically play only a small role in the armies of the dark folk, although strong leaders recognize their value. They are considered easily replaceable troops and are often used as diversions, or even sent on suicide missions, to slow opponents' troop movements. They are typically armed with spears and slings, items which are easily replaceable and of little or no cost.

Hobgoblins

While hobgoblins can craft passable weapons, armor, and other necessities, they rarely do so, since their time is spent drilling for war and fighting. They receive most of their implements through military supply channels, either from the factories of the warlord they serve or from spoils seized from conquered communities. Female hobgoblins prepare the food for their men, although they do not grow it. While certainly not adverse to keeping slaves, hobgoblins rarely do so on an individual basis, since watching over a slave consumes valuable time that could be spent in a military capacity. Only masterless hobgoblins, those rare few who have



become unattached from their armies either through exile or because of a desire to amass glory, have the time to keep individual slaves. Hobgoblin regiments and armies do keep "community slaves," however. These creatures are the property of every hobgoblin and generally aid the females in their upkeep of the armies.

Although they tolerate other dark folk, hobgoblins see other races as beings to be subjugated or if necessary eliminated. They willingly engage in genocide if they are so commanded. Hobgoblins believe that weakness and disorder are vile, and they lack pity or mercy in general. This philosophy is reflected in their treatment of all living things. The communities of hobgoblins never contain animals besides livestock. Pets are unknown in their society, as hobgoblins believe that anything that must be taken care of in its adult life doesn't deserve to live. Hobgoblins serve in the same dark armies as orcs and lesser goblinoids, but to preserve the advantage provided by their superior discipline and tactics, hobgoblin units are often homogenous. Also because of these advantages, hobgoblins usually occupy positions of high military rank, second only to the deadly oluks. Many hobgoblins have risen to the rank of Hoth, or general, in the dark armies.

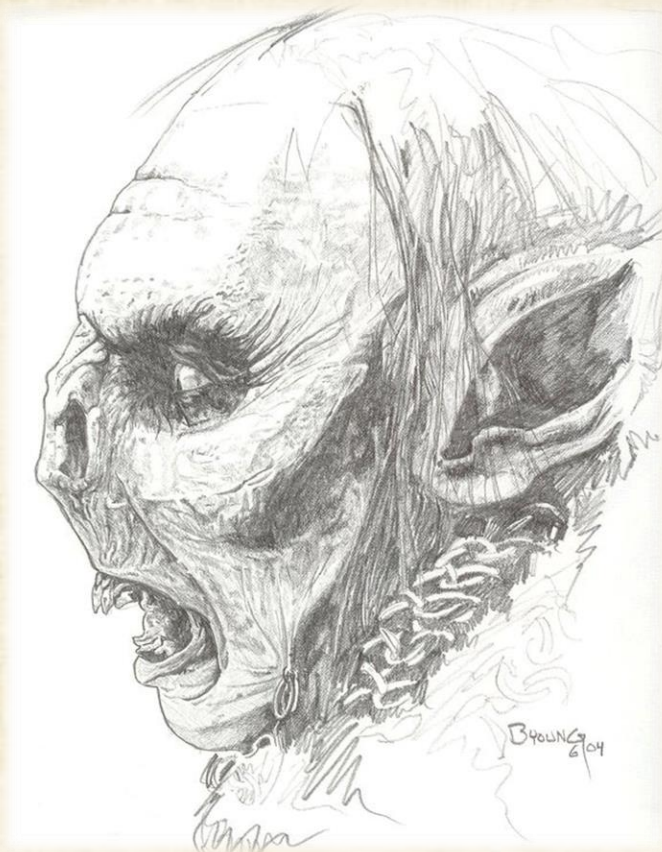
A generally superstitious lot, hobgoblins worship the Dark Walker, although they tend to do so more with promises and invocations than actual attendance of worship services. The race does not produce many clerics or mages, although some few hobgoblins do enter these professions. Most hobgoblins, however, see soldiery as the only valid path in life, and, while glad for the support that mages and clerics provide their armies, they rarely choose these occupations.

Hobgoblins are as susceptible to commands from the Dark Will as any dark folk, but, like Oluks, their breeding rate is not increased by it.

At heart, hobgoblins are thoroughly evil. And although they take no pleasure in the random acts of graffiti and destruction that so thrill orcs, they also do not flinch at the sight of such acts. As far as hobgoblins are concerned, the world would lose nothing if all art and song were eliminated from it. They simply feel that they have more important things to do--like conquering and killing.

Oluk Orcs

The Lords of Sin and their viceroys usually surround themselves with oluks; being natural leaders themselves, oluks have no trouble recognizing and giving their allegiance to a being who is more powerful. Moreover, the not-inferior mental abilities of oluks allow them to be mages and spell casters, and their natural work ethic provides for them the devotion necessary to be competent clerics.



Oluks lifestyle, while reflecting their position in society, is still one of toil. Oluks spend their time tending to the various duties invariably heaped upon them. They have nothing of the lesser orc's desire to avoid labor, and thus they are always found either disciplining inferiors, fulfilling the requests of their superiors, concocting battle plans, tending to their equipment, or slaying their enemies. Being at the top of a hierarchical, slave-keeping society, they spend no time on mundane tasks. Lesser orcs or other dark races perform these duties for them. It is not uncommon for an oluk to simply walk out into the street and commandeer the first passing creature into some hours or days of service. The oluk pays for such service by allowing the creature to keep its life. This practice, however, often still ends up causing the deaths of lesser dark folk soldiers, because they then have to explain to their own oluk commander why they have not been at their post for several days.

Although they do not have the sheer, sometimes suicidal doggedness of goblins, Oluks are famous for their work ethic. They will grimly grind away at a task until the project is completed or until it becomes apparent that they will never succeed (this last almost never becomes apparent to the average goblin). Thus, unlike lesser orcs, oluks can be skilled craftsmen if they set their minds to it. The only things that oluks see fit to create, however, are arms, armor, and siege engines. The crafts produced by an oluk are never adorned, but they are eminently sturdy and practical. Moreover, oluks do not have the typical orcish penchant for garish color. They prefer blacks and grays, and their crafts are thus considered very drab by other races. Still, no member of a dark race would turn up its snout at an oluk-crafted weapon. When an oluk crafts his own weapons and armor, he will never let another creature, not even his own slaves, handle them. Instead, he will see personally to their care and maintenance. Oluks do not consider the care of their equipment to be a mundane task.

During what little leisure time they have, oluks prove that they are still orcs first and foremost. Like lesser orcs, oluks enjoy inflicting meaningless pain on those weaker than themselves, and they spend much of their free time seeking brawls or attending torture shows. While they also hate things that other races consider beautiful, they consider it beneath them to engage in acts of graffiti, although, unlike hobgoblins, they will often actively direct their slaves to do so. Oluks also have the typical orcish taste for blood grog, and they have a reputation as hard drinkers.

Warg Riders

One of the very few things that goblins are naturally good at is riding a warg. A Warg Rider, a goblin specially trained and mounted on a warg wolf, is one of the most feared and dangerous soldiers in the armies of darkness. The pair, rider and warg, are masters of battle tactics.

Any of the dark folk who are sufficiently small and light can become Warg Riders, but for social reasons almost all Warg Riders are goblins. A goblin Warg Rider gains the respect of his goblin community and also the superior races. Becoming a Warg Rider is a dangerous proposition, though. Wargs are known to test their prospective riders by attacking them. It takes a courageous and battle-hardened goblin to withstand such an attack. The only proven method for becoming a successful Warg Rider is by besting a warg in combat. Thereafter the warg will respect and obey the rider. Otherwise wargs have been known to turn on their riders at inopportune times such as in the middle of a battle. Even though becoming a Warg Rider is extremely dangerous, many goblins aspire to become one of these elite soldiers. Their dogged persistence and small size often help them to achieve this goal.

Drugs

Dark Folk are renowned for their use of substances that either enhance their natural abilities or simply provide a pleasurable sensation. Some of these substances are liquors, and orcs and oluks are known for their use and abuse of Blood Grog, a strong spirit fermented from the blood of sentient creatures. Other substances created by dark folk are much more noxious. Calbran's Fist is a rare but potent drug that enhances its user's strength. Corpse Leaf is a drug made from a plant that grows on graves. It decreases fatigue in the user. Battle Grog, a derivative of Blood Grog, inhibits the user's fear; and Humblewort is a hallucinogen that dark folk enjoy. The Lords of Sin know the weakness that many dark folk have for drugs, and they sometimes employ these substances to cement their control over unruly goblinoids, when they do not use the dark will. See *The World of Farland Players Guide* for herbs and a herbalism system.

The Dark Will

Dark Folk in Farland are unique because they apparently have a built-in capacity to be directed or controlled from a distance. Each Lord of Sin has been instilled by the Book of Seven with a power that has come to be known as the Dark Will, the ability to send general orders to all evil creatures in his respective domain. The Will cannot give specific orders, such as to recover a certain item, but it can direct groups of dark folk to head in a certain direction or gather in a certain spot, to go to war, to harry travelers, or to loot and burn. When dark folk (except Oluks and Hobgoblins) under the dark will are directed to go to war, they begin to breed at an increased rate, producing massive amounts of soldiers for the evil armies; their gestation period is reduced by one to three months depending on the race.

Drow Society

Characteristics

Like elves of the light, *dulim* (singular *dulam*) are immortal, ceasing to age upon reaching maturity at about the age of 25. The route to Faerie is closed to them, however, and if a dark elf is not killed, his fierce, fiery spirit eventually uses up his body. An aging drow simply fades away, until all that is left is a Dulim Shade, a creature neither dead nor undead (drow began growing slightly translucent in their sixth or seventh century, although this has no mechanical game effects. By the middle of their eighth century, their body fades away completely and they become Dulim Shades. Dulim Shades are incorporeal creatures without undead traits and which cannot be turned or controlled as undead). Generally, these shades have no power to affect the world around them, although some have been known to somehow do so. Often these shades, barely visible, inhabit tunnels and passages near drow communities which are set aside for their use. Eventually they leave even these, however, and where these cursed remnants go, no one knows.

The dark elf language, called Mordularian ("Nighted Speech") is a twisted but morbidly beautiful tongue. It uses basically the same structure and phonemes as Altarian, although the language has mutated over the millennia. Still surface elves and their dark cousins have been equally surprised upon meeting to find that they can comprehend the other's tongue. This surprise quickly fades to bitter rancor, however, as the drow invariably attack the elves of the light. (Speakers of Mordularian or Altarian can understand the other tongue with an INT check DC 10. They must make this check once per encounter.) Drow names are also strangely attractive, yet alien. Drow tend to form their names by combining a Ward Name, a name given in the drow nurseries, with an adult name, a name given

upon entering drow society. They spell these names with an apostrophe. For example, a male might be named Gar'zax. These adult names are perhaps remnants of surface elf doom-names, although drow, having severed their ties with Tal-Allustiel, follow no doom.

History

The history of the dulum includes few years of peace. They have been forced to live in a constant state of warfare with other races and even themselves. While they rarely fight in open battle, preferring to use slaves for warfare (see the section on dulum warfare), they are extremely concerned with power. War is a constant threat and for many dulum is even a hope. Dulum strive to prove their personal power at all costs. To do this they may even attempt to prove themselves in battle. To distinguish oneself in battle is extremely risky and few are willing to take such risks, but it is also one of the fastest and easiest ways to become a respected and distinguished member of dulum society. From their earliest origins as a race, the dulum have been involved in wartime intrigue, and to this day blackmail, trickery, and double-crossing are some of the most prized dulum strategies. Although originally members of the elven race, they have significantly changed since their original descent into the depths of Núríon. While far underground in the Dark Deeps, the Serpent of Twilight, an agent of the Demon goddess Salystra, led them to a place of great power where they were able to develop abilities far beyond those of their surface cousins. It would be considered a great insult to suggest to a present day dulum that he or she is part of the Elven race.

The dulum descended from the once great Elhil house Al-Dustriel. Long ago around the year 5556 E.R., during the Battle of the Sarum, a faction of elves from Al-Dustriel sowed the seed of their eventual transformation as they turned on their brethren. They joined the evil forces. The

ensuing war between Al-Dustriel and their kin was waged for centuries thereafter. Al-Dustriel lost more ground with each passing year and their defeat seemed inevitable. In the late years of the 63rd century E.R., an old mage of surpassing power came to Al-Dustriel and promised them victory. He created a huge monolith in the middle of their city and instructed their leaders in the use of this great obelisk of power. Using this newfound might, in 6301 they defeated the other Elhil at the Battle of the Dark Pass. It was not long, however, until the rest of the Elhil retaliated, attacking once more. The elves of Al-Dustriel tried again to draw upon the power of the monolith, but to no avail, and Al-Dustriel was all but destroyed in the second Battle of the Dark Pass. Soon after, the final blow was dealt, and those who would become the dulum fled down into the bowels of Núríon, into the Dark Deeps. The changes to the Al-Dustriel elves began when they channeled the power of the monolith. Their skin was blackened and many of their physical traits were twisted. The elderly mage who had brought them the monolith revealed himself again in the Dark Deeps, but this time in his true form, as the Serpent of Twilight, agent of Salystra. He promised them great power and led them to the site where the elves of Al-Dustriel would undergo further transformations, becoming once and for all the dulum.

There have been four great dulum cities throughout history. Two remain large and prosperous. One was destroyed by the surface dwellers. Another remains a sacred and historical site for the dulum, but few remain to reside in this remote location. The event that would lead to the foundation of the first dulum city occurred in the early days when the Serpent of Twilight led the great dulum captain Tralos to a powerful, long lost artifact. The history of the artifact was known to few even then, but its lore is rich indeed. Long ago in the time of the Gods Wars, the now deceased god Soggoth placed a portion of his life essence in a ruby skull and hid it deep beneath the surface. Thousands of years later, some dwarves stumbled upon this artifact and

were twisted and changed by the power of the skull into the duergar. They settled in the area, and for several thousand years, they ruled from a great city of silver (rumored to be largely made of mithril.) Using the powers of the ruby skull, they imbued their city with great and terrible powers. Though they lived in this city for thousands of years, they were unable to finish the project, for they labored painstakingly to create a thing of perfection and thus did not rush in the least. Long before they were able to complete their city, the aboleth that lived in the underground lakes nearby began a war to rid their realm of the duergar. They were largely successful, and the duergar fled. The aboleth returned to the depths and the city lay dormant for centuries. Then the Serpent of Twilight, having learned from Salystra herself of the dormant powers built into the city, saw an opportunity to make the dulim powerful, and he led their leader Tralos

there. It was here that the race of dulim acquired their magical abilities, gaining them from the artifact city itself. Tralos immediately noted the worth of this city, but he also noted that it was too sacred to actually dwell within, so in 6376 E.R. he founded nearby the city of Celustel ("Silver Star"), naming this city in the language of the surface elves, for the dulim still spoke Altarian. Celustel still guards the approach to the Silver City. The only ones who dwell within the artifact city are a small sect of drow priestesses called the Keepers, who guard the Silver City carefully. Few dulim ever venture to this unholy site. An ancient prophesy holds that when the city is destroyed, the dulim race shall fail.

The second great city of the dulim was named Morclaenthaur ("Black Lake of Bondage"). It was located somewhere under present day Zeland. The city was founded by the dulam Sorcerer Nartiluk in 10,524 E.R.



in an effort to expand the area of dulim territory. At the time, the dulim envisioned a great underground empire with Celustel and Morclaenthaur as the northern and southern tips. As the empire grew in power, the dulim grew arrogant and decided to extend their territory above the surface. The surface dwellers responded with war and after the elven hero Fingalion returned from over the sea to help the forces of the surface, the dulim were defeated and Morclaenthaur was destroyed. This blow to the drow utterly destroyed their attempts at empire. For many centuries, contact between Celustel and the survivors was lost.

Darkonglaxsti ('Dark Rule of the Serpent Queen') was founded by Melegurtha Serpentmaid, she who killed Fingalion and led her people in retreat from the destruction of Morclaenthaur.

Darkonglaxsti is located under the Stonewall Mountains. It is the largest of all the dulim cities past and present. Most of the city is located in a vast underground cavern which is full of stalactites. The dulim of Darkonglaxsti used this natural phenomenon to build a highly defensible city. All houses and other structures are located in the great stalactites hanging from the roof of the cavern. Many of the most important structures are therefore quite high above the floor of the cavern and are very difficult to access and thus highly defensible. Roadways and paths exist on the cavern floor, and some are even carved into the roof. Others are made of hanging rope walkways. This city is a great splendor of the Dark Deeps, truly one of the most magnificent sights. The dulim of Darkonglaxsti and the duergar in this area enjoy relatively good relations. The duergar were very helpful in the construction of the city and were important allies during the early years when the fleeing dulim were in need of assistance. Trade flourishes between the two races in this area.

The last of the great cities of the dulim is Z'delik, located southwest of the Belendale. It was founded in 3247 F.R. by the politician G'farunk. He was a very powerful member

of the Darkonglaxsti elite who had been advocating for centuries for an invasion of the surface elves. When he finally gave up and left Darkonglaxsti, he led a huge following of dulim and slaves to the current site of Z'delik. The city was founded as a stepping off point for a great invasion of the elves of the light. The population grew quickly, as the idea of the invasion was quite popular among the dulim in general. Political intrigue and internal strife have kept this a dream so far, but the theocrat leaders of the city have not forgotten why their city exists. They never stop scheming and plotting for the day when they will get their revenge on their surface cousins.

Drow Timeline

Age of Immortals

c. 5556--The First Great War, The Battle of The Sarum, is fought between elves and the hordes of orcs and monsters. The dwarves of Liferock aid the elves. The fight would have been easily won, except a large faction of elves from Al-Dustriel inexplicably joins the evil forces.

c. 5605--The elven King Fingalion of the house of Mithaleil destroys a huge host of hobgoblins and trolls who attempt to invade the Sarumvest.

c. 5908--Fingalion speaks the Great Prophecy, intoning, "Great is the might of the Elves; they are Lords over all. Yet their might is tied to the Line of the Swan, the star of Núrion. Should the line fail, the elves shall face the end of their time in the Hinterlands.'

c. 6028--Fingalion departs for the Havens. The elven Queen Celewen, who continues the ongoing fight against Al-Dustriel and her allies, succeeds him.

c. 6301--The elves of Al-Dustriel and their orc allies defeat the army of Celewen at the Battle of the Dark Pass.

c. 6313--The elves, mustering their forces, defeat the army of Al-Dustriel at the Second Battle of the Dark Pass. The Power of Al-Dustriel is all but smashed, although they will manage to hold out for another century.

c. 6316--The forces of Queen Celewen invade Al-Dustriel's temporary capital city of Talas, and Al-Dustriel falls. Celewen orders the execution of any member of the house of Al-Dustriel who can be found. The evil elves are forced to find sanctuary deep underground. They are to become the dulim or drow.

c. 6376--After decades of wandering, the great dulam captain Tralos discovers the Silver City and finds the first great dulim city Celustel ("Silver City") (located under the Hills of Horror). The dulim are further twisted and empowered during their time here.

c. 10, 524--The dulam Sorcerer Nartiluk finds the second great dulim city Morclaenthaur ("Black Lake of Bondage") far to the west and brings a great force of dulim there by promising to use the city as a stepping off point for the invasion of the surface elves.

c. 12, 167--The first true dulim (drow) are sighted. The Elves send an emissary to parlay with these strange "new" elves. The emissary never returns.

c. 12, 512--The dulim attack the elves in the Sarumvest from a hidden underground tunnel. The attack is repulsed with difficulty and only after the elves receive aid from the reluctant dwarves of Wawmar and a small contingent of gnomish infantry.

c. 12, 575--The past elven King and hero Fingalion returns from the Havens to aid the elves in their battle against the newly discovered dulim.

c. 12, 601--The elves, dwarves, and gnomes invade the dulim city of Morclaenthaur ("Black Lake of Bondage"), led by Fingalion.

c. 12, 602--The elves, dwarves, and gnomes barely manage to overcome the dulim and destroy the city of Morclaenthaur. The dulam priestess Melegurtha Serpentmaid

kills Fingalion in the final onslaught. She then leads the remainder of her people deep into the unexplored Dark Deeps. Some of the gnomish infantry of the Sag caste, as well as their wives, vow to stay behind in the Dark Deeps, to keep the surface people apprised of the movements of the evil under the ground.

c. 12, 800--The dark elves, led by Melegurtha Serpentmaid, settle the secret dulim city of Darkonglaxsti ("Dark Rule of the Serpent Queen") deep beneath the Stonewall Mountains. Melegurtha is their new queen. During her reign, she harries the male dulim and makes them her slaves. Due to her influence, dulim society becomes largely matriarchal during this time. It has long since been a theocracy.

13,000--The dulim create their powerful artifact, the Amulet of Evernight, planning to use it to attack the Elves.

c. 13, 015--The Amulet is lost, ostensibly stolen by a fell race of the deeps with heads like small octopi. This fell race and the dulim began a five-century long war. The dark dwarves enter the war at various points and on both sides alternately.

Age of Men

c. 3247--The fourth of the great drow cities Z'delik is founded by the drow politician G'farunk. The population swells rapidly.

7623--The elven Shadow Walkers, led by Aminas, slay a huge party of drow in the Stone Wall Mts.

7796--A force of drow and slaves attack the capital of Orland from an underground passage undercover of great magic. They sack Jorland's Run and move on to take Orland. Ogres from the Salt Cliffs reinforce them.

Societal Structure

Dulim society is brutal and dangerous. The threat does not come so much from the

environment of the Dark Deeps, though it is harsh, nor from the attacks of other evil races, though they do wage war against the dulim; rather, the largest threat to any drow comes from other drow. Dark Elf society is a hotbed of political machination, backstabbing, and assassination. A drow, male or female, who makes it to the age of fading is a rare drow indeed.

Drow Society pays very little attention to gender as a rule. As with any humanoid race, males and females come together to procreate, but that is where traditional male and female designations end. The dulim pay close attention to their youngsters and spend much time searching for their calling. Indeed, an individual's calling is very important to the dulim. They believe that their patron goddess Salystra has a plan for each and every one of them. Each individual strives to maximize power throughout life. No roles are proscribed to females or males. It is only power that matters. When two or more people need to eat, the least powerful cooks. When undesirable tasks arise, it is the least powerful dulam that performs those tasks. Households and the larger political and genetic house groupings are often led by a female dulam. In other houses or organizations, a male may rule.

Dulim culture is very sexual, and few sexual acts are considered taboo. Monogamy is almost impossible to find amongst the dulim. Public acts of sexuality take place on a daily basis. The link between sex and procreation is barely acknowledged by the dulim. Pregnancy is often a by-product of sexual relations, but sex is sought for the sake of demonstrating power, asserting dominance, and seeking pleasure. When dulim females do become pregnant, they often end the pregnancy early. Offspring are considered a distraction from the pursuit of power. This serves to keep the dulim race small in numbers as compared to other races, even surface elves. However, the dulim are a very powerful race as a whole.

There is a class of female dulim, almost a cult really, that draw their power in society from their ability to breed. Fertility is often

thought of as a drawback by many female dulim, but not amongst these special females. These females have a particular religious designation and are considered sacred, although they have a small following and wield little real power. It is with them that the future of the race largely lies, and even more important to most dulim scholars, it is these breeders that help increase the power of the patron Goddess of the dulim, Salystra. These females are promiscuous like all drow, but they derive huge amounts of pleasure from the act of childbirth itself. Dulim sexual acts are often sado-masochistic, and the combined pain and pleasure that childbirth brings to these female dulim keeps them ever seeking pregnancy. Potions, magic, and other means are used to keep their fertility levels high, and they jealously guard a secret magic that shortens their gestation time from the normal 12 months for their race to 11 months. Childbirth among the females of this cult is a time of religious celebration and intense rituals. Salystra's magic is used wantonly at this time to heighten all types of pleasurable activities culminating in the birth of the child. This group of exceedingly devout female dulim cares little for the children they produce and immediately give them up for adoption. These offspring are prized by other drow, though, for they are considered a gift from Salystra herself. This cultish group remains small, for the members are extreme pleasure seekers, and it is power that runs dulim society. Thus, the female breeders never achieve high levels of personal power. They are, however, revered and respected by society in general for the necessary role that they perform. Most dulim value their children as the future of their race. This is important not only for the glory of their race but also to increase the number of worshippers of their patron goddess.

Once born, the dulim consider it very important that their young be thoroughly educated. The early years of a dulam are very rigidly controlled. Almost all offspring are placed at birth in a ward that simultaneously serves as a nursery and a

school. Their education is strictly organized around religious teachings, and therefore most dulim are extremely religious upon achieving adulthood. During school years, young dulim are given a ward name, which is usually short, such as "Gar" or "Mele". Upon graduation from their ward, dulim are awarded their second name. Thus, an adult may be named "Gar'zax" or "Mele'gurtha." The headmaster of the school is always a high-ranking member of the clergy. Secular and practical education is also taught in school, but mostly as they pertain to the greater goal of worshipping Salystra. Most practical education occurs during adulthood, though all dulim leave their ward with a chosen profession and some skill in this area. Classmates often become close friends and can even enter into a kin relationship. Equally common, however, is for ward mates to become lifelong enemies. It is not uncommon for recent graduates to kill one another once they are free of the ward's strict rules.

Once in adult society, a dulam often but not always takes a life partner or two, and in rare cases several partners. These couples, triads, or groups establish a household and share their resources to enhance their collective power in the society. They sometimes decide to raise young dulim who are either biologically related or adopted. Biological relatives are unimportant to the dulim. It is the adults and siblings that an individual grows up with that are considered an individual's family. Couples and triads that establish households may be same-sex or of mixed gender. In fact, gender matters little in the making of the match. It is usually sexual, but is also determined by strong friendship.

These bonds take place within larger extended families, called Houses. Every drow owes allegiance to one of these Houses. Dulim Houses are constantly vying for prestige, trying to curry favor in the eyes of the rulers of each city. The current level of favor that the rulers--usually the theocrats--convey on each House provides a rough societal hierarchy. This hierarchy changes

with time, however, as some Houses rise in esteem and others fall.

Lifestyle

Dulim society is focused on power, and the best way to gain personal power is either to take it or to be granted it by the Serpent Goddess. Therefore, the average drow spends her day scheming or worshipping. She dreams up plots by which she can try to rise within the ranks of her House, either by assassinating rivals or by currying favor with the current head of the House. Similarly, she machinates to improve the rank of her House in the community hierarchy, perhaps by framing another House or causing a project that another house is currently undertaking to fail. Occasionally, such scheming causes open warfare to break out between Houses, although the community rulers usually put a stop to such open hostilities (drow prefer their violence to be silent and sneaky). When she is not plotting, she spends a great deal of time worshipping Salystra. The importance of worshipping the Goddess is instilled in each drow during their rearing, and they take it very seriously. There is a practical reason for such worship, however: every drow hopes that if her prayers to Salystra are fervent enough, the goddess will grant her special favor and power in society and allow her to achieve the things that her scheming alone has failed to provide.

When not praying or machinating, a drow either takes care of the mundane workings of her daily life (like overseeing her slaves and keeping them in line, or taking care of her finances) or, more likely, she engages in one of many perverted leisure time activities. She may partake in sexual activities with her slaves or with other drow of her station (but never with drow beneath her station), she may partake of various drugs or hallucinatory substances, or she may host a torture show for her peers (all of whom are scheming to supplant her). In this popular drow pastime, a slave or criminal is

tormented in artful, creative ways; the object is to produce a "scream symphony."

Whatever her daily activities, a drow's life is never dull.

Crafts

While dulim are heavily involved in the planning of almost all projects concerning their communities, the dark elves leave almost every "practical craft," like the construction of furniture, textiles, food preparation, tools and implements, to their slave races. Since the dulim stemmed originally from the elves of Al-Dustriel, however, they still prize artistic objects and artistry. Certain dulim Houses, like House Ark'vax, are known for producing talented artists, and the influence of such houses increases because of this. Dark elves sculpt, paint, and craft jewelry, except their art is often described by surface races as "twisted," meaning that it has the typical slim, graceful, ornate appearance of the crafts produced by surface elves, but it appears somehow alien. It tends to have strange lines, and blade-like protuberances reminiscent of fangs often jut from the crafted object in places where such protuberances would have no function. Serpents, skulls, images of sexual perversions, and other dark themes serve as ornamentation on crafted items and as subjects of paintings.

Dulim also craft implements and tools of torture, especially sexual torture. They see these tools as objects of art the same as any sculpture or painting, and drow take as much care in creating and ornamenting these devices as they do with their more traditional artistic creations.

The only other things dulim make with their hands are weapons. They often forge their own longswords, daggers, and crossbows. Their favorite implement to construct, however, is the Dulim War Gauntlet. This is a metal and leather glove that is covered with all manner of strange protuberances and plates. With the press of a hidden

button, the thin blades, hooks, and corkscrews spring forth. Dulim do not use these gauntlets to punch, as the races of the surface often use their own war gauntlets. Rather, the dark elves employ these weapons in a graceful and dexterous combat style that looks like a dance, wherein any slight touch with the gauntlet will produce wicked, torturous lacerations on exposed flesh.

Interaction with Other Races

The dulim without exception consider themselves a superior race. A powerful drow subculture considers medusas and nagas quite mighty as well, but instances of any other race achieving any real power is almost unheard of in dulim society. For the most part, the dulim interact with other races in violent ways. They often make concerted efforts to wipe out entire colonies of rival races that they encounter. Their usually-superior tactics in warfare commonly enable them to do so quite easily. They do, however, realize the great benefit to their society of taking other races as slaves. In fact, dulim society is entirely dependent on slavery. Only in matters of religion are slaves usually completely absent, but even that realm occasionally sees a member of another race performing at a high-level capacity. In some cases, child rearing is even left to the slaves, though most dulim see this as quite dangerous to the future of their race.

The dulim as a rule are haughty, domineering, and power hungry. Dulim culture is mainly based upon personal power, so dulim to an extent strive to keep the numbers of their race limited. The fewer dulim there are the less competition exists, these dulim believe. Instances of infanticide and the murder of young children are not uncommon. Although most dulim are intelligent enough to respect the emergence of powerful and talented individuals, it is not uncommon for adults to dispose of a

young dulam who is showing too much promise and is likely to surpass his or her teacher. Many dulim suffer from a deep passionate self-hatred of their own race. These dulim mostly belong to a subculture that often look to naga or medusa as more advanced creatures.

One of the most interesting races that the dulim interact with is the yuan-ti. These half snake half humanoids were created by the dulim themselves through genetic engineering. Ever fascinated by serpents, the symbol of their goddess Salystra, dulim wizards attempted to create a master race by crossing serpents and humanoids. The experiments went well for many centuries, but the dulim failed to account for the racial empathy the yuan-ti felt for each other. Eventually the new race was able to break free from the yoke of their creators and successfully start their own society. To this day they are a difficult foe for the Dulim. Many yuan-ti are still present in dulim cities, but great care is kept to ensure they have no contact with one another. They are usually kept in positions of great solitude.

The dulim race considers genocide a glorious and unholy undertaking. They claim that the gods didn't plan for there to be a multitude of races on and within Núríon and that the drow are involved in a cleansing war to finish the sloppy job the gods started when they created intelligent life on Núríon. Each god has his or her chosen race, and the world should be reduced to at least these few. Though a few other races worship Salystra, the dulim and their slaves are her main worshippers. The dulim point to this fact as evidence of her superiority over the original gods. She is an evolved deity just as they have evolved from their surface beginnings. An even loftier goal would be for the drow to someday rid the world of all other races save Salystra's chosen race. The dulim often point to their claim to have completely exterminated the race commonly known as the deep gnomes or svirfneblin as a demonstration of their ability to cleanse the world of inferior races. These claims have not been substantiated,

but sightings of gnomes in the Dark Deeps are rare.

Medusas and naga are sometimes able to hold high-level positions in drow society. Some even consider them sacred. Medusas are often prized by sculptors for their ability to petrify their prey. Dulim sculptors have been known to use these ready-made statues as their starting point for great works of art. Nagas are prized for their ability to read thoughts, and many successful politicians will buy a naga slave early in their political career. These human-headed serpents are also prized as guards for their abilities, and wealthy dulim often use naga as watch-creatures.

The aboleth and the strange, alien squid-headed race are two of the most troublesome races for the dulim. The power and cunning of these races make the practice of keeping members of their races as slaves extremely rare but not unheard of. The alien Squid-headed monstrosities that rule their own cities through mental domination are rare in dulim cities, although they can sometimes be seen trading and doing business with the dulim. The drow are loath to attack them as they usually would another race, for historic attempts have been mostly disastrous. These creatures in turn seem to be content for now to trade with the dulim, although disappearances of drow expeditions through the territory of these creatures suggest that the Squid-headed monstrosities may be biding their time. The aboleth are never seen in dulim society due to their aquatic environment. The aboleth and the dulim have for the most part enjoyed an uneasy truce due to the great power of both races and the difficulty of waging war in their very different environments. The proximity of the aboleth to Xath'dustel (located under the Hills of Horror), the site of the original dulim city, encourages continued interaction. Many scholars believe, however, that both of these races would happily destroy the other if they had the opportunity.

The duergar are another powerful race in the Dark Deeps. They are valuable trading partners of the dulim, as they excel in craftsmanship like their surface cousins. Dulim cities of any size are often located near duergar settlements, and they reap mutual benefit. This arrangement does not stop the dulim from keeping duergar slaves, however, though such slaves are more rare than many of the other races. Some of the more common slave races found in dulim cities are derro, humans, kobolds, lizardmen, grimlocks, orcs, goblins, and hobgoblins. Whatever the race, the dulim attempt to assert their dominance early and often and foster a master-slave relationship whenever possible.

Half-Drow (Dultan)

Drow elves are not above mating with slaves of other races for their own sexual pleasure. Female drow would never carry the offspring of such a union to term, but male drow may for their own amusement impregnate female slaves of other races. The result is a half-drow. Half drow truly have the worst of both worlds-- they are looked upon by other races as drow and by the drow race as slaves. Still, they have their own unique gifts that might allow them to make something of their low social position.

Religion

Religion, or more specifically, worship of Salystra the Serpent Queen, encompasses much of the daily life of the dulim. In truth, had it not been for Salystra, the race of dulim would not even have existed.

Dulim society is a strict theocracy, with the most powerful cleric of Salystra as leader. All aspects of the society are controlled by the clergy, including schools, nurseries and the military.

Four times each day-typically during mealtimes and right before nightly meditations-all servants of Salystra are

required to devote ten minutes in prayer to the dark lady. Slaves and servants of the dulim are also required to lift up Salystra's name in prayer as well during these same periods, although they are never allowed to become clerics. Worship of other deities is absolutely prohibited in dulim society, with offenders quickly put to death at the sacrificial altar of the Serpent Queen.

There are two main high holy days in the worship of Salystra, known as Apartiax and Nepartiax. Apartiax occurs during mid-summer as known on the surface. It is at this time that the constellation of the Swan of Tal-Allustiel is closest to Núrion. This is a time of celebration and feasting among the dulim, where they give thanks to Salystra for their bounty. Nepartiax occurs during mid-winter and is the time at which the constellation is furthest from Núrion. During this time, the dulim sacrifice slaves and plead for Salystra to once again shine her favor on them.

Clerics of Salystra may choose from the Malice, Magic and Trickery domains. All clerics of Salystra are proficient with whips.

When certain drow of above-average ability reach sixth level, their goddess Salystra tests them. Although these tests vary, they are uniformly nasty. Those drow who fail are transformed into hideous half-snake half-elves called Drasps, and they become outcasts from dulim society.

Magic

As elves, dulim benefit from those magical abilities, like immunity to ghoulish touch, lack of a need to sleep, resistance to charm, and resistance to cold and disease, that the swan of Tal-Allustiel grants the entire race. As possessors of the Silver City, however, the dark elves are further steeped in magic. This city, itself a magical artifact, grants all drow further powers, such as darkness, dancing lights, faerie fire, and resistance to magic, especially compulsion magics.

Being imbued with this power, an exceptionally high portion of dulim choose the mystical arts, as the large numbers of slaves leave much free time for such learning. Magic is taught to dulim early in their lives by the church-run schools, where all dulim children learn to master their inherent abilities.

While arcane magic is not uncommon in their society, most consider it inferior to clerical magic. Despite this conception, many dulim societies host large cadres of arcane magic wielders, who often gather together to share spells and magical items for mutual gain.

Dulim spell casters, both divine and arcane, tend to specialize in mind-influencing and compulsions spells. They also show particular aptitude in the creation and use of magical items that relate to serpents. Many magic items currently in existence were created by dulim, including the Thrall's Collar, Eyes of Charming, and Rods of the Python and Viper.

Dulim spell casters have also mastered the art of creating intelligent weapons by binding the soul of a creature inside of a magical item. This process is quite rare, however, for it not only requires a subject to transfer into the item but also absorbs much of the life force of the caster. Despite these drawbacks, several items, many of which have artifact-level power, have been enchanted in this way.

Warfare

The dulim, although they are generally cruel and murderous by their very nature and will go out of their way to be so, rarely risk their own lives on the field of battle. In every walk of dulim life, slavery is commonplace and the dulim battlefield is no exception. A dulim army, if one can call it such, consists of relatively few dulim. Poorly equipped slave races make up the bulk of such a force, be they kobolds, orcs, goblinoids, derro, humans, or other sub-human races.

In battle, the slaves are ruled with an iron fist and many are usually culled for cowardice before a battle even starts. If the dulim ever bring themselves to fight in the front lines or are forced to do so, those without the luxury of advanced magical training pride themselves on being equipped with the finest armors, weapons and poisons. Such dulim usually fight in a loose skirmish formation and use their magical darkness ability to throw the enemy into disarray. Or, if fighting in darkness, they will use their minor illusion spells in an attempt to confuse the enemy before striking in a swift and deadly fashion, often with their famous Dulim War Gauntlets. If darkness did not cloak their movements, drow skirmishing hand-to-hand with these weapons would appear to be engaging in a vicious, bloody dance.

Those that do possess powerful magical and clerical abilities tend to be captains or commanders of such a force, and will, in general, use such spells and abilities primarily to protect themselves and to harm, trick or control their enemies. Thoughts of protecting allies very rarely cross a dulim's self-centered mind, though they have been known to do so if it is in their best interest, a fact that many of the dulims' more intelligent adversaries have taken advantage of in the past.

A dulim values his virtual immortality greatly, and will do his best to preserve his own life, in heartless and often selfish ways. Be it through vastly superior strength of arms, underhand uses of poisons and magic, a wall of a thousand expendable slaves, or even flight, a dulim will never fight fairly if he or she can help it, and least of all will a dulim willingly give up its own life, no matter what the cause.

Uniqueness of Farland Drow

Besides their cultural differences, dulim in Farland differ from drow in other worlds in two major ways: their fading and the source

of their innate magical abilities. First, the fact that the route to Faerie has been cut off and has thus doomed them to a living death unknown among surface elves fills drow with a unique bitterness and anger stronger than that of drow on other worlds. The dulim hate life and surface elves with a burning enmity to match the fire in their souls that eventually burns away their bodies and causes their fading. Second, drow get their drow magic and their common magical abilities from their possession of their Silver Artifact City. This makes the individual dulim more dangerous and powerful than the average surface elf, but the fact that the city could one day fall into enemy hands means that their racial powers could potentially be removed. The drow know this and thus keep the city's existence a closely guarded secret. They fear the day that their sacred site might slip from their grasp.

Orcish Society

Characteristics

Orcs are notoriously ugly, vicious, and cruel. Because of their penchant to crossbreed with other races and to live in isolated tribes, orcs vary widely in appearance. They are rarely shorter than 4'5" or taller than 6', but they range everywhere in between and the shape of their bodies varies widely. Their skin ranges from green, to brown, to gray and shades in between. Most orcs do have fangs or tusks of some sort, lupine ears, red eyes, claw hands, and an aggressive temperament. They are generally very disorganized and destructive, reveling in cruelty and suffering. Orcs hate bright light and the sun (though they are not harmed by it) but can see quite well in darkness (60' darkvision). Their forms are twisted and humans tend to find them among the most unlovely of the dark races. They are, however, naturally quite strong,

with this trait seemingly being passed down from the orcish parent even in crossbreeds, but their weak will and hideous appearance hampers them in any endeavor that is not related to fighting. Orcs generally have a fairly short life span (40 to 50 years if allowed to die of natural causes, which is rare) but breed quickly when directed to do so by the dark forces. Their gestation period ranges from 9 months to 6.5 months when the dark will is active.

Varieties

There are many varieties of orcs, because of interbreeding and tribal isolation. Most of these differences are simply cosmetic; for example, sloped foreheads, long arms, and gray skin might characterize one tribe, while warts, green skin, and tusks might characterize another tribe. There are, though, several substantially different sub-races of orcs, most of which have been bred by some dark lord in the depths of time. One major sub-race often seen in the Hinterlands of Farland is the Great Orcs, called by themselves *Oluks*. These giant orcs are smarter and stronger than their lesser brethren, serving as captains in orcish armies and leaders in orcish societies. These great orcs are much more homogenous in appearance: they usually have black or gray skin, small fangs, and an upright appearance. They are fierce fighters and sometimes even become clerics and spell casters. They are unaffected by the sun. Besides *oluks*, three other breeds of orcs are common the *snogs*, *skaruk*, and *irzuk*. These are detailed below.

Snog

Named from the Dark Speech word for "slave," *snogs* are the common orcs bred in the pits of a Hoth or Lord of Sin. They are ugly and destructive, and they revel in viciousness and cruelty.

Skaruk

Skaruk means "wild ones." These Wild Orcs are orcs that are born in the wilderness rather than in a breeding pit. They don't serve a Hoth, dark lord, or Lord of Sin, though they often serve an orcish tribal warlord. They are known for their fierce tempers and survival skills.

Irzuk

Irzuk orcs are the red-skinned Orcs of the Vale, who are known for their sense of smell. These strange orcs have a natural hearty resistance to cold and most of them can be found in the Nameless City, though they were originally bred in the spawning pits of Gorug.

History

Orcs have little in the way of written history, being a generally illiterate culture. Most of orcish history consists of endless wars, sparked by fights for land or resources, but generally simply motivated by desire for conquest and destruction. Because of the darkness that clouds their past, scholars do not even know where the orcish race comes from, although tomes in the ancient libraries of the Far City state that orcs were once another race, which fell through internal flaws into corruption of spirit and body. Exactly what race or races they sprang from is not known, but the obstinate refusal of Elven scholars to address this issue might provide some clue. Orcish legends tell of a once great orc-nation called Rothnog, located near present day Kelerak. Orcs claim that this state was the most powerful country ever to exist; they brag that it is responsible for the destruction of the first Dwarfhold of Liferock, and they claim that it would still rule the land if it had not fallen as a result of internal strife.

Besides the ancient Kingdoms of Rothnog and Stor-gris, the only cities that orcs could historically call their own

were Gorug and Haigrog (Orc-haven), the two ancestral holdings of the orc race. For many thousands of years these cities have existed, mostly as crude settlements, and they have been sacked and burned numerous times, and as many times by orcs as by other races. Until the victory of the Wintervale approximately 350 years ago, the Dweller periodically used nearly every resident of these cities in the perpetual Western Wars, which the orcs called the Wars of Orc-Pain, and as such the communities remained crude and barbaric. After the Dark Conquest, the denizens of these two cities were left in relative peace, which they promptly used to wage war on each other. Neither city was interested in decimating its population in reckless onslaughts, however, and as such they turned to solutions that were subtler, at least for orcs. The oluk leaders of Gorug developed a secret breeding plan, to create specialized orcs and dark folk to completely



destroy the enemy city. The Denizens of Orc-haven, on the other hand, cultivated the ability to create machines and engines of war. They created devices to hurl fire and rock long distances, devices to use against infantry, and gigantic self-propelled towers to scale walls. In the process of this strange arms race, these two cities developed something of a culture rare among orcs, even in the conquered and more civilized lands. They each developed ruling classes and even written histories and plans. The ruling caste of Gorug is the Leg-Breakers and the ruling tribe of Orc-haven is the Red Fangs, and both of these clans are responsible for the written records of their city. Luckily for the rest of Farland, and perhaps even for the Wintervale, the perpetual strife between these two cities retards their cultural and military progress, and both cities are still under the sway of the Nameless City and still provide troops if they are called upon to do so.

Besides their origin, the histories of their ancestral cities, and the never ending Western wars, the only other point of note in orcish history is the point of their ultimate victory: the Dark Conquest. Centuries ago the cunning of the Dweller in the Vale managed finally to enable the defeat of the good kingdoms, and orcs took up residence in the homes of their enemies. They promptly begin lording it over the vanquished humans, enslaving them, confiscating their property, and generally running amok. Only the small wisdom of their masters has stopped them from squandering all of the resources of the defeated lands, which would have resulted in the starvation of both their own race as well as the newly-enslaved human and demi-human races.

Society

Orcish society is patriarchal, and might makes right on an individual scale and a social one. The only laws that are enforced are done so through direct displays of power and fear. Orcs tend to be very disorganized,

and they live by a credo of avoiding pain while causing it in others at any opportunity. They are invariably avaricious, covetous, cruel, and even cannibalistic. Orcs in the wild are quite barbaric, living tribally and engaging in ceaseless warfare with all nearby creatures, even other tribes. They give their tribes violent names such as the Blood-Drinkers and the Bone Crushers. These tribes tend to distinguish themselves by a unique tendency to do something unpleasant. For example, one tribe might collect grisly trophies, while another tribe might carve their mark or symbol into the flesh of their enemies, living or dead. These tribes have no formal hierarchy and are simply ruled by Chieftains or Bosses.

Orcs have also been living in the conquered civilized cities, the foremost of which is the Far City or *Gurz-Goi* in orcish. Orcs have been forced by their leaders in these cities to adopt a more civilized lifestyle; they must serve regularly as guards, and some have even taken up human trades such as trading or blacksmithing. The ruler of any orc city is known as a *Hoth*, second only to one of the Lords of Sin, called the Big Bosses by the orcs. These city orcs have come to be called Civilized Orcs, and they have grown to hate the orcs of the wilderness, whom they call Wild Orcs (the favored class of a civilized orc is fighter). Orcs from the conquered cities often undertake extermination attacks against the disorganized orcs of the wild. Because both groups of orcs practice slavery, the Civilized Orcs often capture Wild Orcs and keep them as slaves. This practice of the city orcs has created in the occupied kingdoms dangerous clans of wandering bandit-orcs, made up of refugees from the wild tribes as well as escaped slaves. These bands are enemies of both humans and orcs, and will fight wildly to avoid capture or death.

Culture

Orcs do have rituals and customs among their race, all of which involve violence or bloodshed in some sense. For example, any

command by one orc to another must swiftly be followed by a cuff or a blow, or the lower orc is bound to disobey, taking the order as a joke. Only pain will drive the point home to the subservient orc that the order is a serious matter. One of the main rituals among the orcs is a coming of age ritual; a young orc warrior must defeat and often slay an older warrior in order to take his place in the tribe. For this reason, male orcs will often slay their own male offspring unless prevented by their leaders. Slaying offspring is illegal among orcs for obvious reasons, but it is nonetheless difficult to prevent. Luckily for the race, male orcs are born at a rate of two to one, or the species might die out. Orcs can also move up in the ranks by fighting the orc who currently occupies the desired position.

Besides these battle rituals, the orcs have few other customs. They do not marry, and indeed generally keep their females locked in a spawning pit, to which the strongest orcs jealously guard access. They reward loyalty or fierceness in combat with a visit to these pits. They do not enjoy music and the only instruments they play are drums and horns, but they employ them only in a military capacity. They have little by way of art and generally do not appreciate beautiful things at all, although they do take pleasure in defacing buildings, objects, and statues with graffiti. In a sense, they even do the same to their own bodies, as many tribes purposefully scar themselves; the medicine they employ is known to result in horrid scars to any wound to which it is applied, although it does tend to speed the healing process. Other races do tattoo themselves, although their work is purposefully unattractive and ugly. They do chant, although they do not sing, but the chants they employ always relate to war and generally are used to keep cadence for marching troops. The following is an example of a typical orc-chant.

*Onward, dogs, to strife, to war
Whips at back drive feet that's sore
With gnash of tusk and fire that's red
No resting now unless you're dead.*

*Gralar! Gralay! With blood and clash of steel!
Yahoy! Yahay! We fight for our next meal!
No pause, no cease, no give or retreat
Fight on in cold or wretched heat!*

*They tell us fight for Hoth and Hai
I say be damned until you die
No light no water for another day
Who needs that claptrap anyway?*

*Broken tusk and aching back
We battle now, cities to sack
And Then we crawl back to the pit
Your death and doom in blood is writ!*

*Onward, dogs, to strife, to war
Whips at back drive feet that's sore
With gnash of fang and fire that's red
Life is pain and then you're dead!*

Gralay! Gralar! Yahay! Yahar!

Orcs drink a disgusting concoction called Orc Blood Grog, made from spiced and fermented blood; horse blood is preferred, but human blood will do fine. Orcs in general speak a debased language made from a core language originally taught to them by the Dweller, and mixed in over the years with words borrowed liberally from other languages. This language, called the Dark Speech, is heavy with words for pain, violence, and torture, and almost bereft of words pertaining to light, beauty, and art.

Religion

Orcs in general are not religious; being that their life is so grim, they generally feel that they have little to be thankful for. Their oluk masters, however, force them to attend worship on a regular basis, that the power of the dark god Vornoth might not wane. An orcish worship service consists of sacrifice of some animal or sentient creature, after which the orcs eat the still wriggling

creature raw, liberally splashing themselves with blood. The orcs are driven through the steps of the service with whips and shouts, though, so they find little pleasure even in this orgy of violence. After the service, the orcish clerics lead the orcs in a prayer to Vornoth-Walker-in-Darkness, a prayer that the orcish troops never remember from one service to the next. Part of this is to be blamed on their poor memories and low intelligence, but some of it is truly due to the fact that the clerics themselves often change the prayer because they too forget part of it. A typical orcish prayer might resemble this:

*Oh, Dark One
Oh, Bat Lord
Oh, Pain-bringer
Grant us food
Grant us air
Grant us victory
Slay our enemies
Tear their flesh
Gouge their eyes
Smash their bones
Save their blood
For us to drink.
In slaying our enemies
Do not slay us
That we might fall
Under sword and blade
In your service.*

Warfare

Orcs themselves are quite undisciplined and generally, after a quick arrow volley, charge in a disorganized mob towards the enemy, blowing horns and shouting wildly. An organized army can generally repulse them with only small effort. Much more dangerous are orcish armies directed by Oluk orcs. In these armies, the smaller orcs, called snogs or "slaves" by the oluks, are welded into organized battalions that attack with at least a semblance of order. Even still, orcs rely on their numbers and their wild assaults to win the day. Although orcs do forge poor equipment, they prefer to loot

their arms from fallen foes and will fight with whatever armor and weapons they can scavenge. If given the choice, they tend to favor serrated black scimitars and short bows or javelins, but spears and axes are a second choice. Oluk orcs fight with greatswords and favor short and longbows as well as crossbows. Oluks often tire of wasting their time sending snogs to do their dirty work, and they thus gather in small war bands to tackle tougher foes. These bands, which attack using well-executed tactics, are downright fearsome. It is certain that a war boss employs a bodyguard of oluks. The over-generals of orcish armies are called *Hoths*; the under-generals are called *Hais*; the Captains are called *Higdums*, and the foot soldiers are called *snogs*. Orcs never ride horses and thus orcish armies rarely employ cavalry; their only mounted troops generally consist of goblins mounted on Wargs. Orcish armies also rarely employ archers, pike men, or otherwise specialized units. Each infantryman carries a bow and fulfills the



role of an archer as the occasion demands.

Uniqueness of Farland Orcs

Orcs in Farland are unique because they apparently have a built-in capacity to be directed or controlled from a distance. Each Lord of Sin has apparently been instilled with a power that has come to be known as the Dark Will, the ability to send general orders to all evil creatures in his domain. Orcs are particularly susceptible to this compelling force. The Will cannot give specific orders, such as to recover a certain item, but it can direct groups of orcs to head in a certain direction, to go to war, to harry travelers, or to loot and burn. When Orcs under the dark will are directed to go to war, they begin to breed at a prodigious rate, producing massive amounts of soldiers for the evil armies; their gestation period, normally a full 9 months, drops to a mere 6.5 months. When not directed to breed by the Dark Will, orcs breed only about as fast as humans. Orc and other dark folk PCs can sense when the Dark Will is active, but they cannot tell specifically what its commands are. Neither are they compelled by it.

Chapter Eight: Gods of Farland

Religions

The gods of the World of Farland started the endless wars that have marred the land, and their desire to gain power through the Worship Mechanism so that they can win the Ontological War continues to drive the ceaseless wheel of strife. These gods are detailed below. The planes on which they dwell are detailed in *The World of Farland Game Master's Handbook*.

Greater Deities	Alignment	Domain
Heshtail the Merciful	LG	Life, Light
Bestra, Lady of Goodness	NG	Life, Light, Nature
Kantor the Crusader	CG	Light, Tempest, War
Neltak, Lord of Law	LN	Knowledge, Light, War
Dekk, Lord of Balance	N	Knowledge, Life, Nature
Bel, Lord Thief	CN	Tempest, Trickery
Vornoth, the Dark Walker	E	Death, Knowledge, War
Tal-Allustiel, Elflord	NG	Knowledge, Light, Nature
Khuldul Rockcarver	LG	Life, War
Khuckduck Gemcutter	LG	Life, Trickery
Bunga Proudfoot, Halfling Lord	NG	Life, Light, Trickery

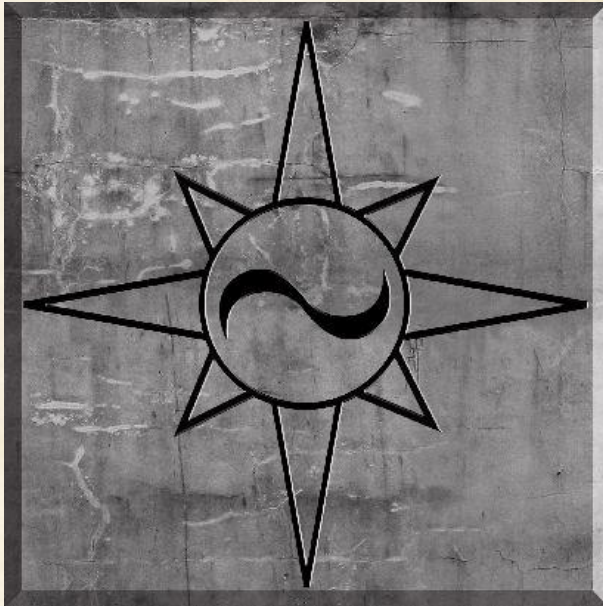
Lesser Deities	Alignment	Domains
Reeanan the Bright	LG	Light, Knowledge
Calbran, Lord of Luck	NG	Life, Trickery
Thrantan, Lord of Lightning	CG	Tempest, War
Aknor the True	LN	Knowledge, Life
Janora, Goddess of Fate	N	Knowledge, Light
Flamgart, Fire God	CN	Tempest, War
Grlarshh, Death God	NE	Death, Malice, Trickery
Dhurli Ironbeard	LG	Knowledge, Light, Life
Barlifandorf	NG	Knowledge, Life
Bucca Tunnelly	CG	Life, Tempest, Trickery
Salystra, Queen of the Drow	CE	Malice, Trickery, War



Greater Deities

Human Gods

Heshtail (The Merciful One)



Power of Caelestin, Lawful Good

Heshtail is pictured as a wise old man who carries a staff and a sword. He is also pictured as a venerable healer, carrying bandages and food to the sick. On top of other worship, his followers revere him by holding a midnight vigil once a month where candles are burned on a special star-shaped pallet, which is held by the high priest. No priest of Heshtail will refuse to grant aid to the wounded, nor will they hesitate to slay the fatally ill out of mercy. The worship of Heshtail was very popular before the Dark Times, but now it is expressly forbidden in occupied lands.

Heshtail commands his followers thus:

- Aid the sick.
- Succor the wounded.

- Work to promote justice.
- Fight against evil for goodness and light.

Holy days: New Moon, New Year, Yule (25 of Belos), 15th of Reaanos, Radae worship (7th day of the week)

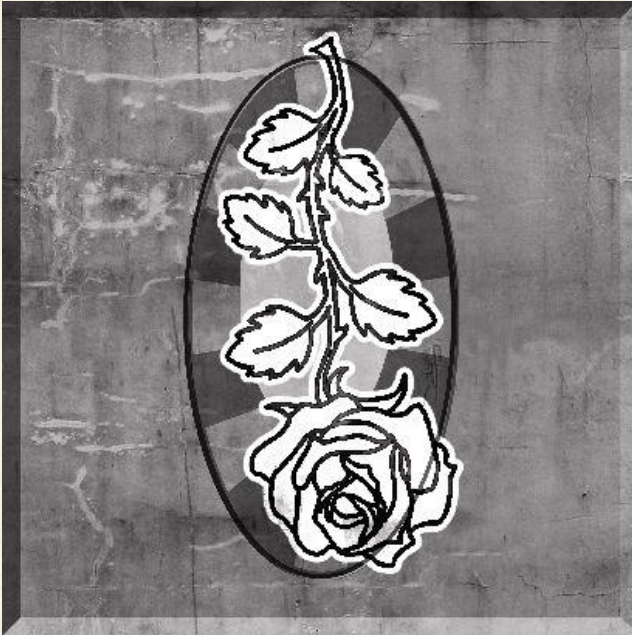
Holy Month: Heshtalos (5th month)

Ceremonies: Candles are burned on a special star-shaped pallet at midnight on the new moon, Radae worship (7th day), Sun Ceremony at noon on 15th of Reaanos, Ceremony of the wounded during Yule time, Ceremony of Laws (12th of Bestalos), others

Church structure: The temple is arranged according to a very structured hierarchical order. There are two main branches of the temple; they represent the staff and the sword of Heshtail. The first branch is the order of the Faithful, representing those concerned with the day to day operations of the temples themselves. They are ranked from: Low Friar, Friar, Prior, Abbot, Cleric, High Cleric, Bishop, to Potentate. The other branch is the order of the Militant, representing the armed forces of the church. They are ranked: from Attendant, Hospitaler, Templer, Sergeant Faithful, Drapier, Marshal, Seneschal, to Master General. Individual temples are ranked according to Districts, with each district having a Potentate. In unoccupied lands, all the districts are ruled over by the High Potentate. The other minor branch of the church of Heshtail is actually the temple of Reeanan. This temple is technically a part of Heshtail's church, but it has its own structure and is semi-independent.

Tithe and donations: 5% to the sick or poor, 5 % to the temple. Players are encouraged to add suitable ceremonies and other details of their own.

Bestra (Lady of Goodness)



Power of Efferenus, Neutral Good

Bestra is pictured as a beautiful woman armed with a shield and a harp. She is kind and nurturing, prayed to by mothers everywhere. Her worshipers hold a yearly feast with the crops that Bestra the Good has allowed to grow. Her clerics tend to wear a cloth of red satin somewhere on their body, to symbolize the love of Bestra. She is also the patron of poets, minstrels and bards everywhere. Her clerics will never fail to do their best to protect a good creature.

Bestra commands her followers thus:

- Revere nature, for it is beloved of Bestra.
- Nothing is greater than love.
- Protect life even if it means giving your own.

Holy days: Wedae worship (1st day), Harvest, Planting, Midsummer, Yule, 1st of Calbros

Holy Month: Bestalos (4th month).

Ceremonies: Yearly feast of Bestra on Harvest day, Dance of Midsummer 20th of

Reeanos, Ceremony of the mothers on Yule, Harp ceremony (24th of Heshtalos), Protection service (24th of Calbros), others.

Church structure: The church is structured in a dual way. There is the Order of the Temple, which tends to its daily maintenance. It is ranked: from Holy servant, Healer, Father or Mother, Deacon, to Counselor. The other branch is the Order of Service, which consists of traveling clerics or monks. It is ranked: from Novice, Cellarer, Planter, Healer, Cantor, to Sancristan. The Church of Bestra values pragmatic service more than rank. The church has no over-all leader, but has a High Counsel, made up of each temple's Counselor from the geographical area, which rules it.

Tithe and donations: 8% to temple. Players are encouraged to add suitable ceremonies and other details of their own.

Kantor (The Crusader)



Power of Aeron, Chaotic Good

Kantor is pictured as a bearded old man in chainmail, wielding a battle axe. A hawk named Deepsea perches on his shoulder. He

wears a great, battered old helm and smells slightly of the sea. His clerics are the most violent of the good clerics, but only in the defense of good, never in aggression. His worshippers do not care for laws, but believe in helping their neighbors. Once a year they make a pilgrimage to the nearest large body of water and burn a piece of ash at its shore. The clerics of Kantor are among those who despise the rule of evil the most.

Kantor commands his followers thus:

- Do whatever you can to forward the cause of goodness, even if you must work outside the law.
- Live life to its fullest.
- Never pass up the opportunity to fight evil.
- Kantor smiles on the brave.

Holy days: Suildae worship (5th day), 30th of Thrantos, Yule, Midsummer, 1st of Janoros

Holy Month: Kantalos (1st month)

Ceremonies: Ash Pilgrimage during Kantalos, Ceremony of Storms during 30th of Thrantos (3rd Month), Feast of Fallen Heroes during 1st of Janoros (read a Funeral Prayer of Kantor from this ceremony here), Ceremony of Navigation (first Suildae in Flamgos), others.

Church structure: The Church of Kantor has little over-all organization. Each temple is mainly left to its own devices, handling its own administration and daily business. Only in times of war do the temples of Kantor band together into a Holy Protectorate, electing a High Priest-Marshall to oversee all of the temples in the geographical area. When the crisis has passed, the Protectorate dissolves, leaving the temples to go about doing the good business of Kantor unfettered. The internal hierarchy of each temple differs, although it is generally loose nit. A common arrangement might be: from Servant-brother, Priest, Cardinal Priest, to High Priest.

Tithe and donations: 10% to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Neltak (Lord of Law)



Power of Cogiton, Lawful Neutral

Neltak is generally regarded as a large muscular man, bare-chested from the waist up. He carries a large headsman's axe, which he maintains all laws with. His clerics revere Neltak above all others, and as such, are sticklers for the laws of their society. They generally are a benefit to their society because they uphold its laws so well. The religion of Neltak was the state religion of Farland the Great before its occupation. The priests worship Neltak by gathering in a ceremonial "Court of Neltak" once a month, wherein the laws of the sect and of the society are discussed. The head Priest of Neltak in an area always carries a great, ceremonial axe. His worshippers hate thieves, usually. Specialty priests of Neltak are called Guardians.

Neltak commands his followers thus:

- Defend the law, for it is your only bulwark against chaos.
- Property and ownership are blessed.
- Do not lie, and punish those who do.
- Seek justice.

Holy days: Hoarmdae (3rd day), 7th of Neltalos, New Years, Summer Solstice, Vernal Equinox

Holy Month: Neltalos (2nd month)

Ceremonies: Court of Neltak, held on the 7th of every month except Vornos, ritual of Augury on the 14th of Neltalos, Ritual of order on the 21st of every third month, ritual of law on the 7th of every 7th month, Ritual of Justice (3rd of every 3rd month), Ritual of Protection (14th of Calbros)

Church structure: This extremely organized church is divided into four parts. These are, in decreasing order or authority, the Pontifices (the advisors of the Church), the Sacris Facundis (in charge of rituals), the Bellonium (the division of the Church in charge of war), and the Augurs (these are the clerics and Priests). Each individual in each branch is ranked from: Dialis, Unos, Flamen, Divanarum, Ritualost, Pietos, to Maximus. Thus one could be a Dialis Pontifice, a Flamen Augur, a Unos Sacris Facundis, or a Maximus Bellonius. Each rank also has a high and a low level. Thus, one could be a High Maximus Pontifice. There is only one High Maximus Pontifice, who resides in the Far City and who presides over the entire church of Neltak.

Tithe and donations: 10% to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Dekk (Lord of Balance)

Power of Concordia, Neutral

Dekk is pictured as a wizened old sage or wizard, dressed in robes and a cloak. He has a long white beard and is bald. He is often the God of sages and wizards, as well as his



personal priests, who are often very much like wizards themselves. Some are often mage/priests. The worshippers of Dekk try to be as neutral in all matters as possible, because they believe that only in such a state can they accurately garner and record knowledge. Their ire is usually aroused only when someone insults their God, who they revere greatly, or when someone needlessly destroys some source of knowledge. Dekk's priests gather to worship Dekk by venerating his great golden scale (one in each major temple) once a month. The priests of Dekk usually value knowledge greatly.

Dekk commands his followers thus:

- Seek knowledge.
- Maintain balance in everything.
- Revere your homeland and nature.
- Magic is the blessing of Dekk.

Holy days: Dwardae (6th day), 1st day of Janoros (6th month), Winter Solstice, Yule, solar and lunar eclipses (both full and partial)

Holy Month: Dekkos (10th month)

Ceremonies: Ceremony of the Golden Scale on the 6th day of the last week of every month, Ceremony of Twilight on the 30th of Janoros, Ceremony of Dawn (1st of Flamgos), Day of Holy Knowing (1st of Janoros), Day of Holy Secrets (30th of Belos)

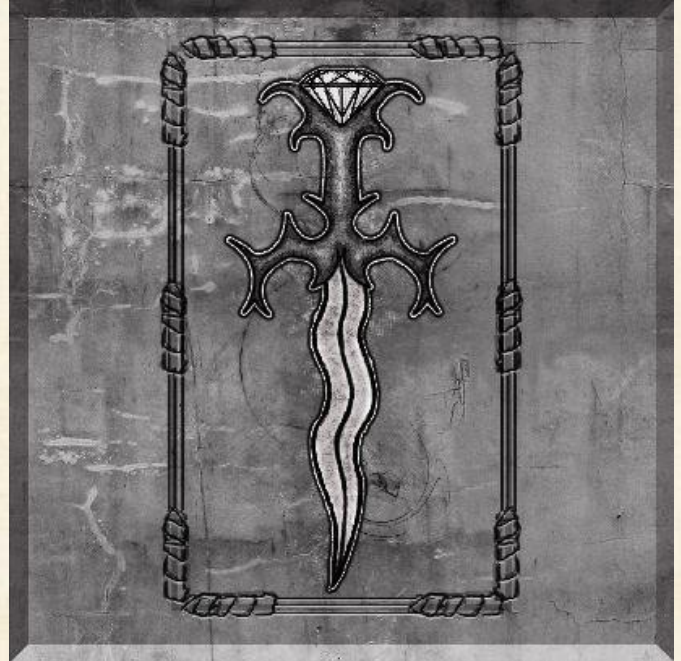
Church structure: The Church of Dekk is entirely monastic. This monasticism is arranged in a dual structure. It is divided into Holy Transcribers, responsible for ceremonies, rituals, and histories, and Holy Brethren, responsible for everyday operations of the church. The Holy Transcribers are arranged from: Novice, Scribe, Teacher, Refectorian, Librarian, to Sacristan. The Holy Brethren are arranged from: Infirmarian, Cellarer, Kitchener, Almoner, Canter, to Abbot. All of the Holy Monks of Dekk work together in a perfect unison and harmony, and none are above getting their hands dirty in some hard work, as they believe that hard work leads to a clear mind and inner neutral harmony. The church has access to more goods than one would think, due to their monastic lifestyle. This is due to the sub-church of Dekk, the Official church of Janora.

Tithe and donations: 12 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Bel (Lord Rogue)

Power of Nemux, Chaotic Neutral

Bel is pictured as a man-like being. His features are indeterminate, as he is wrapped in a large black or brown cloak. He wields a dagger. His worshippers are very thief-like, and Bel's temples are often havens for thieves. The temples themselves are often built in a purposely chaotic pattern. The clerics of Bel always wear a brown or black cloak, to symbolize the cloak of their God. This is the only religion that is allowed in the dark times. In fact, it is often encouraged. However, priests of Bel tend to secretly resent their masters, as they try to



take over their religion too much. These priests are not evil, after all, only very whimsical.

Bel commands his followers thus:

- Get what you deserve.
- Whimsy is the spice of life.
- Never come in the front door when you can sneak in the back.
- Storms are holy.

Holy days: Every 11th day, 11th of Flamgos, Hallowed Eve (12th of Vornos)

Holy Month: Belos (11th month)

Ceremonies: Varies by temple.

Church structure: The Church of Bel has little structure. Each individual temple is left to govern itself. The church individual temples have never been known to band together, although the members of each temple respect priests from other temples. Internally, each temple is loosely arranged according to the power of the priests, from: Friar Servant, Friar, Cleric, Holy Cleric, to High Cleric.

Tithe and donations: 8 % to Church. Players

are encouraged to add suitable ceremonies and other details of their own.

Vornoth (Vornok, Vornosh, He-who-walks-in-Darkness, The Walker, The Dark Walker, The Night Walker)



Power of Barathus, Carcus, and Malor; Evil

The Walker is a mysterious god worshipped in different forms by many of the evil races. His form is represented as different by every race, but it is always horrible. This worship was expressly forbidden before the Dark Times, although it was practiced in secret. Now it is the Occupied Kingdoms' legal human religion, and the only one that is not hunted out (with the sometimes exception of Bel). Clerics of The Walker often practice blood sacrifices of all races. It is said that The Walker exacts some price from all of his clerics, but this is not proven. Nonetheless, the percentage of deformed clerics of The Walker is unusually high.

Vornoth commands his followers thus:

- Every creature should worship the Dark One, and it is your duty to make that happen.
- The world belongs to the Walker-in-Darkness, and you may share in his glory if you promote his cause.
- Weakness deserves death.
- Take what is yours. If others cannot keep it, it was never theirs.

Holy days: Khamdae worship (2nd day), Feast of the Fallen, Dark Day, Hallowed Eve (12th day of Vornos), Ceremony of Absolute Majesty

Holy Month: Vornos (12th month).

Ceremonies: Blood sacrifice of a sentient being during the ceremony of Dark Day (1st of Vornos), Releasing of a great swarm of bats amidst holy chants as part of the Ceremony of Absolute Majesty (1st of Heshtalos), Ceremony of the Entombing (1st of Janoros), others

Church structure: Secret (also it varies). At least one constant is that priests who worship Vornoth and not one of his incarnations hold the Dweller in the Vale to be the head of their Church.

Tithe and donations: 10% to temple.

Non-human gods

Tal-Allustiel (Elven Power)

Power of Efferenus (Faerie), Neutral Good

Tal-Allustiel is revered by almost all of the Elhil. He is pictured as a tall elf whose beauty and majesty are awe-inspiring. Elves worship Tal-Allustiel by always upholding



the noble ways of the Elhil and working to preserve the forests and all that which is elven. Tal-Allustiel has no temple; his priests worship him in the most beautiful glades they can find on bright sunny days. His priests only gather once every 5 to 10 years for the Meet-of-Elhil, wherein beautiful silver circlets and magic scrolls are sacrificed to Tal-Allustiel.

Tal-Allustiel commands his followers thus:

- As you are one with the planet, maintain it.
- The only thing that is immutable is art and beauty.
- Magic is art; art is magic.
- Evil means the destruction of that which is beautiful; fight it.

Holy days: Glorfinaer (5th day), 1st of Artanal, 1st of Yavekal (10th month), 15th of Silial (9th Month), others

Holy Month: Sulimal (4th month), and Artanal (5th month)

Ceremonies: Thranalhil (Meet-of-Elhil), Ranarmane (Ceremony of the Sundering, 17th of Valsal), Vanarimane (Ritual of

Naming) , Balemane (Ceremony of Magic), Ithilimane (Ritual of Memory), others

Church structure: The Church of Tal-Allustiel is extremely loosely organized. Each Elven village has a temple organization, but the Priests simply meet in glades, meadows or clearings. Many Elven Houses have their own resident Priest. There is an unofficial "High Priest" in each village or settlement. This Priest has unofficial command over the other priests of Tal-Allustiel in the village. There is one High Priest of Tal-Allustiel in the Summervale who is the unofficial head of the Church. The elves feel that an official church or church hierarchy is unnecessary, as each Priest will gladly and willingly serve his superiors, his community or his people to forward the ways of the elves and of Tal-Allustiel.

Tithe and donations: 8 % to Community, Superiors, or House. Players are encouraged to add suitable ceremonies and other details of their own.

Khuldul Rockcarver (Lord of Dwarves)



Power of Caelestin, Lawful Good

Khuldul Rockcarver is called God-Under-The-Mountain. He is said to have created dwarves from the Lifestone found at the heart of the legendary Mt. Creation, long since lost. Dwarves worship him by praying before a battle or other strenuous endeavor. Worshippers often dedicate any goblinoids they have killed to Khuldul, as he (and all dwarves) hates them. Rockcarver used to be worshipped by sacrificing excess gold to him when dwarves had their homes, but now he is exalted in the heart of battle. Priests of Khuldul often try to instill spirit and order to the fighting dwarves.

Khuldul commands his followers thus:

- Hearth and home are best in life. Make them strong and defend them.
- Work is enjoyment.
- Skill in craft or endeavor is the utmost goal.
- Deal justice.
- Fight against those that would unjustly take what is yours.

Holy days: Every fourth day, Full moons (All Forges Eve), Soulforge Gathering (every four years), Eclipses, New year

Holy Month: Khuldin (3rd Month)

Ceremonies: Un Kyldin (All Forges Eve), Os Oodin (Soulforge Gathering), Dy Oindin (Consecration of Hearths), Os Tholus (New year Gathering), others

Church structure: The church of Khuldul used to be, in the time before the Lords of Sin, the center of Dwarven life. Before an artist's works were begun, one would give offerings in hope of completing a beautiful work at the end of the endeavor. Likewise, artists would go to the church again and give thanks for the success or ask for guidance in the case of failure. Warriors, mothers, farmers, royalty one and all gave to the temple financially, worshipped at the temple, and gathered for community dialogue there. Now with the loss of traditional homelands for the dwarves, the

temple has become less of a focus in life. Khuldul is still worshipped heavily and the priests still hold gatherings regularly, but more energy now must be devoted to the survival of the race and less on ceremony. The church, extremely ordered in past days, has managed to retain much of its structure. The order of the overall church, called Odin Khudl Os Uri, is arranged in a three-part structure. The parts, called "Khuldul's Flame," "Khuldul's Stone," "Khuldul's Blood," respectively represent the bellicose, fiscal and legal, and ceremonial divisions of the church. A fourth part of the church, called "Khuldul's Brother," while officially an arm of the church itself, really represents the church of Dhurli Ironbeard. The priests of each of these divisions are in turn given a title according to rank. These are from: Khuldul's Children, Hands of Khuldul, Strength of Khuldul, Courage of Khuldul, to Khuldul's Wisdom.

Tithe and donations: 10% to church. Players are encouraged to add suitable ceremonies and other details of their own.

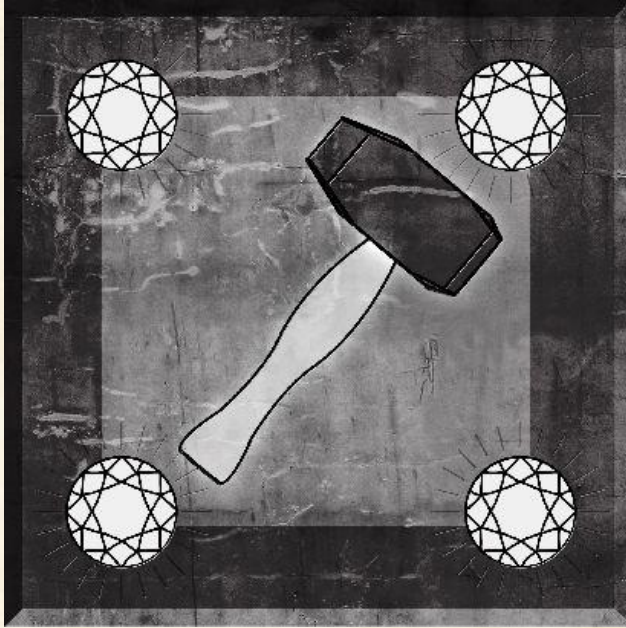
Khuckduck Gemcutter (Gnomish Lord)

Power of Caelestin, Lawful good

Khuckduck is pictured as a giant gnome, and called King Underhill. For some reason, gnomes are highly secretive about him. Many scholars also claim that Khuckduck is in fact Khuldul Rockcarver, but the truth of this has not been confirmed.

Khuckduck commands his followers thus:

- Protect the Gnomish homeland.
- Learn as much as you can.
- Sometimes hiding is better than fighting.
- Be brave even against those larger and stronger, especially trolls.



Holy days: In Dwarven: Thorwan (6th day), Eclipses of the Moon, Summer Solstice, others

Holy Month: In Dwarven: Dundin (6th month)

Ceremonies: Ceremony of the Gems, Ceremony of Knowledge, Discretion Service, others

Church structure: The church of Khuckduck is hierarchical. It only has one branch, called the Purveyors of Knowledge. Within this branch, clerics go by titles, from lowest to highest, "Acolyte, Learner, Expert, High Expert, Master, Holy High Master." The Church of Barlifandorf is considered a sub-branch of the Church of Khuckduck, although sometimes there is political infighting among the two churches.

Tithe and donations: 10 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Bunga Proudfoot (Halfling God)

Power of Efferenus, Neutral Good



Bunga is the gracious lord of halflings. They pray to him to protect them from the ravages of the clumsy large folk, and to keep them out of adventures. Halflings worship Bunga by saying a short prayer before every meal (hopefully six times a day). Priests of Bunga are notable peacekeepers and diplomats. They often serve as go-betweens with the outside world. Priests of Bunga are often Sheriffs of their respective shires.

Bunga commands his followers thus:

- Leave danger to the bigger races.
- Food and home are life's greatest enjoyments.
- A small stature hides a stout heart. Be brave and Bunga will bless you.

Holy days: Khamdae (2nd day of week), New Year, Mid-year's Day, Harvest, and Yule (25th of Belos)

Holy Month: Belos (11th month)

Ceremonies: New Year, Mid-Year, and Yule feasts, Harvest festival, Khamdae poetry reverence

Church structure: Hositan religion is extremely folksy and mundane. Unlike humans, halflings have never felt out of touch with nature or the world, and their

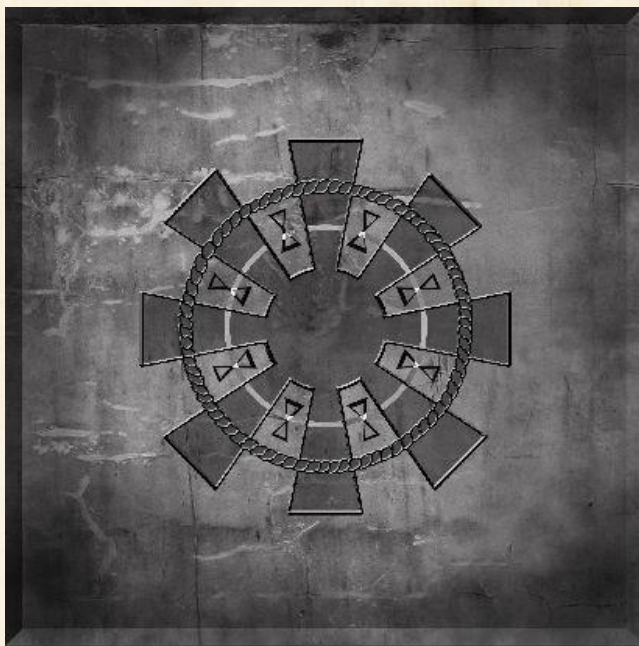
religion shows it. The church structure is surprisingly lax for a lawful good society, with many feasts and outdoor services. There is a hierarchy of the church, from Brother, Monk Brother, Deaconer, Monk Deaconer, Almist, Monk Almist, to Father (or Mother). Priests in the Church of Bunga are always well-respected in halfling society, and are community leaders.

Tithe and donations: 10% to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Lesser Deities

Human Gods

Reeanan (The Bright, Wise Lady)



Power of Caelestin, Lawful Good

Reeanan is pictured as a radiant maiden clad in a robe as bright as the sun. She is the

hand-maiden of Heshtail, and he is said to trust her and put great responsibility on her. The Wise Lady is especially popular among Paladins, who revere her wisdom and strength of word. Her clerics worship her by burning a specially prepared bonfire and casting incense into it once a month. Priests of Reeanan hate liars and people who do not keep their word. They are known for their strength of will and their resistance to temptation. They are usually kind people, but hard.

Reeanan commands her followers thus:

- Revere the daytime, for it is holy.
- Keep your word.
- Trust in your own wisdom.

Holy days: Radae (7th day of week), New Year, Yule (25th of Belos), 1st of Kantalos

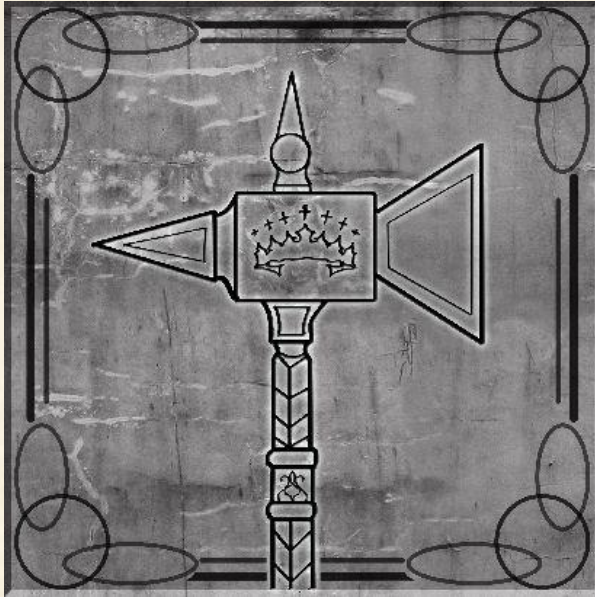
Holy Month: Reeanos (7th month)

Ceremonies: Ceremony of Oaths, Solar Ceremony once a month, Paladin Honorarium, Fortitude Reverence, others

Church structure: The Church of Reeanan is a substructure of the Church of Heshtail, although it is semi-independent. Members of the church of Reeanan will obey members of the church of Heshtail who are higher in rank, and vice versa. They will also go to many of the other church's ceremonies as well. The two Churches can also draw upon each other's resources, although the Church of Heshtail is ultimately dominant. Ranks within the Church, distinguished by differing armbands, are from: Attendant, Oath Protector, Celestial Attendant, Marshal, Celestial Oath Protector, Deacon, to Celestial High Priest. There are many Paladins throughout these ranks.

Tithe and donations: 10% to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Calbran (Lord of Luck)



Power of Efferenus, Neutral Good

Calbran is pictured as a hugely muscular man with a crown on his head. Although he is a supreme fighter, he is very peaceful and only fights to defend himself or his queen Bestra. His worshippers are encouraged to be peaceful and strong of will. His clerics worship him by preaching the value of peace to whomever they can. They also hold a ceremony where the symbolic hammer of Calbran is venerated once a week. Priests of The Lord of Luck tend to be slow to anger and often only fight when they are attacked. When they do fight, however, it is with great strength and ferocity, as they trust to luck granted by their god to bring them through the combat and help them triumph in the ways of pure good.

Calbran commands his followers thus:

- Never fight except to defend yourself or others. Aggression is blasphemy.
- Tend to your strength of body, mind, and heart.
- Peace is the utmost goal. Peace is holy.

Holy days: Wedae (First day), solstice and equinox, New Year, Cycle of the constellation "Calbran's Hammer," others

Holy Month: Calbros (9th Month)

Ceremonies: Calbran's Holy Hammer (every four years the stars of the constellation Calbran's Hammer glow faintly), Ceremony of Peace (immediately after war), Ritual of Luck (before an undertaking), Veneration of Strength, others

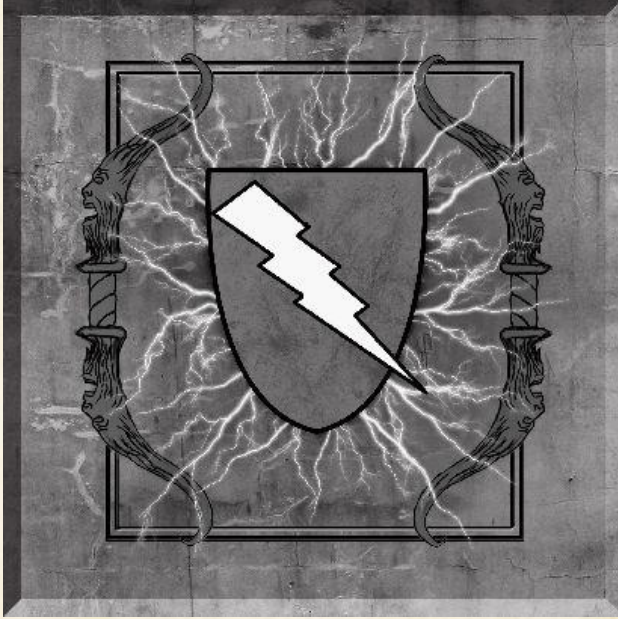
Church structure: Like the church of Bestra, the church of Calbran is structured in a dual way. There is the Order of the Luck, which tends to its daily maintenance. It is ranked: from Holy Neophyte, Brother or Sister of Luck, Father or Mother of Luck, Deacon, to Bishop. The other branch is the Order of Peace, which consists of traveling clerics or monks. It is ranked: from Novice, Errant, Peacekeeper, Healer, Almoner, to Abbott. The Church of Calbran values pragmatic service more than rank. The church has two co-leaders, the High Bishop and the High Abbott of the geographical area.

Tithe and donations: 8 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Thranton (Lord of Lightning)

Power of Aeron, Chaotic Good

Thranton the Lightning Lord is the servant of Kantor the crusader. He is seen as having long hair and a long beard, both wildly jutting out in all directions. He wears chainmail and carries a bow, which does not shoot arrows but lightning bolts. Once a month a great archery contest is held to honor Thranton. He is also worshipped during thunder storms by his loyal clerics. His priests wear deep grey cloaks to symbolize the thunder of Thranton. They tend to favor bows. Thranton is a temperamental lord, quick to anger at the forces of evil and quick to defend good. This



is true of his priests as well. The priests of The Lord of Lightning often work in close contact with priests of Kantor.

Thranton commands his followers thus:

- Storms are the blessings of Thranton.
- If you aim to accomplish something, do not stop until you do.
- Never let dust collect on your boots.

Holy days: Hoarmdae (3rd day), Thunder Storms, 29th of each month (Archery Contest), New Years, 3rd of Kantalos others

Holy Month: Thrantos (3rd Month)

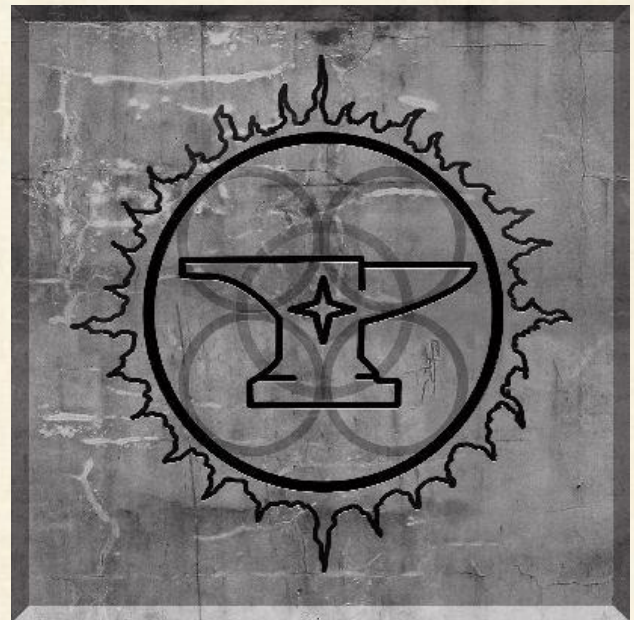
Ceremonies: Archery Contest, Ceremony of Thunder, Lightning Veneration, Holy Hawk's Celebration, others

Church structure: The Church of Thranton, like that of Kantor, has little over-all organization. In some areas, the church actually shares a temple structure with that of Kantor, in other areas (unoccupied by evil of course), priests of Thranton have their own temples. A temple of Thranton is always marked by a jagged silver streak across the front portico. Each temple, whether within its own structure or sharing a building, is independent of other temples

of both Kantor and Thranton, although they will act as allies. In times of war the temples of Thranton will ally themselves with other temples and with the church of Kantor. They will submit themselves to the leadership of Kantor's High Priest-Marshal who oversees all of the temples in the geographical area. When the crisis has passed, the Protectorate dissolves, leaving the temples to go about doing the good business of Thranton unhampered. The internal hierarchy of each temple differs, although it is generally loose nit. A common arrangement might be: from Cloud-brother, Priest, Thunder Priest, to High Thunder Priest.

Tithe and donations: 10 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Aknor (The True, Lord of Skill)



Power of Cogiton, Lawful Neutral

Aknor the True is the god of skill. He serves as Neltak's right hand. Aknor is an ultimately skilled blacksmith who can forge any item. He is said to have made Neltak's

axe. Aknor likes everything in its place. Priests of Aknor gather around his anvil-shaped altar once a week to worship him. He also has two main holy days a year. Priests of Aknor try to be as skillful and as orderly as they can in everything they do. Many devote themselves to mastering a skill. The worshippers of Aknor hate it when someone tries to hide their ethical bent. They tend to like it when people are straightforward in their dealings with them.

Aknor commands his followers thus:

- A place for everything, and everything in its place.
- There is no endeavor more holy than working with your hands.
- A job perfected is a job blessed by Aknor.

Holy days: Radae (7th day), 14th of Neltalos, Yule, Summer Solstice, Vernal Equinox

Holy Month: Neltalos (2nd month)

Ceremonies: Holy Craftsmen festival (1st week of Neltalos), Ceremony of Truth (17th of Bestalos), Feast of Skill (14th of Neltalos), Yule ceremony, others

Church structure: The Church of Aknor is a church of craftsmen. It is quite organized, with two branches, the Makers, and the Venerators. The Makers spend almost all their time making crafts to give glory to their Blacksmith god. They are ordered from Holy Apprentice, Holy Maker, Holy Cleric Maker, Holy Master, to Holy Cleric Master. There are two ranks within each rank, however. These are Primus and Secundus. Thus, one enters the church a Holy Apprentice Secundus. The other branch of the church, the Venerators, are more clerical in their duties. They are responsible for enforcing the laws of the church within the church itself, as well as proselytizing and holding rituals. These are arranged from: Neophyte, Initiate, Cleric, Priest, Acumenist, to Holy Priest of Skill. This branch is also arranged according to Primus and Secundus ranks. The Potentate of the Church of Neltak is also the head of the

Church of Aknor.

Tithe and donations: 10% plus portion of crafts made to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Janora (Lady of Fate)



Power of Concordia, Neutral

Janora is called the Lady of Fate. She is said to be the daughter of Dekk, and is described as a beautiful woman clothed in robes that are like the living night sky. She is said to be blind, but this does not hinder her. Her priests worship her twice a week, as well as gathering once a year to try to predict through the use of astrology what will happen in the coming year. Like priests of Dekk, Janora's specialty priests try to remain as neutral in all things as possible, but they will work to correct the balance. Many priests actually have a relatively active interaction with society, as detailed below. Clerics of the Lady of Fate always keep a dark cloth on them that is adorned with bright points or spots, to represent the star-

robe of Janora. Some priests of Janora are called Fatemasters.

Janora advises her followers thus:

- All happens as it is meant to.
- Be bold, for your fate is not in your hands anyway.
- The stars will predict your fate.

Holy days: Hoarmdae (3rd day) and Dwardae (6th day), 1st day of Dekkos (10th month), Lunar and Solar Eclipses, Yule, others

Holy Month: Janoros (6th month)

Ceremonies: Annual Astral Prediction on 28th of Heshtalos, Ceremony of the Roll of the Heavenly Dice, Fate Day (13th of Vornos), Star Ceremony, others

Church structure: The Church of Janora is divided into two factions that disagree about the important issue of the role of the church. The first faction is the official church of Janora. This church is closely connected to the monastery-church of Dekk. This church is indeed the appendage of the church of Dekk that handles dealings with the outside world. This faction sees neutrality as the balancing of probabilities. In other words, sometimes evil may benefit, sometimes good will win, but things balance out into an over-all neutrality once the positives have been subtracted from the negatives. This philosophy translates to an active interaction with many elements of society. The proceeds from these interactions go largely towards benefiting the church of Dekk foremost, with the remainder going back into the church of Janora. This church is structured from: Brother or Sister, Cleric, Star Cleric, High Cleric, Priest, Star Priest, to High Priest. The other faction of the church of Janora is the Fatemasters. This faction believes that the church of Janora should be entirely independent. They try to downplay their connection with Dekk, even going so far as to deny that Janora is a god. Strangely, their philosophy is more one of pure neutrality, which is more compatible with the church of Dekk than is the philosophy of the official church of Janora.

The Fatemasters tend to be more withdrawn, spending their time with astrology and attempts to tell the future. Their church is arranged from: Neophyte, Astralist, High Astralist, Stellarist, High Stellarist, to High Fatemaster.

Tithe and donations: 12 % to Church

Flamgart (Lord of Fire)



Power of Nemux, Chaotic Neutral

Flamgart is the servant of Bel the Lord Thief. "He" is pictured as a slender being of indeterminate sex, whose face is wreathed in flames. Flamgart always has a bottle in one hand and a black-jack, flail, or war hammer in the other. "He" is very whimsical and unpredictable. "He" is often thought of as insane. "His" priests worship him by holding the Flamgannal, a celebration where all those present are expected to get drunk and act completely insane. His priests often act this way themselves, with or without the aid of alcohol. They view Holy Ecstasy as a way of communing with their god. Priests of Flamgart tend to wear at



least one item of bright red, to symbolize the fire of their God.

Flamgart commands his followers thus:

- You can never step in the same river twice.
- The essence of life is change.
- Do as thou wilt... so long as you do not grow stagnant by doing the same thing for too long.

Holy days: Hoarmdae (3rd day), 1st week of Flamgos, 8th of Belos, Hallow's Eve

Holy Month: Flamgos (8th month)

Ceremonies: Flamgannal during the first week of Flamgos, Ceremony of Pilfering during 8th of Belos, Ceremony of Fear during Hallow's Eve, Greening Ceremony, others

Church structure: The Church of Flamgart is entirely the most disorganized religion on Farland. The Priests of Flamgart have no official hierarchy. The pecking order is simply from the least powerful to the most powerful Cleric (no titles involved), with the everyday worshipper doing the menial labor when they are willing. Moreover, the Priesthood spends much of its time in Holy Ecstasy (i.e. drunk). This is not to suggest that Priests of Flamgart are not serious about their God or their religion; they are, and they believe deeply in the wisdom gained through Holy Ecstasy. They just represent the pinnacle of chaos. In times of need, however, any priest of Flamgart will aid any temple of Flamgart.

Tithe and donations: at will. Players are encouraged to add suitable ceremonies and other details of their own.

Grlarshh (Lord of Death)

Power of Carcus, Neutral Evil



Grlarshh is pictured as a rotting, skull-faced man wielding a scourge. He is the only god who does not serve the greater deity of his alignment. Indeed, Grlarshh and He-who-walks-in-Darkness are enemies and are feuding. The Walker is winning, and as such Grlarshh is slowly withdrawing from Farland; hence his lesser deity status. His worshippers are increasingly rare. Indeed, they may be the clerics that are in the most danger, as they must contend with the servants of The Walker, as well as the servants of good. What few clerics of The Diseased One remain keep a low profile. These clerics worship Grlarshh by sacrificing someone once a month and dedicating the death to their Lord of Death. Where possible, clerics of Grlarshh used to paint their faces like skulls before the ascendancy of The Walker, but now they just keep a small skull-shaped icon on their person.

Grlarshh commands his followers thus:

- Honor the God of Death and he will keep you safe; Do not and your life is forfeit.
- Disease and pestilence is the way of life.

- Death is holy.

Holy days: Khamdae (2nd day of week), 29th of Vornos (Ceremony of Death), 15th of Dekkos (Dance of Disease), 15th of Kantalos (Ash Remembrance), Hallow's Eve, others.

Holy Month: Belos (11th month)

Ceremonies: Ritual Sacrifice once a month, Ceremony of Death, Dance of Disease, Ash Remembrance, others

Church structure: The Church of Grlarshh is under a lot of strain. They are constantly hounded and hunted. As such, almost all temples are secret, and are located underground or in some other hidden place. The colored robes of the Priests identify the ranks of the church. The robe colors are from: Crimson, Black, Grey and Black, Maroon and Black, to Purple and Black. The titles corresponding to these colors are: Novice, Priest, Priest of Disease, Priest of Death, and High Priest of Death. Members of the Church are generally brought into the fold of their own accord and because of some tribulation in their lives from which they see Grlarshh as having granted them respite. Thus, they are extraordinarily loyal to the church and will usually not hesitate even to give their lives for the cause, as they see death as a blessing from their God.
Tithe and donations: 12 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

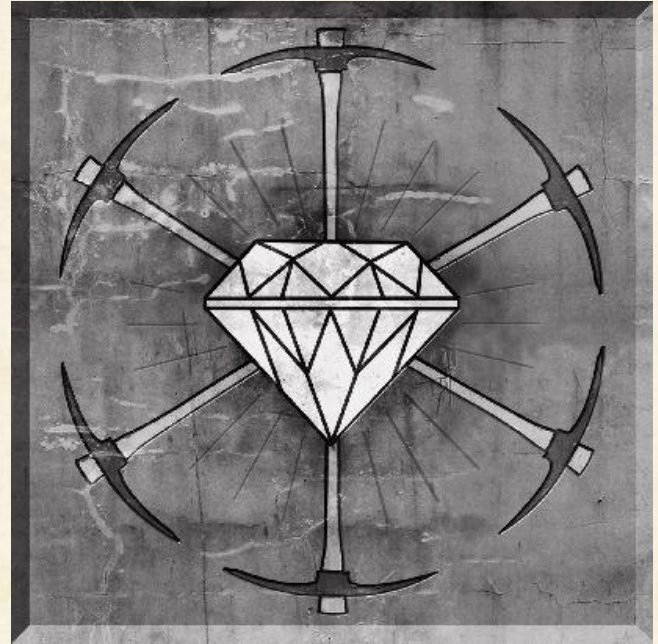
Non-human Lesser Gods

Elves

Elves do not have a lesser deity. They worship only Tal-Allustiel or the unity they call *Edai*.

Dwarves

Dhurli Ironbeard (Lord Miner)



Power of Caelestin, Lawful Good

Dhurli Ironbeard is the Chamberlain in Khuldul Rockcarver's great mountain kingdom. He serves Khuldul faithfully and truly. He is worshipped by his faithful clerics once a month when they venerate a recreation of Dhurli's sacred pick-axe. Priests of Dhurli are always loyal to their friends and to the Dwarven race. They keep the best care of their beards out of any dwarves, usually, and take great offense when anyone insults this beard. They tend to put chains of gold, as well as small gems in their beards whenever they can. Scholars also claim that Dhurli Ironbeard has some connection to Khuckduck Gemcutter, but what that connection is they usually do not say.

Dhurli commands his followers thus:

- Precious metals are holy.

- Faithfully serve those who have lawful authority over you.
- Loyalty is the highest virtue.

Holy days: Every fifth day, Half Moons (All Gems' Glow), Soulforge Gathering (every four years), Eclipses, New Year

Holy Month: Dhurlin (9th Month)

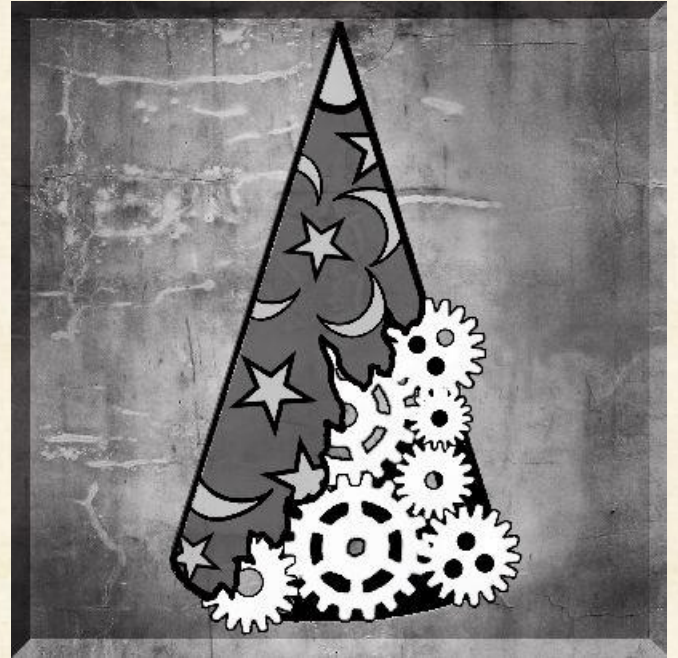
Ceremonies: Un Auldin (All Gem's Glow), Os Oodin, Os Tholus (Day of Seeking), Ceremony of Axes, Beard Decorating Ritual, others

Church structure: The Church of Dhurli, while officially a branch ("Khuldul's Brother") of the larger church of Khuldul, has its own internal structure. The church is arranged into two divisions, with titles which, in Dwarven, mean Holy Pick and Holy Axe. The first branch is responsible for the fiscal operations of the church, while the second is responsible for the Bellicose operations. Each of these divisions is ruled over by four High Priests, with ceremonial titles meaning "Steel," "Diamond," "Marble," and "Granite." These eight High Priests of the Church (called the Holy Conclave) are responsible for appointing the 99 Ceremonial Judges of Khazadim. These 99 Judges are a fixture of every dwarfhold, handling religious disputes and court cases concerned with everyday customs of living. Of Course, the Judges answer ultimately to the King. Finally, there is one more group that attaches itself to the church of Dhurli. These are the "Dealers of Justice," fanatical berserkers and warrior outcasts loyal to the laws of Dwarven society They seek a life of war in the name of Dhurli.

Tithe and donations: 10 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Gnomes

Barlifandorf (Gnome Lord)



Power of Efferenus, Neutral Good

This gnomish god is pictured as a bald, ugly large-nosed female gnome clad in illusionist's robes. Strangely, she has small horns. She is a master illusionist, and serves as court magician to many of the gods. Her worshippers venerate her by worshipping once a year in complete solitude, and fasting for two days. To enter the church a vow of celibacy is required. They also think that riddles are sacred to their God, and as such, they try to solve and collect as many riddles as possible. The Goddess of Illusion is also the patron of gnomish invention, and any inventing tinker gnome venerates her. Most gnome illusionists also worship her, needless to say.

Barlifandorf advises her followers thus:

- Curiosity is the spice of life.

- Seek knowledge to make up for what you lack in brute force.
- Brain beats brawn.
- Things are rarely as they seem; Use this knowledge to your benefit.

Holy days: In Dwarven: Angwan (1st day), Yule, Eclipses of the Sun, Winter Solstice, others

Holy Month: In Dwarven: Marin (1st month)

Ceremonies: Ceremony of Illusions, Ceremony of Solitude, Invention Service, others

Church structure: The church of Barlifandorf is strictly hierarchical. It is divided up into three sections, with one section handling the rituals concerning curiosity, one with those of invention, and one with those of intellect. The sections called by Gnomish names meaning "Ministry of Holy Curiosity, Ministry of Holy Inventiveness, and Ministry of Sacred Intellectuality." Each Priest within the separate ministries are given Gnomish titles corresponding roughly with: Warrener, Illusary, Burrower, Minister, Magiciary, to Holy High Illusary Burrowing Minister. So, the head Priest of the Ministry of Holy Curiosity would be titled "Holy High Illusary Burrowing Minister of Holy Curiosity." Priests of Barlifandorf often use all applicable titles. Only female gnomes are admitted to the Ministry of Sacred Intellectuality.

Tithe and donations: 10 % to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Halflings

Bucca Tunnelly (Halfling Lord)



Power of Efferenus, Chaotic Good

If Bunga Proudfoot is the Sheriff of his heavenly shire, then Bucca is the good-natured thief. He only borrows things, however, and no one ever misses them. He serves Bunga willingly whenever he is in need of his skills. Bucca's clerics are rather thief-like and flippant, but they can be serious when the need arises. They venerate Bucca by worshipping once a week at the meeting to worship Bunga. Whenever a priest of Bunga mentions their God's name, one of Bucca's priests will scream out "And Bucca too!", to the good-natured consternation of the worshippers of Bunga. Halfling thieves everywhere generally venerate Bucca.

Bucca advises his followers thus:

- Use humor to deflect blame.
- Stealing is a practical joke.

- Do no real harm.

Holy days: Khamdae (2nd day of week), New Year, Mid-year's Day, Harvest, and Yule (25th of Belos)

Holy Month: Belos (11th month)

Ceremonies: New Year, Mid-Year, and Yule feasts, Harvest festival, Burglary Reverence

Church structure: The Church of Bucca is truly and intrinsically bound up with the Church of Bunga. The two churches share a building, which is officially the temple of Bunga. While this causes friction on rare occasions, it is generally not a problem. The church structure is even more lax than that of Bunga's. The church of Bucca is just as enthusiastic about feasts and outdoor services as the church of Bunga. There is a hierarchy of the church, from Handler, Holy Handler, Gov'ner, Holy Gov'ner, to Holy Burgher. Priests in the Church of Bucca are happily tolerated and even looked to in times of need.

Tithe and donations: 10% to Church. Players are encouraged to add suitable ceremonies and other details of their own.

Other Deities

Tanarus and Sulis (Double manifestation of Primordial Power)

This is the worship of a dual god, representative of the sun and the moon, and the whole primordial force of nature and of Núrion, which is mighty indeed. Natural things are considered holy to druids, specifically mistletoe. Tanarus is the male manifestation, whose symbol is the oak. Sulis is the female manifestation, whose symbol is water. Some theologians say that these two names do not represent specific beings, like Heshtail or Vornoth, but rather the processes of nature, something like the

Tao. Others, however, say that Tanarus is the sun and Sulis the moon.

Salystra the Queen of Serpents (Demon- goddess of Dark Elves)



Power of the Maelstrom, Chaotic Evil

This hideous demon is represented as either a giant, bloated black asp or a beautiful drow female. Few besides the dark elves worship her. When priests of Salystra get to a certain level, she tests them. Those who fail become hideous abominations; those who pass are allowed to progress in power.

Salystra commands her followers thus:

- Power is the utmost goal.
- Conquer the world for Salystra.
- Those who are weaker than you are yours to do with as you will.

Cults

Many cults abound, although none grant powers except possibly some cults of a very powerful demon or devil. The details involved in cult worship vary. Most cults exist in primitive societies, but not all. Some examples include, but are not limited to: "Tyrannosaurus" cults, "beast" cults, "basilisk" cults, "sphinx" cults, "slug" cults, "demon or devil" cults such as the cult of Orcus, and "dragon" cults.

These are the only true Gods worshipped on the world of Núríon. All the Gods have been detailed, but the way they are individually worshipped has only been touched upon. Every temple's worshipping style is slightly different. Obviously, a Priest of a certain God is constrained to worshipping primarily that God, but the average citizen tends to pay reverence to whatever God fits the current situation in which he finds himself. Thus, a peasant might pray to Bestra for a good harvest, to Janora when gambling, and to Kantor when fighting. He might even whisper a prayer to Grlarshh when sick in an attempt to placate this evil God so that he will withdraw the illness. Of course, most of the Gods are worshipped in secret in occupied lands. In some cases, barbaric humans have clerics that have real power. This is because they worship one of the true gods, whom they venerate under a different name and aspect. This is apparently not displeasing to the Gods.

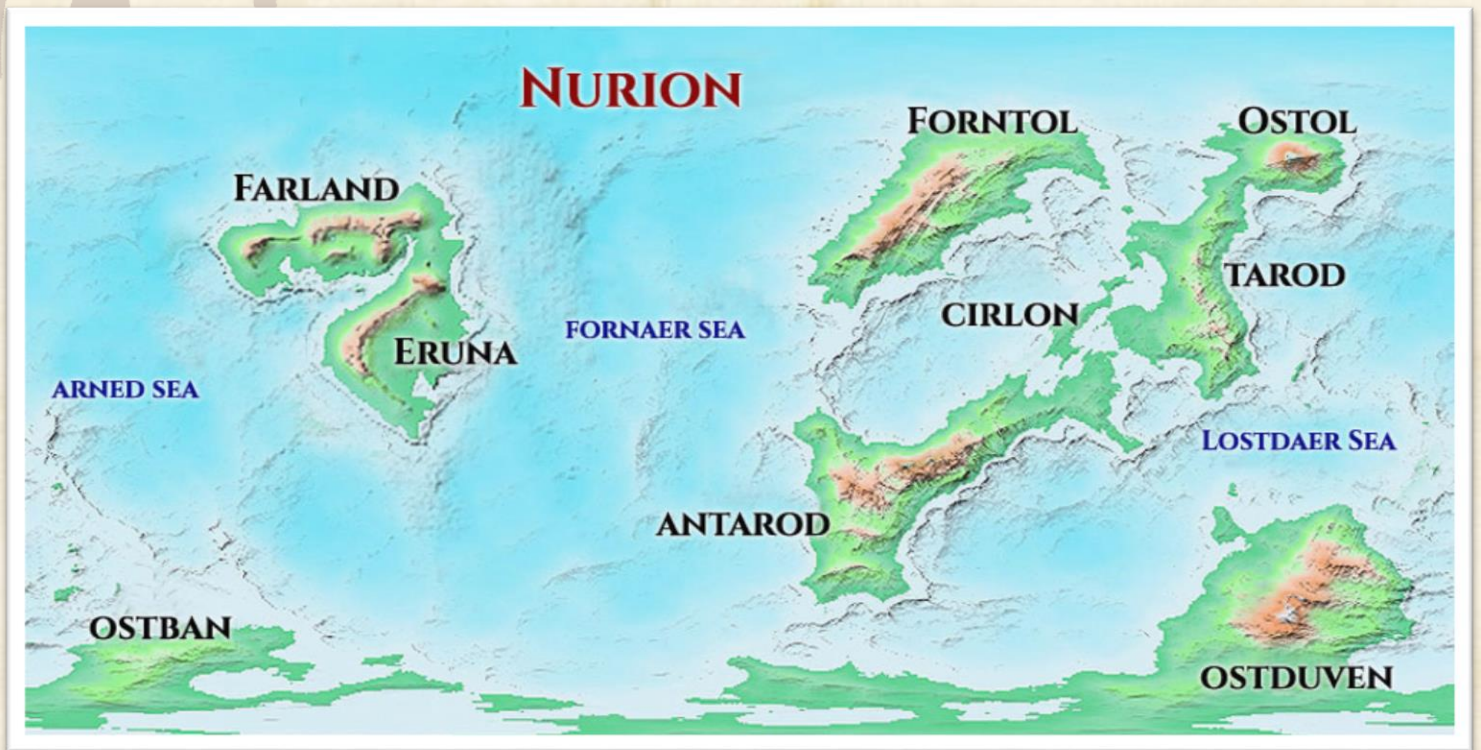
Chapter Nine: Places Beyond Farland

The Wider World of Núrion

The continent of Farland is the main continent on the planet of Núrion, but is certainly not the only one. Other continents exist in the world, and some of those continents are populated. They are detailed in this short chapter.

The Other Continents

Using magical means, ancient Elven scholars observed from afar and named the other continents of Núrion, the world upon which the famous and war-torn continent of Farland is located. Not being a race given to colonization, however, and wishing to keep the battles on Farland localized, they generally kept knowledge about the rest of the world secret. Some say they even spread the rumor that Farland, Eruna, and the Wild Lands are the only continents on Núrion.



Antarod

Antarod is an extremely large continent of varying climates. It has tropical forests in the northeast and a desert in the north. Generally, though, it is very habitable, for the rest of the continent consists mostly of temperate forests and savanna. A medium-sized mountain range dominates the center of the southern part of the continent, although no mountains in the range tower as high as Garakesh Peak on Forntol. The continent is populated almost entirely by animals and wild beasts. A small tribe of humans, the remnants of the crew of a wrecked passenger ship that sailed from Farland many centuries ago, lives on the east coast of the continent. These humans have over the centuries lost almost all of their civilization and language and are now naked savages taking their living from the plentiful forests and seas of Antarod. The coasts of Antarod are surrounded by particularly treacherous reefs; it was one of these reefs that wrecked the Farlandish ship.

Cirlon

Cirlon is a large semi-tropical and tropical island. It is inhabited by animals, especially beautiful-plumed birds of all colors. A tribe of Kassa'melkuul from Forntol also somehow migrated to Cirlon, whereupon they promptly lost any semblance of civilization they had on the continent of their origin and sank into a beast-like state. Cirlon also tends to be the location of the temporary bases of pirates from Forntol.

Eruna

Eruna is a largely unexplored and wild continent. Although the Dweller in the Vale has never controlled it, her hand is felt even here. Eruna is a huge continent with many different climates, although most of the continent is very hot, owing to its latitude.

The massive Kuluba Mountains which dominate western Eruna block rain clouds that roll in off the Arned Sea, trapping them and causing them to dump their moisture in the land of Jila, which is therefore very fertile. The lands to the east of the mountains are effectively screened from rain, however, and a large part of the continent is harsh desert.

Most of the races found on Farland are also found on Eruna, although because of the generally harsh environment, none of these races have very advanced civilizations, with the exception of the Ishians in the far north. The capital of the ancient Ishian civilization is Budum-ishi, a city where the dead are honored, and where they still walk the streets as servants of the living. Most of the native humans of Eruna are very dark skinned because of the baking sun. The human kingdom of Aelfar in Farland also attempted thousands of years ago to colonize the continent, and more recently gnomes from Farland tried to settle here. Remnants of both groups still dwell in southern Eruna, although their existence is a difficult one.

Forntol

The continent of Forntol is one continent on the planet Núríon. It is one of the few continents on the planet (besides Farland and Eruna) that has a civilization, although its civilization is not as advanced nor as ancient as that of Farland. Forntol is an isle of refugees. The land was largely founded by humans, gnomes, dwarves, and others that fled from their native lands on the continent of Farland. All of them fled as a result of the endless and myriad assaults from the great evil one, the Dweller in the Vale. For the humans, the goal was refuge from the Dweller's plague and war. For the dwarves, it was the destruction of their great stronghold. And for the gnomes, their most hated enemy drove them to the new continent's shores.





Because one underlying reason brought all these peoples to Forntol, they found a common bond in their previous hardships. Hardy and accustomed to adversity, the new inhabitants of Forntol established their very own society. For all, it was a fresh start. The land of Forntol was isolated by the exceptionally stormy and dangerous seas that surrounded it, and many of the refugees had died in the attempt to reach it; it was therefore impossible to go back. Soon, Farland was forgotten, except for a cloud of evil that seemed to cover their minds whenever they looked to the west. Remembrance of this evil has led the seafaring races of Forntol almost exclusively to adopt a policy of seclusion-- they do not leave Forntol and have little desire to do so, except to venture a few miles out to sea.

The huge land of Forntol is made up of wide, coastal areas, rolling hills, and an expansive mountain range near its center. The lowlands are mostly inhabited by humans, gnomes, dwarves, dark folk, and others. Large, human cities dot the coasts of the north, south, and west, while the dark folk hold the east, an area of much concern for the good races of the continent. Dwarves and gnomes share the hills with roaming beasts like powerful cold-climate apes and frost giants.

New and unique races have grown upon Forntol, either by the will of their gods or through more natural means. The Teregnaven, intelligent descendants of trolls, advise the good people of Forntol from their tall spire on the western coast. Meanwhile, small, feral folk called the Halkassa'ruukil live in the hills, attempting to maintain their balance between natural savagery and their desire to assimilate into civilized society. And in the dark, tall forests, fierce humanoids called the Kassa'melkuul live in huts and homes under their wide, leafy canopies.

Above this all, the great central peaks of Forntol loom, with tall Garakesh peak rising above them all. The mysteries of the mountains, feared nearly above all things, have only been sought out by the most

stalwart or foolhardy of adventures. None of those who dared the great mountains have ever returned.

Ostban

The southern continent of Ostban is nearly all tundra. Its very northern coast is decorated with a thin strip of boreal forestation, but the forest stretches only a few dozen miles to the south before the ground becomes too frozen for vegetation. Although it has no civilizations, the continent is home to many forms of animals, especially polar bears and walruses. During the winter months, the peninsulas that make up Ostban's eastern side are connected by thick sheets of ice, making it possible, if one had sled dogs, sufficient supplies, and the hardiness of a frost giant, to travel across the southern part of the world all the way to Ostduven.

Ostol

Ostol in the north is really not a continent in itself. Instead it is connected by a thin peninsula to the large continent of Tarod. Ostol is very mountainous, except for its coasts, and owing to its elevation and latitude, it is very cold. The only inhabitants of Ostol are hearty creatures, mostly animals. The sea currents around Ostol are particularly treacherous and would tend to wreck any ship approaching its rocky cliffs.

Ostduven

Ostduven, the sister continent of Ostban, is connected to Ostban, and the two could in fact be considered one continent. As such, it shares many of the same characteristics as Ostban in its southern section. Unlike Ostban, however, it contains a large mountain range. Moreover, it stretches for many miles north-south, and therefore it also contains a wide range of climate types, including boreal forests, temperate forests,

grasslands, and even tropical rain forests on its northern coast. This means that the continent has a large population of wild life of all sorts. It does not contain any civilizations, though.

Tarod

Although Tarod has a harsh desert in its south west, its low mountains and temperate climate make it a very hospitable continent. Still, there are no civilizations on Tarod. Instead, it is populated with creatures and animals of all sorts, including giant species of animals not seen anywhere else on Núrion. If a human were to see Tarod, he would call it a hunter's paradise, although some of the beasts native to Tarod would be likely to quickly turn the tables and hunt any human-sized hunter. Indeed, some wild dragons call Tarod their home.

The coast of Tarod is encircled by treacherous reefs that tend to sink any ship that approaches. East of Tarod there are many island chains formed by volcanic activity.

Chapter Ten: Personages of Farland

Important Individuals

Many individuals of various races have left their mark on the history of Farland and continue to affect the course of events even unto the present day. A few of these personages are detailed below.

Afej the Black

Jaef of Kale became a Lich in the year 7460 F.R. after being the court wizard and the power behind the throne of Kale for 21 years (The king at the time was young Felmat, who was putty in the aging wizard's, and then the lich's hands.) After becoming a Lich, Jaef remained the power behind the throne until the year 7487 F.R., when a group of adventurers called the Band of Five discovered that he was responsible for the evil and aggressive policies that had been instituted in the kingdom. They attacked him and slew him, although three of their number fell. Two were forced to flee with the treasure and spell books of Jaef, pursued doggedly by the lich's undead minions. The remaining heroes turned to face their undead pursuers in the town of Wotun in Kelerak, where they slew them but then died of their wounds and were buried with the lich's items. Meanwhile, Jaef's sentience had escaped into his phylactery (a pre-prepared golden enruned amulet). The

amulet was well-hidden in a secret room beneath the palace in Kale City, and since the lich's undead minions had all been destroyed, there was no one to bring a corpse to the secret room and thus the lich could not escape his phylactery and again take physical form. Thus, he spent centuries locked inside the amulet.

Finally, the amulet was found in 8160 F.R.



by Valanduil the elf, who did not realize the item's true nature. When the elhan brought the amulet into the proximity of a freshly slain corpse, Jaef was released from it, and he assumed a new body and a new name—Afej the Black. He immediately established himself in the ruined castle of Carn Marrot in Dessingrove, and, through his underling Widfalar, gained control of the town. He was able to establish a rapport with the dragon Skywing, who had gained a new paranoia about his treasure. Afej began supplying guards for when the Dragon was out hunting, and in return the dragon paid him handsomely out of his vast treasure. The lich used this new wealth to rebuild the castle, and thereupon, he began a two-

pronged plan. He allied himself with the cult of Grlarshh, pretending to be an avatar of Grlarshh, in order to use the cult's assistance to recover his lost items, including most of his spell books, that were buried in the cemetery in Wotun. He also began an assault on Western Kelerak, and quickly established himself as baron of all lands in Kelerak west of Lake of the Sky. His first plan was stalled by the actions of the Lords of the West, but with the assault of the Lords of Greed and Envy, Afej was able to recover all of his items in the war-wrought confusion. Thereupon, he launched his assault in full, making a bid to capture the ravished Dragonspur after it had been weakened because of its recent battles.

AFEJ THE BLACK

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 140 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	20 (+5)	14 (+2)	17 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Kalish, Kelevan, Dark Speech, Kingdom Common, Elven, Old Speech

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If Afej fails a saving throw, he can choose to succeed instead.

Rejuvenation. If he has a phylactery, and if he is destroyed, Afej's sentience retreats inside his phylactery. After 1d10 days, if a corpse is brought within 15 feet of his phylactery, his sentience will enter it. He effectively gains a new body, regaining all his hit points and becoming active again.

Spellcasting. Afej is an 18th-level spell caster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Afej has the following wizard spells prepared:

Cantrips (At will): *mage hand, prestidigitation, fire bolt*
1st level (4 slots): *detect magic, magic missile, shield, Tasha's hideous laughter*

2nd level (3 slots): *acid arrow, detect thoughts, hold person, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *dimension door, greater invisibility*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, prismatic spray*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. Afej has advantage on saving throws against any effect that turns undead.

Staff of Frost. Afej possesses a *staff of frost* that he calls "Grave-chill." Anyone who is attuned to the staff has resistance to cold damage while holding it, although Afej normally has resistance to cold damage. The staff has 10 charges. While holding it, he can use an action to expend 1 or more of its charges to cast one of the following spells from it, using his spell save DC of 20: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If Afej expends the last charge, he rolls a d20. On a 1, the staff turns to water and is destroyed.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Afej can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Afej regains spent legendary actions at the start of his turn. Afej can't use the same legendary action two turns in a row.

Cantrip. Afej casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Afej uses his Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Afej fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Afej's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of Afej must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Because the Lords of the West recovered the Stone of Silence and even managed to slay his most valued servant Widfaryl, however, the army of Afej was defeated and he was forced to recall the remnants of his troops to Dessingrove to plot his next strike. While machinating his next move, Afej also continued his experiments in the necromantic arts, researching a way to open a portal to the Penumbra in order to create an army of invincible undead warriors.

As an individual, Afej is vastly intelligent. This intelligence sometimes leads to overconfidence, but Afej himself is aware of this and often takes measure to counteract it; he is not always successful. He tends to be closed, guarded, and secretive, revealing his plans not even to his most valued underlings. He is also vastly ambitious and values power for its own sake. He does not wish to ally himself with anyone, though, especially the Dweller in the Wintervale (Afej knows that the Dweller has no allies, only slaves). Therefore, he ultimately aims

to establish a kingdom in the West that rivals the might of the Lords of Sins, and he hopes eventually to subsume their lands-- then will come the final battle between the Dweller and Afej, and he knows he must be carefully and completely prepared.

Lair Actions

Afej the lich is almost always found in his citadel Carn Marrot in Dessingrove. His castle is filled with terrible guardians and deadly traps. If he is in his lair, Afej has a challenge rating of 22 (41,000 xps); for details of the castle, see the World of Farland adventure *Hold of the Lich Lord*. On initiative count 20 (losing initiative ties), Afej can take a lair action to cause one of the following effects. Afej can't use the same effect two rounds in a row.

- Afej rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.
- Afej targets one creature he can see within 30 feet of him. A crackling cord of negative energy tethers Afej the lich to the target. Whenever Afej takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, Afej takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Afej or the target is no longer in Afej's lair.
- Afej activates one of his magical traps, which affects one target within 60 feet that Afej can see. The target must succeed on a DC 18 Dexterity saving throw, taking 52 (15d6) force damage on a failed save, or half as much damage on a success. The trap then disappears.

Dessingrove, a Town in Kelerak ruled by Afej

Facts about Dessingrove

Dessingrove is a human town in the Western part of Kelerak, somewhat near the border of the Kingdom of Kale. Named after the ancient oak grove in the center of the community, the town is dominated by the imposing fortress of Carn Marrot, the castle of a powerful baron that had lain in ruin since the Dark Conquest. Nearly a decade ago, however, a mysterious force-- an evil lich-- occupied the castle. Seizing on the chaos caused by the liberation of Kelerak and the subsequent wars that resulted, the lich rebuilt and refortified the castle. From there, the creature raised an army of orcs and mercenary humans and took possession of the town. The downtrodden citizens of Dessingrove have traded the terrible yoke of the Lord of Lust's rule for the even more terrible yoke of the Lich's tyranny. Life in Dessingrove is miserable.

Who Rules: The lich Afej the Dark. The Mayor of the town is a vampire warrior named Gorm, who was once an orc. He has great autonomy in managing the affairs of the town, but he ultimately answers to the lich.

Items available: Normal items costing 100 silver pieces or less may be purchased in the town, but since the town is occupied by the lich, no items may be purchased without the prerequisite papers authorizing it.

Population: 998 (Two-thirds human, with half-orcs and orcs making up the remainder).

Major Products: Oats, wheat, livestock, leather, and timber.

Armed Forces: 100 orcs, 10 oluks, and an oluk war chief patrol the town. The Undercarn, tunnels below the castle, house

around 1000 orcs and other dark folk, the army of the lich.

The town of Hestor is located in the highlands of Zeland. It sits in a small valley in front of one steep hill. The front of the hill, pierced with an old iron mine, has been enclosed by a ten-foot stone wall. Two dark watch towers overlook the wall and town.

Places of Interest in Dessingrove

1 Guarded Gates

These massive stone and iron edifices control entrance and egress to important places such as the town or the approach to Carn Marrot. Each gate is guarded by 4 oluks and an orc war chief. All of the gate guardians are equipped with loud horns to sound a general alarm if needed. To pass through the guarded gates, entrance papers stamped with the seal of the Lich or one of his generals is necessary.

2 Carn Marrot

This is the dread fortress of Carn Marrot, the hold of the lich lord Afej.

3 Entrance to the Undercarn

Sturdy iron gates lead into the Undercarn. Each gate is guarded by a battalion of oluk orcs. All of the gate guardians are equipped with loud horns to sound an alarm if necessary. To pass through the gates, entrance papers stamped with the seal of the Lich or one of his generals is necessary.

4 Temple of Vornoth

This formerly glorious temple is now rundown. Afej has not supported the worship of Vornoth, although he has not outlawed it. Instead, the Lich favors his own patron, the god Grlarshh. The priest of the temple is an older human with long white hair and a crazed look in his eye. His name is Herbet Ack-Toran.



5 Darkfall Inn

This inn, marked by a fading sign depicting a black leaf, struggles to stay in business. That's because the mayor of the town, the vampire Gorm, has taken to frequenting the place. He always brings with him an entourage of orcs and half-orcs vampire spawn. The population of the town has recently realized that those who visit the inn tend to disappear, so business at the inn has slowed to a trickle. The vampires like the ambience, however, so they still visit the place often. The inn keeper is a depressed man named Henry Ack-Wallan.

6 Eastwell Farm

A large farm, including manor house, barns, stables, and outbuildings, lies on the eastern side of Dessingrove. Owned by the canny and tough Eastwells, this homestead has weathered both the Dark Occupation and the rule of the lich. The matriarch of the Eastwells is Jocasa, a particularly intelligent and resourceful old woman. She has outlived four husbands and caused the disappearance of many orcs who came to harass the Eastwell lands. She commands a large band of sons and grandsons, who do her bidding without question. Jocasa is wise enough to know when to fight the dark rulers and when to bargain with them. Her first and only loyalty is to her family.

7 Town Slaughterhouse

This foul-smelling building is where the local cattle are slaughtered. The dark troops and their rulers sometimes use it to dispose of bodies of victims when they don't want the local populace to discover a corpse. The building is open during daylight hours and locked at night.

8 Brothel

The Dessingrove brothel is a well-maintained building run by Dolores Daggerhand, a strikingly beautiful older woman. She is excellent at sizing up visitors to the brothel and providing them with delights to entice their senses. Despite her name, she is not violent and never fights. She keeps two orc bouncers on premises

who are entirely loyal to her and no one else. Dolores ensures that no violence is ever committed against the seven women and two men who work in her brothel. Deep down, she hates her job, hates the lich, and longs to be free of Dessingrove, but she feels responsible for those in her care.

9 House of Treachery

This colorfully painted house is the dwelling of Matteus Ack-Gyles, a local guildmember and spy for General Gorm. He frequents all the inns of the town, as well as the local market, and reports everything he finds out to the agents of the vampire mayor.

Matteus' wife Elsa has been missing for over a year; the Lich has promised that he will find and restore Matteus' wife to him if he serves him faithfully; little does Matteus know, the lich allowed his vampires to slay Matteus' wife.

10 Orc Garrison

This walled compound houses the orcs and oluks who patrol and manage the citizens of Dessingrove.

11 Town Market

This large open square comprises the Dessingrove town market. The market square is lined with wooden stalls where merchants hawk their wares. Any mundane item of 100 SPs or less can be purchased here during daylight hours; no purchase of more than 10 SPs can be made without authorization papers. These papers are the same papers that allow passage through the guarded gates. Also, purchases of 25 SPs or more are likely to attract the orc guard that patrol the market. Matteus the Spy often lurks here.

12 Hold of the Vampire Mayor

This large, ramshackle edifice is the dwelling of Gorm, the vampire mayor. The place is ill-kept and essentially looks like a traditional haunted house. The orcs who bear messages to and from General Gorm shudder as they enter the place.

13 House of the Mage

A well-maintained but otherwise nondescript dwelling in the center of town is the home of Cedrus Ack-Bernerd, a self-taught wizard. Cedrus is a broad, strong man with steel gray hair and the look of a laborer. Having inherited several spell books from his grandfather, he practices magic in secret. He has no love for the evil rulers but also has no desire to come to their attention. He can be convinced to sell or trade spells if it doesn't endanger him personally.

14 Temple of Grlarshh

This prosperous building, formerly a church to Heshtail, is now used by the death cult of the god Grlarshh. The high priestess of the cult is a woman named Betha, who took over from the former high priest Widfaral. Betha is gaunt and has a face like a skull.

15 Home of the Cleric

A secret cleric of Bestra, Ethelred Ack-Phillip, lives in this nondescript house near the center of town. Ethelred is a balding half-orc. If he is convinced that the people are good and desire to destroy the lich, he will sell them healing at half price or provide spiritual succor.

Carya the Unassailable

Perhaps the largest and most terrible of the plaguesap treants is Carya the Unassailable, a malevolent colossus apparently impervious to injury. When released into the surface world, Carya chose to travel north-east into Cadocia, heading for the mountains that overlook the Hupik Forest. Choosing the loneliest, most desolate peak she could find, she planted herself there and waited for the inevitable challengers.

Rangers and warriors of Cadocia came first, but their arrows and blades stuck harmlessly in her bark. Nahajri, most celebrated sorcerer of the land, bound a lord of the efreeti to his will, but met his end in fire when she rained boulders on him and broke his concentration. Finally, the treants of Hupik assembled and marched on her. For ten days, Carya weathered them, taking their strength into herself as each broke against her.

Since then, for nearly three centuries, Carya has remained rooted and unchallenged atop her mountain. From time to time, the winds carry her spores down to the forest, corrupting it. The plaguesap treants that sprout are swiftly put down, but though the cause is known, none dare to make the climb up to where Carya awaits. Indeed, it is widely believed that she is sleeping deeply and that is why she does not descend to make things worse.

This self-serving argument is false. Carya is awake and aware, but merely uninterested in the affairs of the lesser creatures. They proved themselves to be no match for her and, with plenty of sunlight and rain to nourish her, Carya has decided there is no need to be concerned with what happens elsewhere. That said, she has many hundreds of years left in which to change her mind and the constant purging of her saplings is slowly beginning to irritate her. To make matters worse, the Dweller in the Wintervale has recently become aware of Carya and is beginning to ponder how to put her to use....

CARYA THE UNASSAILABLE

Huge plant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (20d12 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	25 (+7)	12 (+1)	12 (+1)	12 (+1)

Damage Resistances piercing, slashing from non-magical weapons not made of adamantine

Damage Immunities bludgeoning, poison

Condition Immunities poisoned

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Wild Dark Speech, Old Speech

Challenge 16 (15,000 XP)

Adamantine Bark. Carya is almost impervious to conventional injury, her bark often deflecting the mightiest of blow. Critical hits cannot be made against her.

Consume Vitality. When Carya kills any creature of the Plant Type with a melee attack, she immediately recovers 10 hit points. If this creature is a treant, Carya also increases her AC by 2 until the start of her next turn.

Disease Eater. Carya is healed by disease and poison. A Contagion spell acts as a Heal spell to her. Whenever subjected to poison damage, she takes no damage and instead recovers hit points equal to the poison damage dealt.

False Appearance. While Carya remains motionless, she is indistinguishable from a normal, albeit blighted, tree.

Root. Carya may root herself in the soil, becoming immobile but leeching nourishment from the earth. While rooted and conscious, she gains advantage on Constitution saving throws, regains 1 hit point per round, and increases her Armor Class by 4 points. Both rooting and uprooting requires one minute. While rooted, she may not use her Birth Thorns or Contagious Touch actions, and she can't move from her location.

Siege Monster. Carya deals double damage to objects and structures.

ACTIONS

Multiattack. Carya can use her Frightful Appearance. She then makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Birth Thorns (1/day). Carya can create a *Wall of Thorns* as if she cast the spell using a 7th level spell slot and without using components (save DC 17). She is unaffected by the Wall of Thorns she creates and can pass through it at will.

Contagious Touch (Recharge 5-6). Carya can spread disease with her touch. When she hits a creature that isn't another plaguesap treant with a slam attack, that creature is afflicted by the *Contagion* spell as if she cast it using a 7th level slot and without using components (save DC 17). The disease that it is afflicted with is randomly determined. Creatures with the Plant Type, if the disease they contract lasts 7 days, must succeed at a DC 17 Constitution saving throw at the end of the 7 days or become a plaguesap treant.

Frightful Appearance . Carya's immense size and fearful appearance make even the bravest quake in fear. Each creature of her choice that is within 60 feet of her and aware of her must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

REACTIONS

Sap Spray. Carya's sap is poisonous. When a creature deals her piercing or slashing damage with a melee attack, she can choose to allow her sap to spray the creature, which must succeed on a DC 17 Constitution saving throw or take 9 (3d6) poison damage.

LEGENDARY ACTIONS

Carya can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Carya regains spent legendary actions at the start of her turn.

Irresistible. Carya destroys an unattended non-magical item or a portion of a structure within 10 feet.

Slam or Rock Attack . Carya makes a slam or rock attack.

Sweeping Strike (Costs 2 Actions). Carya crushes all before her with a massive sweep of her branches. Each creature within 10 feet of her must succeed on a DC 17 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage and be knocked prone. Carya then steps on one prone creature within 10 feet, pinning it to the ground. The creature is effectively grappled (escape DC 17). Carya may only pin one creature at a time.

Lalsthor Longcloak

Lalsthor, called Longcloak, is the leader of the very powerful thieves' guild in Dragonspur City. Originally from Kale, he is actually a powerful wraith, but very few people know this fact, because he wears a long black cloak that disguises his rotten and semi-transparent visage. Lalsthor came into power after he found his way into the thieves' guild headquarters from the sewers and insidiously slew the then-leader, William the Sly. Since then, Lalsthor has slowly consolidated his power. Lalsthor was a very powerful thief in life, second to William. He became too power hungry, however, and William lured him into a death trap in the sewers. This did not keep him down, however. Longcloak is a very scheming and insidious being, who will do all he can to hide his true nature, because his men would desert him if they knew.

LALSTHOR LONGCLOAK

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 113 (15d8 + 45)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Intimidate +5, Persuasion +5, Sleight of Hand +7, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Kelevan, Dark Speech

Challenge 8 (3900 XP)

Incorporeal Movement. Longcloak can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Sunlight Sensitivity. While in sunlight, Longcloak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack. If Longcloak has advantage against a target, his life drain attack deals an additional 7 (2d6) necrotic damage.

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. Longcloak targets a humanoid within 10 feet of him that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under Longcloak's control. Longcloak can have no more than seven specters under his control at one time (note that he begins with one under his control).

Widfaral, High Priest of Death

Widfaral, the son of a rich merchant named Jovich, was born in the year 8115 F.R. and grew up in a luxurious mansion in Dessingrove. At the age of 21, the young man seemed to have it all: he was set to inherit his father's house and business, and everyone agreed that he was one of the most charming, handsome, and intelligent men in all of the town. Yet Widfaral was idealistic and uninterested in what he called the "money-grubbing machinations" that constituted his father's day-to-day business under the evil regime. Instead, and at great risk to himself, Widfaral sought out the underground church of Heshtail and pledged himself as a novice cleric. For the next year, he prayed devoutly and did the business of the church, which met in the High Priest's house. There he learned much about his newly chosen religion and about the other religions that used to thrive before the time of the Dark Conquest. Then the Red Pox struck the town. Because of the squalid conditions in which the Orcish Hoth kept most of the inhabitants, it spread like fire until it reached even the rich section of town in which Widfaral dwelled.

Widfaral was stricken with the disease, and inflamed boils broke out all over his body. Near death, Widfaral kept an unceasing prayer vigil in the room, entreating Heshtail to spare his life. Yet he felt his strength failing and death approaching. In great pain and fear, he forsook the religion of the god he felt had deserted him and prepared to die in silence. But lapsing into a fevered sleep, he had a vision of a dark-robed, skull-faced figure. The figure said, "Come unto me, and I shall relieve your pain." Waking, Widfaral recognized from his religious lessons in the church of Heshtail that the cloaked figure was Grlarshh, an ancient god of disease and death. Hoping to end his unbearable pain, he prayed fervently to the evil deity. Within

two days his fever had broken and he was well on his way to recovery. His face, however, forever bore the marks of the Red Pox, like a sign of the choice he had made.

WIDFARAL, HIGH PRIEST OF DEATH

Medium human, neutral evil

Armor Class 14 (scale mail)

Hit Points 50 (10d8 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	18 (+4)	15 (+2)

Skills History +4, Persuasion +4, Religion +5

Senses passive Perception 14

Languages Kelevan, Dark Speech

Challenge 6 (2,300 XP)

Dark Devotion. Widfaral has advantage on saving throws against being charmed or frightened.

Touch of Death. As a bonus action, Widfaral can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If Widfaral expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Inescapable Destruction. Necrotic damage dealt by Widfaral's spells or Touch of Death ability ignores resistance to necrotic damage.

Spellcasting. Widfaral is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary, shield of faith*

2nd level (3 slots): *hold person, lesser restoration, spiritual weapon*

3rd level (3 slots): *animate dead, dispel magic, spirit guardians*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (2 slots): *contagion, flame strike*

ACTIONS

Multiattack. Widfaral makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d6) slashing damage.

WidfaraI, in solitude and secrecy, began devoting his life to Grlarshh. Soon he grew in might: it seemed that the god really did work through WidfaraI, for he began to wield powers far beyond the ken of the local priests of Vornoth. Then word arrived in Dessingrove of the liberation of Dragonspur City and, the rumor went, all of Kelerak. Seizing the moment, WidfaraI organized a rebellion against the Hoth and the other Orcish bosses, and he proved to be a natural-born leader. Men rallied to his cause and drove the creatures into the wilderness. Because of his power and charisma, men followed his orders, but because of his face, no one became his friend. WidfaraI turned once more privately to his religion as a solace and comfort, and began organizing the newly freed town.

Then came the turning point in his life. A mysterious spirit had reoccupied Carn Marrot, the ruins of the ancient castle that overlooked the town. Thinking that some agents of the Lord of Lust had returned, WidfaraI summoned the modest number of militiamen that now obeyed his command and went to investigate. There he found a skull-faced figure in dark robes. Surely this was his god! Shocked, he blurted out, "L... Lord Grlarshh?" Pausing and seeming to think for a moment, the dark figure drew himself up to his full height and imperiously intoned, "I can see that Grlarshh means a great deal to you. You are faithful. Of course I am Grlarshh. Will you serve me?" The disfigured man replied, "I will forever be your faithful servant." WidfaraI immediately asked what the will of his Lord was, and the figure replied that he desired to bring all of Kelerak into the fold of the worship of Grlarshh. Yet this would have to be done by main military strength, for the Kelerites had always, wrongly, hated the religion, except for the occasional prayer meant to keep away disease. To this end, WidfaraI actively recruited an army, even accepting into his force the dispossessed orcs from the wilderness, and openly declared his religion to the shocked town. He founded a church to Grlarshh, declaring himself High Priest of Death, and initiated others to its mysteries.

WidfaraI's army conquered the neighboring towns, who put up little resistance, and his church spread its influence; temples were founded in the towns as well. WidfaraI also secretly sent out his best priests, the most important of which was a promising young man named Urdar, to found secret temples in towns that had not yet fallen to his military might. WidfaraI discovered that he thrilled in his new power. And always the skeletal figure, who wished to be known as Afej the Black in order to keep their intentions secret, spurred on the priest.

Under the direction of Afej and the impressive personage and power of WidfaraI, the military success of Dessingrove knew no bounds. Plus, Afej seemed to miraculously produce large sums of gold. It took only a handful of years for the baronies and towns west of the Lake of the Sky to fall, and WidfaraI began planning to attack Eastern Kelerak. Held up by a stormy season on the great lake, the powerful priest nonetheless managed the daunting task of moving his 12,000-creature army across the lake, and he successfully conquered the entirety of Eastern Kelerak up to the mighty Spur itself. This city would be the final linchpin in the conquest of the once-kingdom, but it also represented the greatest threat to his army. Once again, however, it seemed that Grlarshh was providing, for the city had its hands full fighting off an invasion by the Lord of Sloth. In a sound strategic decision, WidfaraI waited for the outcome of the battles, preferring to save his own strength and finish off the weakened victor of the fray.

But not all went as planned! Dragonspur City acquired some sort of powerful magic that allowed it handily to defeat the army of the Lord of Sloth with little loss. WidfaraI, after sending word to his Lord, was forced to attack, but the item—he now suspected on information provided by Afej that the Spurites possessed the fabled Stone of Silence—was stronger than he anticipated, and for the first time WidfaraI was in real danger....



The Winged One

Barghevor the Cambion was one (of the possibly several surviving) children of Brathelathor, Lord of Lust. A product of rape (as almost all of the Lord of Lust's offspring), he nevertheless idolized his father. When he got old enough, he served Brathelathor as a general of the Lord's army. He was out with a legion of orcs when the city fell and his father was slain. The uprising of the citizens of Kelerak forced him to hole up in Lust Fort in the Hilly Craggs, one of the places painstakingly prepared by the Lord of Lust himself for just such an eventuality. He then devoted his time to searching for and acquiring some sort of magical artifact that could aid him in his goal of returning Kelerak to his father's control. Finally, he was successful, and as of 8168 F.R., he attempted to use a gem created by his father to open a portal to Malor to bring the Lord of Lust back to Kelerak. Seven years ago, he also attempted to invade Dragonspur City with the aid of his second in command, Shagrat Blacktongue. He was defeated by the combined might of the forces of Kelerak and the Cavebear Northmen.

Barghevor is 6'2" tall, with thin blond hair, slightly scaly skin, horn buds, and leathery wings. He tries to be arrogant and condescending but ultimately come off as insecure. Nevertheless, he has a curious charisma when dealing with evil creatures (a product of his demonic heritage). Orcs and other dark folk fear and revere him. He wants nothing more than to allow his father access to this world and then to serve him as his second-in-command.

BARGHEVOR, THE WINGED ONE

Medium fiend, neutral evil

Armor Class 19 (scale mail)

Hit Points 114 (15d8 + 49)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Kelevan, Dark Speech, Kalish

Challenge 7 (2900 XP)

Innate Spellcasting. The Winged One's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

3/day: *alter self*, *command*, *detect magic*, *magic missile*

1/day: *plane shift* (self only)

Fiendish Blessing. The AC of the Winged One includes his Charisma bonus.

ACTIONS

Multiattack. The Winged One makes two melee attacks or uses his Fire Ray twice.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 6 (1d12) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 13 (4d6) fire damage.

Fiendish Charm. One humanoid the Winged One can see within 30 feet of him must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Winged One's spoken commands. If the target suffers any harm from the Winged One or another creature or receives a suicidal command from the Winged One, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the Winged One's Fiendish Charm for the next 24 hours.



Yedus Anglarond, Court High Mage of Dragonspur City

The story of Yedus Anglarond is an inspiring one. He was born in the year 8112 F.R. to Lord Corneus and Lady Amada Anglarond. The Anglarond family had been stripped of most of its lands hundreds of years ago, shortly after the Dark Conquest, and they managed to retain only one outlying manor house. Heavily taxed, the family was kept poor for centuries. When Yedus was born, the family was destitute, but the Anglaronds had retained their pride, and each patriarch had taught his offspring of his heritage and lineage. Thus, Lord Corneus instilled in the young Lordling Yedus pride in nobility and family. Poor because of the policies of the Lords of Sin, the family had also long ago sworn a secret vow of eternal hatred against the Dark Forces. Thus, Yedus grew up despising the Lord of Lust, and as soon as he was old enough, he began to take part in the revolutionary activities masterminded by the cunning and good Elmor Ack-Thenton, a rich local farmer and merchant. Although Yedus could hold his own with a weapon, Elmor recognized in Yedus a faculty that was far more useful and rare than the ability to wield a weapon: he sensed a mind that was supple and strong, a mind with an innate understanding of the workings of magic. Elmor was in a unique position to recognize such a gift, for even though he himself was no mage, his wife Liliane had long studied the arcane arts, using them to aid the resistance, and thus he was able to see this ability in others. He turned Yedus over to Liliane, who trained him in the ways of magic, as well as encouraging him to gain knowledge of all kinds. Soon the wise woman found that Yedus' abilities far surpassed her own.

Yedus used his new skill in spells to aid the resistance more than he ever had in the past. He found that with his skill in magic,

YEDUS ANGLAROND

Medium human, neutral good

Armor Class 12 (15 with *mage armor*)

Hit Points 89 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	19 (+4)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +5

Skills Arcana +11, History +11

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages Kelevan, Dark Speech, Kalish, Kingdom Common, Farlandish, Old Speech

Challenge 10 (5,900 XP)

Magic Resistance. Yedus has advantage on saving throws against spells and other magical effects.

Spellcasting. Yedus is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +7 to hit with spell attacks). Yedus can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *light*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *hideous laughter*, *mage armor*, **magic missile*

2nd level (3 slots): *detect thoughts*, *levitate*, *mirror image*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *fire shield*, *ice storm*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of stone*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *force cage*

8th level (1 slot): *feeblemind*

*Yedus casts these spells on himself before combat.

ACTIONS

Quarter Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

besides power, came knowledge and foresight. He was able to advise and recommend things that helped the rebellion grow strong, and he was proud of this. Soon the leaders of the rebellion, Alan Hightower, Elmor, and Alberic came to rely on the young Yedus. When Yedus was introduced

to the promising and charismatic young Naglor Osbern, ten years his junior, the two quickly became fast friends. Yedus lost his mentors during the botched rebel assault on the Spur Fortress in 8157, but this merely steeled his and Naglor's resolve to fight on.

When Valanduil and Bartarius joined the resistance in 8160, Yedus' hopes were finally realized and the kingdom was freed. When Naglor was appointed Lord High Mayor, Yedus became High Mage. Later, when Naglor became king, Yedus became Court High Mage. In this position, Yedus founded the Battle Mage's College to train wizards to support the armies of the Spur.

Conclusion: Adventure Awaits

The details provided in this book will allow you to set a campaign in the World of Farland that will make your players feel like they are adventuring through a real world with real history. Every piece of information they uncover will lead to further information and histories, providing a backdrop that will breathe life into your game.

Don't forget to pick up the *World of Farland Players Guide* and the *World of Farland Game Master's Handbook*; furthermore, check www.farlandworld.com for additional content to help you as you run your campaign. Additional cities, locations, NPCs, and much, much more about the world can be found there. The website also offers a series of free adventures that can take your players from level 1 through level 20. And the website is updated every month on the 15th. Happy gaming, and thanks for choosing the World of Farland!

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