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CAMPAIGN SETTING

For Use with the Castles & Crusades 4th edition Roleplaying Game

By

Ian R. Craig

Edited by J.M. Reinhard

Between Reality and Dreams Lies the Realm of Our Imagination

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FOREWORD:

The warm late summer rain pounded, thunder rolled and lightning illuminated the night sky in a fabulous display. Pine and oak trees that sprawled over the rolling countryside swayed with the storm, drawing long, every changing shadows in the flashes of lightning. The remnants of an old watchtower jutted drawing out from the trees atop a rubble-strewn hillock. Two rotting wooden doors, reinforced by rusted iron had fallen long ago at the tower's flanks, and brushy undergrowth had since claimed them in their embrace. Three companions, all in heavy cloaks that the rain had nearly soaked through, carefully made their way up a narrow path that led up to the entrance of the old tower, hoping to find some shelter for the night...

That is how it all began, in a rather long winded description of three companions making their way up a hill to the promise of shelter from the rain. A little over a decade later that small idea has become what is now before you, *The Abbernoth Campaign Setting*. This has been one part labour of love, one part dogged determination, and at least three parts blind obsession but I am pleased with the result. This book, as it has grown to the size where booklet no longer would accurately define it, details the races, lands, peoples, monsters, and magick of the world of Abbernoth, and more particularly, the part of that world known as the Westerlands.

The driving concept in the creation of *The Abbernoth Campaign Setting* has been what I have come to refer to as understated fantasy, the idea that magick isn't overt or common and that heroes and villains are believable characters who are exceptional not necessarily for their preternatural strength or abilities, but rather for their actions and their deeds. My goal has been to present a high fantasy setting in a recognizable and relatable way in a world that is wholly believable and internally consistent. I sincerely hope that this humble work is well received and that the Westerlands will be enjoyed by you, dear reader, as much as it is for this humble author. So welcome to Abbernoth and may the sun shine down upon you as you travel its roads, and may the shadows be forever kept at bay...

Ian R. Craig, February 8th, 2011

A Note on the Rules:

This supplement is designed to be used with the 4th edition of the Castles & Crusades roleplaying game published by Troll Lord Games. All references to rulebooks within this text are referring to the Castles & Crusades *Player's Handbook* 4th printing by Davis Chenault and Mac Golden, *Monsters and Treasure* 3rd printing by Robert Doyel and Stephen Chenault, or to the *Black Libram of Nartarus* by Casey Christofferson.

This work is dedicated to Jack Wawrzynski for teaching me the power of imagination

to

Samuel Dixon for being the caretaker of my works, the first to read them, and for teaching me the joy of writing

and to

Ian Richard Phelps for teaching me the true meaning of strength and perseverance, a hero by any standards.

THE WESTERLANDS:

The Westerlands is the name given to the lands of western Abbernoth the continent at the heart of the world of Torâlia. It is a place of temperate to arctic climes populated by a plethora of races and creatures from the various kingdoms of men to the terrible and maleficent race of Morgar, bloodthirsty creatures cursed by the gods for their betrayal in the tumultuous and terrible time of the Long Twilight where even the sun shunned the world. It is a land of ancient ruins and magick, of great cities and sylvan forests, a place where fairies frolic through forgotten glades, and dragons slumber away the centuries, and men of courage stand undaunted in the face of beasts that stalk in shadow. Welcome to Abbernoth and the realms of the Westerlands!

The Lands of Abbernoth:

The continent of Abbernoth is perhaps the largest landmass upon Torâlia but is not the only one. The planet is comprised of Three known landmasses broken into five regions with Abbernoth broken into the Westerlands or those lands on the western banks of the Inner Sea, and the Farlands (as they are known to the people of the Westerlands) on the eastern shores of the Inner Sea comprising primarily of the Empire of Galeron, and the frozen lands of Norn north of the Westerlands across the Sea of Starfall. South and east of Abbernoth lays Bajazâr, and to the far east of the Farlands is the near-mythical continent of Pheneb.

Bajazâr:

Far to the south of Abbernoth across the Endless Ocean lies Bajazâr, the golden land of shifting sands ruled over by the enigmatic Bajâr, a proud, dark skinned people who serve the gods of the Asalam and their prophets, the immortal lammasu. In the Westerlands the Bajâr are best known for their occupation of the former kingdom of Dalamath a century ago. Since then ships from the “Golden Lands” have been seen in ports across the Westerlands.

The Farlands:

The people of the Westerlands have little contact or knowledge of the lands beyond the Inner Sea save for occasional trade ships traversing the waters to trade in the distant ports of the Empire of Galeron which seems to spread across most of the land. The people of Galeron are unlike the men of the Abberlands, a brown skinned race with straight black hair and amber eyes. It is said that their culture is ruled by an inflexible code of law enforced by the Judges as willed by their seemingly immortal God-Emperor.

Norn:

To the north of the Westerlands lies the uncivilized and harsh wilderness of Norn, birthplace of the fierce men of the Norn tribes, intrepid raiders whose long ships have been a symbol of fear for coastal communities on the Sea of Starfall for hundreds of years. It is a land where giants roam and terrible serpents haunt the icy depths of the sea. It is a land of long and brutal winters, a place of rocky beaches and high mountains, ancient coniferous forests, and barren tundra.

Pheneb:

In the Westerlands the word Pheneb is synonymous with magick and mystery. Little is known about this distant land, few even truly believe in its existence. It is supposedly a land of dark magick where men can kill with a touch and unfathomably powerful sorcerer-kings rule immense city-states from ancient citadels built upon the bones of slaves.

The Westerlands:

The Westerlands is the heart of the *Abbernoth Campaign Setting* and the area in which the rest of this work focuses. The Westerlands consists of the countries of the Abberlands, Calderland, Dalamath, Gethlyn, the Fadeterenuri, Fallrigh, Morgarath, and the United Kingdoms. It is bounded in the east by the Inner Sea and the unexplored wilderness of the Wilderlunds, to the south by the Endless Sea, to the north by the tumultuous waters of the Sea of Starfall, and by the Sea of Dusk in the west. The Westerlands also encompasses the off shore island nation of Kelengia-Oade.

Timekeeping in the Westerlands:

A Torâlian year consists of 480 days broken down into 12 months of 40 days (due to the cycle of Aluna, Torâlia's moon) which are further broken down into 4 "tendays" which are known variously as *eves*, *quarters*, *falls*, or *weeks* across the Westerlands. While the term eve is used in the United Kingdoms, fall is used exclusively by the dwarves and men of Fallrigh and tenday is most commonly used across the Abberlands as well as this text.

The history of the Abberlands is broken into eras which begin and end with events of great significance as declared by the Aesthetics of Câlîs, the lore keepers of the Westerlands. Each era lasts for an indeterminate number of years. Currently it is the 560th year of the 3rd era (expressed 560.3Ea.r). This system of dating is known as Aesthetics Reckoning (a.r.).

The Calendar of Câlîs:

The Calendar of Câlîs, named for the old god of knowledge, is summarized below. The months are presented in the order in which they occur, followed by their Gregorian equivalent and any significant holidays noted after it are detailed below.

Table 01: The Calendar of Câlîs

Order:	Name:	Holidays:
1	Twilightfall (Nov)	Aeafa Nos (1 st) <i>Marks the beginning of the Long Twilight</i>
2	Wintertide (Dec)	Yule (21 st -23 rd) <i>Winter Solstice</i>
3	Deepwinter (Jan)	Candlemas (1 st) <i>Marks the end of the Long Twilight</i>
4	Hearthseek (Feb)	
5	Thawingtide (Mar)	
6	Seedfall (April)	Beltane (40 th) <i>Marks the ½ year</i>
7	Flowertide (May)	
8	Highsummer (June)	Litha (20 th -23 rd) <i>Midsummer</i>
9	Summerfall (July)	
10	Autumntide (Aug)	Lammas (1 st) <i>First Reaping</i>
11	Harvestide (Sept)	Alban Eluned (21 st -23 rd) <i>Autumn Equinox</i>
12	Moortide (Oct)	Saimhain (40 th) <i>New Year</i>

Aeafa Nos:

Aeafa Nos, meaning winter night, in the fey tongue marks the day the cold dark of Long Twilight first enveloped the lands of Abbernoth and is sacred to the gods of evil called the *Bariaeth* in the Old Faith. Traditionally it is a day marked by solemn reverent and sacrifice to the gods for protection through the darkest days of winter.

Alban Eluned:

Alban Eluned is the autumn equinox. It is celebrated by followers of the Old Ways as the second harvest a time when the acorns fall from the oaks and are planted in fertile soil. It is the time of year when day and night are equal and is celebrated with feasting and revelry. In the Abberlands the druids lead in rituals of the harvest in the name of the gods and goddesses of the *Naturiaeth*.

Beltane:

Beltane (along with Saimhain) is one of the most important holidays in the Abberlands. It marks the half year point and as well as the arrival of summer. Beltane is a time for honouring life and renewal. To followers of the Old Ways it is the time when the fey return from their winter respite and dance again among the fields and boughs of trees. It is a time for love and lovers marked by marriages and betrothals. It is said that the Æther between the mortal realm and the fey realm is at its weakest on Beltane Eve and that Aluna and her court ride through the ancient forests and vales and her bell can be heard ringing crisp and clear on the wind. It is a time where fey magick is at its zenith.

Candlemas:

The first day of Deepwinter is known as Candlemas and serves to mark the day that the elf king Andurial drove the alicorn into the Witch King's heart and ended the darkness of the Long Twilight. It is a day of renewed hope and remembrance, a time when the promises of the return of light and renewal of life made during Yule become manifest. During Candlemas the folk of the Westerlands (especially in the Abberlands) light candles and place them in each window of their home, they clean their hearths and light a new fire, telling stories of old and reflect on hopes for the coming year.

Lammas:

Lammas is the festival of the first fruits of the harvest and marks the first day of autumn. It is a time sacred to the old god Iltyd the Father of the Fields as the time of his birth. It is a time of feasting and celebration in the Westerlands. It is an occasion when people honour the gods for the gift of the first harvest and reflect, perhaps with a bittersweet pleasure that like the harvest all men's time is finite upon the world and will eventually wane and pass on. Less prominently but perhaps more importantly it is also a time of honouring mothers and their integral role within the community.

Litha:

Litha is the festival of the summer solstice, also known as Midsummer across the Westerlands. It is the time when the sun is at its highest apex, a day when light overcomes darkness and a day of power to practitioners of magick. Litha marks the middle of the summer months and is a sacred day to the old gods of the *Ddwirnod* most especially Aouragon the King in the Heavens. Litha is celebrated with the lighting of great bonfires and with song and dance, great agricultural fairs are held in towns and villages across the Westerlands. It is believed by the folk of the Abberlands that Midsummer Eve is a good time to commune with field and forest fairies.

Saimhain:

Saimhain marks the beginning of winter as well as the beginning of a new year. To those who follow the Old Ways light is born first from darkness, so Saimhain marks the beginning of the New Year at the commencement of the dark months of winter. During Saimhain the Æther separating the mortal realm from *Ebergofiant*, the realm of dreams and oblivion is thinnest allowing for the spirits of the dead to be felt upon the mortal realm once more. It is a time when black magick is at its zenith. Saimhain is a time to honour the dead where the folk of the Abberlands place extra chairs at the table for the spirits of their ancestors and apples are buried by the side of the road for spirits who are lost or have no descendants remaining to provide for them. Turnips are carved out and made to resemble protective spirits for Saimhain is a night of dark magick and chaos. The fey folk become very active and mischievous, pulling pranks on unsuspecting humans. It is a time when travelling after dark is ill advised and if it must be done, a traveller should wear white to resemble a spirit or disguise themselves in some other way to fool nature spirits whose mischief would do them harm.

Yule:

Yule takes place upon the night of the winter solstice when the dark of winter finally begins to give way to the light of spring and starting with the next sunrise, the sun will climb a little higher and the day will last a little longer. Bonfires are lit in fields and crops and trees are wassailed with toasts of spiced cider. In the Abberlands children are escorted from house to house with gifts of clove spiked apples laid in baskets of evergreen boughs and wheat stalks dusted with flour. The apples represent the sun, while the boughs are symbolic of immortality, the wheat stalks symbolize the harvest, and the flour represents light and life.

The greatest tradition of Yule is the burning of the Yule log which must be either harvested from the farmstead or given as a gift, but never bought. Once brought into the house the log is decorated with seasonal greenery and doused with cider or ale and dusted with flour before being set ablaze by a piece of the previous year's log. The log will burn throughout the night and then smoulder for a tenday before being ceremonially put out. Yule is a sacred day to many of the old gods, most especially the gods and goddesses of the *Naturiaeth*.

RACES OF THE WESTERLANDS:

Abbernoth is home to innumerable beings from the strange and magickal races of the fey that were born of *Tylwyth Teg* and crossed the Æther to the mortal realm long ago, to the proud and bestial trolls of Xax-Gro-Mar, and not least of all the enigmatic race of men who have come to dominate the Westerlands since the sinister years of the Long Twilight. The most prevalent of Abbernoth's races are defined below, detailing their appearance, culture and beliefs, racial traits and abilities, as well as their place in the Westerlands.

Dwarves:

Dwarves who name themselves *dvergr* are a race born of the old gods Dilin and Grâth and are distant cousins of the fey, though they are born of the mortal realm and not *Tylwyth Teyrnas*. Dwarves have exceptional longevity for a mortal race living for as long as 500 years before they return to the bosom of the dwarf mother. They are a proud people who are known to be honourable and strong. They are fine craftsmen and metallurgists who delve deep within the earth in search of jewels and precious metals. Dwarven society is based upon a rigid code of honour and obligations that places them in eternal debt to kin and clan from the day of their birth. They are indebted to their parents for bringing them into the world and teaching them what it means to be a dwarf. They are beholden to their clan because it serves as guardian and as a source of succour. These birth-debts, called *buror-skuld* in the dwarven tongue of *dvergr-mal*, are considered irredeemable and remain outstanding for a dwarf's entire life. At its most severe, a dwarf is expected to sacrifice everything for kin and clan even if the cause is hopeless or unjust.

There is a second code to which all dwarves are bound called the *viriding-skuld*, which roughly translates to the debt of respect that at its simplest, requires a dwarf to offer just compensation for a service justly and faithfully rendered. This code is the rule and guide of all dwarven transactions in life, both in business and interpersonal dealings.

To outsiders dwarves come across as extraordinarily stubborn, but this is little more than an expression of dwarven honour, loyalty, obligation, and tenaciousness they project into everyday life. Dwarves can come across as greedy and callous when dealing with outsiders and this is simply because the *buror-skuld* and *viriding-skuld* are so deeply ingrained into a dwarf from the moment of his birth that they have extreme difficulty with accepting the fact that not all races are so obliged.

Dwarves value fine craftsmanship and their skills in metallurgy are unequalled. Dwarves are meticulous, patient, and all possess a keen attention to detail and incredible determination regardless of the task at hand. They are painstaking in their dedication to whatever craft they take up, be it metal-working, masonry, or the arts of war.

The dwarven race can be divided into two branches which are divided on cultural lines, the *Haladoror*, or true dwarves who dwell as dwarves always have, within the Halls-Beneath-the-Mountains, and the *Yfirkind*, or surface dwarves who have left their ancestral homes to begin anew in the world above.

An average dwarf stands somewhere between 4 ½ and 5 feet tall and weighs a little over 160 lbs. They are broad at the shoulders and in the stomach, with heavy set brows and ruddy, leathery flesh. Dwarves are not comely creatures with large noses and generally grizzled features marred by the scars of a hard life. Dwarven eyes are most commonly of light hue, grey, blue, or green being most common, though hazel or amber eyes are not unheard of. Dwarves are shaggy folk with thick wiry hair covering most of their bodies though strangely enough they are prone to baldness as they age. Most dwarves have blond or sandy coloured hair that goes grey as they mature. To a dwarf his beard is a status symbol, the longer a dwarf's beard the greater his station within his clan. Dwarven women are nearly as hairy as their male counterparts though they are less inclined to baldness and although they can grow beards it is unusual for them to do so, preferring instead to maintain thick, braided mutton chops or bushy sideburns.

Dwarven clothing tends to be practical and sturdy, fashioned from thick wool or spun strands of fungi found deep in the tunnels below the earth. Dwarven garments are designed to keep them warm in the depths of their clanholds where it can get very cold, leading to them lining most articles with fur. Dwarves favour thick belts and heavy boots of leather tanned from the hides of cattle or giant lizards that prowl the tunnels and caverns below the mountains. Many dwarves wear distinct stocking style caps of wool and fur called *hattr* that further help to ward off the cold. Dwarves don't make use of heraldry to identify individual clans or families but instead make use of a heavy plaid garment called a *sveigja* made from 6 yards of pleated fabric and bound by a heavy brooch commonly fashioned from silver. The particular pattern of a *sveigja* denotes a dwarf's clan and family. These complex patterns look very similar if not indistinguishable to outsiders but to a dwarf they are as clear as any shield blazon or signet.

In war dwarves garb themselves with heavy chain hauberks or plate armour and carry hefty round shields constructed of interwoven hardwood and covered by steel called a *skjoldr* and prefer spears, throwing axes, and short stabbing swords that can easily be employed in constricted spaces.

Haladoror, True Dwarves:

The *Haladoror*, or true dwarves, is the name given to those dwarves who dwell within the ancient clanholds in the Halls-Beneath-the-Mountains. They are staunch traditionalists who have few dealings with the outside world beyond occasional trade. The *Haladoror* are respected as stalwart warriors.

In the years since the Long Twilight the *Haladoror* have seen a great deal of war and bloodshed below the Grey Mountains. When the Witch King was defeated those morgar under his command fled from the sun deep below the earth where they waited and licked their wounds. Eventually their numbers grew for the morgar breed quickly. War with the dwarves was inevitable and for the last 1000 years or more the *Haladoror* have been in constant conflict with these feral morgar for survival, which has become known as the *folcvigniori*, the war below. Though the dwarves have been resolute, the morgar have reaped a bloody toll on the *Haladoror* and many clanholds have fallen. The dwarven natural slow rate of reproduction compounded by constant losses to the morgar has put the continued survival of their race in jeopardy. Today the *Haladoror* are in losing a war, teetering on genocide that few outside their own race even know is being fought.

Racial Traits and Abilities:

Distrust of Outsiders: True dwarves are naturally suspicious of outsiders and will most often come across as stubborn, harsh, and greedy to those who are not familiar with their traditions. As a result true dwarves suffer a -2 penalty to charisma checks when dealing with members of other races who are unfamiliar with dwarven customs and traditions. Due to their disdain for the *svivirding*, true dwarves suffer a -4 penalty to charisma checks when interacting with them.

Deepvision: As described on page 34 of the *Player's Handbook*.

Determine Depth and Direction: As described on page 34 of the *Player's Handbook*.

Enmity (Morgar): Over centuries of conflict with the morgar true dwarves have fostered an undying crucible of hatred for these vile shadowspawn. When in combat against morgar, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Additionally dwarves suffer a -4 charisma penalty when interacting with morgar.

Defensive Expertise (Giants): As described on page 35 of the *Player's Handbook* except it only applies to giants and not to ogres.

Resistant to Arcane Magick: As described on page 35 of the *Player's Handbook*.

Resistant to Fear: As described on page 35 of the *Player's Handbook*.

Resistant to Poisons (Constitution): As described on page 35 of the *Player's Handbook*.

Stonecraft: As described on page 35 of the *Player's Handbook*.

Languages: Dvergr-Mal, Tylwyth Teg, Trader's Tongue (common), Pigeon Old Abborn, Pigeon Chysgoda Balog (the black tongue)

Size: Small

Movement: 20 feet

Typical Classes: Fighter, Rogue, Cleric, Bard

Attribute Modifiers: +1 Constitution, -1 Dexterity

Rogue and Assassin Modifier: +2 find traps in structures only

Yfirkind, Surface Dwarves:

The *Yfirkind*, meaning surface dwarves in *dvergr-mal* is the name given to those dwarves who have left their ancestral Halls-Beneath-the-Mountains to dwell in the world above. Many of the *Yfirkind* originally hailed from the clanholds in what are the modern day Mountains Grim and were forced to flee during the grave years of the Long Twilight, and others are the descendants of the clans lost to the *folcvig-niori*, the war below. *Yfirkind* live in small, scattered communities across the Westerlands where they try desperately to hold on to the traditions of their people and pray for the day they can return to their ancestral clanholds and reclaim them from the shadow. Others have taken up residence in the cities of men leaving behind much of their culture and traditions. To the *Haladoror* these *Yfirkind* are no longer dwarves at all and they call them *svivirding*, meaning disgraced in the dwarven tongue. These disgraced dwarves are looked upon as miserable and dirty by their mountain dwelling kin. The *Yfirkind* are the most common dwarves encountered in the Westerlands and most men are unaware there is any difference between the surface dwarves and their mountain dwelling kin at all.

Despite their distance from the Halls-Beneath-the-Mountains, *Yfirkind* are still craftsmen without equal, though many have diversified into carpentry and fine woodworking, and many surface dwarves are sought after for their skills as armorers and jewellers. *Yfirkind* who leave their clans in the hills find employ as guards for merchant caravans, who value dwarves for their sense of loyalty and dutifulness or as mercenaries working for the highest bidder.

Due to the centuries living in the world above, surface dwarves tend to be a bit taller and leaner than their mountain dwelling kin standing between 5 and 5 ½ feet tall and weighing somewhere between 130-150 lbs. *Yfirkind* tend have skin of a deep tan colour with ruddy cheeks and bright eyes. Surface dwarves tend to exhibit greater variation in hair colour, shades of brown or auburn being most prevalent and they are less prone to baldness as they age. Many of the *Yfirkind* maintain similar beard traditions as their mountain kin but those who have left their clans for human settlements are less inclined to be as well groomed as their more traditional brethren.

Racial Traits and Abilities:

Deepvision: As described on page 34 of the *Player's Handbook* except that surface dwarves Deepvision range is reduced to 60 feet.

Enmity (Shadowspawn): Over centuries of conflict against shadowspawn and the loss of their ancestral clanholds has resulted in a burning hatred for these vile creatures. When in combat against any creature touched by shadow, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Additionally dwarves suffer a -4 charisma penalty when interacting with any creature touched by the shadow, be them monster or maleficar.

Defensive Expertise (Giants): As described on page 35 of the *Player's Handbook* except it only applies to giants and not to ogres.

Resistant to Arcane Magick: As described on page 35 of the *Player's Handbook*.

Resistant to Fear: As described on page 35 of the *Player's Handbook*.

Resistant to Poisons (Constitution): As described on page 35 of the *Player's Handbook*.

Stonecraft: As described on page 35 of the *Player's Handbook* except that surface dwarves must be within 5 feet of the surface in question and his wisdom check is reduced to +1.

Languages: Dvergr-Mal, Trader's Tongue (common), Old Abborn or Fallrish, and one of the following; Pigeon Chysgoda Balog (the black tongue), Pigeon Troll Tongue, Pigeon Tylwyth Teg

Size: Small

Movement: 20 feet

Typical Classes: Assassin, Fighter, Ranger, Rogue, Cleric, Bard

Attribute Modifiers: +1 Constitution, -1 Dexterity

Rogue and Assassin Modifier: +2 find traps in structures only

Elves:

Elves are an ancient and timeless race of fey that came to the mortal realm from *Tylwyth Teyrnas*. They call themselves the *ellyll* and are born of the dreams of the goddess Aluna. Elves embody the beauty of the natural world; they personify its grace and magick, its strength, and at times its unbridled wrath. Elves have a strong connection to the fey realm and reside where that realm converges with the mortal world. In these places an elf might live for thousands of years without showing the least signs of aging. When away from these magickal places elves are still exceedingly long lived existing for as long as 500 years. Near immortality affords elves an almost infinite patience and a vast wealth of knowledge and experience. This makes elves sage-like in their perspective and combined with their preternatural dexterity and lithe movement they appear almost ethereal to those who behold them for the first time.

The overriding sense of near immortality colours an elf's every thought and action which grants them a tremendous patience and a cool aloofness that men see as indolence and insensitivity. What men rarely understand is that elves have centuries to act where their lives begin and end in a blink of an eye. Although when the time for action is upon them, elves are capable of acting with such speed and alacrity that few can match. It was the elf king Andurial after all, who united the last of the free folk against the Witch King to put an end to the Long Twilight all those centuries ago. Elves revel in both the beauty of nature and of crafts. Where the minds of men look to the present, elvish thought focuses on what will be, and what could be. This mind-set allows elves to shape the natural world around them, watching a sapling grow and with care and patience, melding it into a massive tree with arching branches coaxed with magick over many centuries into works of exquisite living beauty. This art is known by elves as *colfen caneuon*, tree song, a gift taught to them by the *ysgeifiog* before men ever trod upon the world. Today the art of *colfen caneuon* is fading away; few are capable of mastering it and even fewer have been born with the gift for it. Elves take the same sagacious approach in all their crafts. One thing elves have is time and they are keenly aware of that. Time is the anvil upon which all elven arts are honed, be it music, metal working, sword play, or magick.

Their timeless frame of mind allows elves to see both the unsurpassed loveliness and unfathomable sorrow in all things, for as time allows them to see what beauty will come they also realize that all things are fleeting and will eventually fade and pass from the world. It is this duality which imbues the race of elves with a sincere fatalism. Their agelessness creates in their hearts a distinct apprehension to death for their attachment to the living world is so profound and deeply felt. These contradicting notions of time create an almost paradoxical desire to control or even halt its advancement. Time is the source of their magnificent and lovely handiworks, and its passing, the unavoidable path to their inevitable doom. In many respects this leads elves to become mired in the past, in days long past from the world as everything else changes around them.

Elves in the mortal realm maintain a bond to *Tylwyth Teyrnas* which grants them their near immortality. When an elf leaves Glamrielle there is an overwhelming sense of emptiness that grows with each passing day until the last of their grace fades away, leaving them mortal and destined to die well before their time. An elf will not make such a decision lightly and those few who choose a mortal life do so only for the most momentous reasons. The gradual loss of elven immortality is known as *yn diflannu* in the fey tongue, or the fading. Apart from prolonged absences from points where *Tylwyth Teyrnas* touches the mortal realm, the only other way an elf will experience *yn diflannu* is if they choose to bind themselves to a mortal. The binding

The Three Schools of Chleddawnsywyr:

There are three distinct styles employed by elvish chleddawnsywyr, meaning blade dancer in the fey tongue, which have been passed down since time immemorial:

Saethudawnsywyr or fire dancer style is based upon the traditional elvish dance of the same name and characterized by swift, flowing movements, with precisely timed feints and counter-strokes. It is said that a master of this style is capable of facing as many as 9 foes simultaneously.

Nghurylldawnsywyr, or the falcon dance style, focuses on displacement, sudden feints, parries, and ripostes to create an opening for an unexpected, elegant, and unrelenting assault. This was the preferred style of the chleddawnsywyr during the wars with the Witch King during the Long Twilight and is still favoured by the older generations of elves today.

Chidwmdawnsywyr or wolf dance style is based off of the chleddawnsywyr Elladrin's observations of wolves in the wilds. It perhaps the fiercest of the traditional elvish styles relying on brutal and swift offense; there are no truly defensive techniques employed by practitioners of this style but rather they rely on in-fighting to keep their enemies off balance and answer every strike with a counter-attack. The Chidwmdawnsywyr style is favoured by the chleddawnsywyr in Ilifar who have found it to be incredibly effective against the Dalamathi who favour spears and heavy slashing swords which require space to effectively wield.

or *rhwymiad* in *tylwyth teg* is an elvish rite, a gift from Aluna to her favoured children, where an elf forms a magickal bond with another being, whether mortal or fey, and from that point onwards their souls are as one. What joys and sorrows one feels, so does the other, their triumphs and disappointments, their ecstasy and agony. It is an act of true love which cannot be broken even in death. From the point an elf binds themselves to a mortal *yn diflannu* will begin and cannot be halted.

Elves stand approximately 5 ½ feet tall and weigh somewhere around 115 lbs. They are of slight build and their “ethereal” nature lends them a preternatural grace and beauty. Elves have thin, sharp facial features with large, bottomless eyes that shine with the light of centuries of experience. Their ears are long and slender, tapering to points at their ends. Elves most often wear their hair long and unrestrained.

Elves prefer loose, flowing garments of light materials and intricate brocade featuring winding motifs of flowers, vines, and animals. Typically elves garb themselves in loose-fitting knee length tunics with pleated skirts, cinched by long thin belts, with heavier brocade vests called a *nghrys* over this tunics, and well cobbled boots crafted of supple doeskin on their feet. When traveling, elves favour long yet light cloaks with wide hoods which are most often embellished with fine embroidery. Elves favour elegant jewellery that follows delicate, natural lines and curves, crafted from the purest silver, white gold, or very rarely mythril.

Like all elvish arts perfected upon the anvil of time, elves are masters of the art of war, though they their aversion to death makes them loathe taking life. When forced into conflict however elves garb themselves in coats of delicate mail that is as hard as steel and prefer to strike at range with finely wrought bows and arrows, long, leaf-headed spears, or with long, thin, single-edged, slashing swords called *lleasclledau*.

Eves in Abbernoth can be divided into three sub-races; those of the House of Glamrielle or the *Aelwyd Glamrielle*, those of the House of Ilifar called *Aelwyd Ilifar*, and half elves born of human and elven parents called *hanner* in the fey tongue. Each sub-race is detailed below.

Elves of the House of Glamrielle:

The Elves of the House of Glamrielle, or *Aelwyd Glamrielle* in the fey tongue, are those elves who reside within the sylvan realm of Glamrielle. They exist in the ancient elvish cities of Thal-Aluna, and Thal-Iridis and have long been bound to the people of the Abberlands, united long ago when the elf king Andurial wed the human girl Delwyn Llyr who became the first queen of the Abborn. Many of the elves of the *Aelwyd Glamrielle* live for a time amongst the humans of Rosalin and Lordainia to experience the world beyond the seclusion of their fey realm. Due to this closeness with the men of the Abberlands, the elves of the *Aelwyd Glamrielle* are by far the most commonly encountered of their kind.

The elves of the *Aelwyd Glamrielle* are the epitome of fey grace and splendour. Their skin is the colour of fresh cream, with eyes the colours of the evening sky; amber, blue, or lavender. Elvish hair is the colour of a wheat field in Autumntide. The only signs of aging exhibited by these elves can be seen in their eyes which slowly begin to dim once they have passed their 500th year, so slightly at first it barely noticeable even among other elves but eventually the joy begins to fade and is replaced with deep sorrow and longing for what once was. Elves who reach this point in their life often leave the mortal realm and return to *Tylwyth Teyrnas* where they will continue on forevermore.

Racial Traits and Abilities:

Enhanced Senses: As described on page 36 of the *Player’s Handbook*.

Twilight Vision: As described on page 36 of the *Player’s Handbook*.

Move Silently (Dexterity): As described on page 36 of the *Player’s Handbook*.

Spell Resistance: As described on page 36 of the *Player’s Handbook*.

Spot Hidden Doors: As described on page 36 of the *Player’s Handbook*.

Weapon Training: As described on page 36 of the *Player’s Handbook* except that the elf must choose from either the *lleasclledau*, long bow, or long spear.

Languages: Tylwyth Teg, Dvergr-Mal, Trader’s Tongue (common), Old Abborn, Nua Abber, Chysgoda Balog

Movement: 30 feet

Typical Classes: Fighter, Ranger, Cleric, Druid, Illusionist, Bard, Fighter/Illusionist

Attribute Modifiers: +1 Dexterity, -1 Constitution

Ranger Modifier: +2 move silent, +2 find traps

Rogue and Assassin Modifier: +2 listen, +2 move silent, +2 find traps

Elves of the House of Ilifar:

The *Aelwyd Ilifar* are those elves whose realm is the shadowy forest of Ilifar in the southeast of the Westerlands. They were once a part of the *Aelwyd Glamrielle* when the great forest sprawled across the Westerlands in all its magnificence before the Witch King cast the Charm of Unmaking and broke the world. During the Long Twilight the elves of Ilifar suffered most acutely, many died by morgar blades, but it was not death which caused them to suffer so profoundly, it was the loss of their immortality. The cataclysmic magick the Witch King released into the world at the dawn of the Long Twilight wreaked havoc upon Ilifar, destroying their ancient cities and severed them from *Tylwyth Teyrnas* forever stealing from them their immortality. This tremendous loss left an unfathomable emptiness in their hearts resulting in the elves of the *Aelwyd Ilifar* to recede even further from the outside world, even from their kinsfolk in Glamrielle. Over the centuries this dreadful void within the them has been filled by sorrow, bitterness, and an intense mourning for what was lost.

In the last fifty years the elves of the *Aelwyd Ilifar* have been locked in bitter war against the men of Dalamath who have named the elves of Ilifar *Şyrâle*, which roughly translates to forest spirit or demon in their language. It was the Dalamathi who brought their axes and torches to ancient Ilifar and began to clear away great swathes of forest much like the vile morgar had done before them. It was the *Aelwyd Ilifar* who struck first blood and have taken to the resulting war with grim purpose, even after it became clear that it would inevitably end in their doom. For the elders of the *Aelwyd Ilifar* this war brings them a measure of solace, an outlet for their rage, and in death they find an end to their insatiable longing and sorrow.

Despite the fatalist outlook of the elders, the younger generations are slowly becoming a voice of hope and reason among the *Aelwyd Ilifar*. They talk of reuniting with their kin in Glamrielle, they look to the future of their people and a return to what once was. They desire an end to the bloody war with the Dalamathi, and some have gone so far as to actively seek aid from the men of Aielwer and Caerwen to see it done. They have dared to chance where the elders can only perceive their races inevitable ruin. It is in these young elves that a glimmer of hope remains for the *Aelwyd Ilifar*.

Where the *Aelwyd Glamrielle* embody the grace and beauty of the elvish race, the *Aelwyd Ilifar* represent the stoic side of the elvish psyche. There is a palpable aura of sorrow and longing that follows these creatures and to be in their presence is like admiring a rose but knowing that its splendour is finite and eventually its delicate pedals will wither and die until nothing of it remains.

Where the elves of the *Aelwyd Glamrielle* still dwell within the ancient cities of their race, the *Aelwyd Ilifar* favour a more nomadic existence. The elves of Ilifar live in family groups called *ciwdod* in the fey tongue which typically consist of no more than twenty or so individuals who are related by birth or marriage. Each *ciwdod* is led by the eldest among them and their people are governed by a council composed of all the elders who meet annually during Moortide within the ruined halls of the ancient city of Thal-Ilifar. It is from these meetings that the future of the *Aelwyd Ilifar* is decided. Each *ciwdod* is not only beholden to the laws of their people as set down by the elders, but also the traditions of their individual group, making each of these family groups unique amongst themselves.

Physically the elves of Ilifar are slightly taller and heavier of build, but otherwise closely resemble their kin in Glamrielle although their skin is more the colour of bark than cream and their hair the colour of leaves in autumn just before they fall from the branch. The *Aelwyd Ilifar* prefer to wear clothing of darker hues to their kinsfolk, favouring earthy tones of brown and blues akin to the night sky. Their bodies are marked by tattoos called *fena*, ritualistically drawn with inks mixed from local flowers and roots in intricate and flowing patterns which denotes which *ciwdod* an elf belongs to as well as their place within it.

Racial Traits and Abilities:

Enhanced Senses: As described on page 36 of the *Player's Handbook*.

Twilight Vision: As described on page 36 of the *Player's Handbook*.

Move Silently (Dexterity): As described on page 36 of the *Player's Handbook*.

Spell Resistance: As described on page 36 of the *Player's Handbook*.

Spot Hidden Doors: As described on page 36 of the *Player's Handbook*.

Weapon Training: As described on page 36 of the *Player's Handbook* except that the elf must choose from either the leascladau, long bow, or long spear.

Languages: Tylwyth Teg, Trader's Tongue (common), Chysgoda Balog , Pigeon Old Abborn, Pigeon Dâlam, Pigeon Bâjab, Pigeon Dvergr-Mal

Size: Medium

Movement: 30 feet

Typical Classes: Fighter, Ranger, Rogue, Cleric, Druid

Attribute Modifiers: +1 Dexterity, -1 Charisma

Ranger Modifier: +2 move silent, +2 find traps

Rogue and Assassin Modifier: +2 listen, +2 move silent, +2 find traps

Half Elves:

For an elf to bond themselves to a human bears a heavy price, the sacrifice of their immortality. It is a choice born from unique circumstances or events and is almost unheard of outside the Abberlands. Elves, like all fey, maintain a guarded approach toward the race of men and for love to be born of these two races, an elf must find a human of surpassing worth and beauty. Thus half elves are the rarest of all the races of Abbernoth.

Half elves, called *hanner* in the fey tongue, vary greatly in appearance, acquiring characteristics of both parents. One commonality among half elves however is that each significantly favours either their human or elvish lineage, inheriting many more characteristics from one parent than the other. In some cases the traits of one lineage are so prevalent that the half elf could pass as a full member of that lineage unless closely scrutinized.

Like their elven kin, half elves possess intelligence, perceptiveness, and mental alacrity. They are quick to master many skills and trades and have an almost preternatural empathy with the world around them, granting them an extraordinary ability to read people and are likewise exceedingly tricky to deceive.

Half elves are long lived by the standards of men but compared to the near immortality of the elves their lives are relatively brief. Because of this half elves exist apart from both races, not entirely comfortable in either culture. Elves tend to look on them as curious creatures, treating them with mild indifference while human reactions are as varied as their race. In the Abberlands half elves are accepted with little note, while in Calderland or any area the Priory of the Eternal Flame holds sway, half elves are greeted with prejudice or outright hostility. Much of the reaction a half elf experiences is determined by their pedigree. Half elves that favour their human lineage can vary widely in personality while those of elven lineage tend to strongly exhibit elvish values and mind-set and possess a greater longevity.

Their permanence often presents problems. Human friends often age and die before a half elf has reached his middle years. Conversely half elves find elvish farsightedness obscure and often difficult to fully comprehend. Because of this half elves often have tendencies toward loneliness and melancholy which is at times exasperated by manifestations of the fatalism so pronounced in their elvish kin. This often causes half elves to wander and to avoid spending too much time among either race. Some even choose to find solace away from both elves and men, preferring to live out their lives in the company of gnomes or surface dwarves.

Racial Traits and Abilities:

The mixed lineage of half elves affects the specific traits that a half elf inherits; Players choose to have either their human or elvish to be dominant. Racial abilities and modifiers are based on the chosen lineage.

All half elves possess the following three abilities:

Empathy: As described on page 37 of the *Player's Handbook*.

Move Silently (Dexterity): As described on page 37 of the *Player's Handbook*.

Spot Hidden Doors (Wisdom): As described on page 38 of the *Player's Handbook*.

Half elves of human lineage possess these abilities:

Attribute Check Modification: As described on page 38 of the *Player's Handbook*.

Spell Resistance: As described on page 38 of the *Player's Handbook*.

Half elves of elven lineage possess these abilities:

Attribute Modification: Either +1 to dexterity, and -1 to constitution if descended from the *Aelwyd Glamrielle*, or +1 dexterity, and -1 charisma, if descended from the *Aelwyd Ilifar*.

Enhanced Senses: As described on page 38 of the *Player's Handbook*

Spell Resistance (Wisdom): As described on page 38 of the *Player's Handbook*

Languages: Tylwyth Teg, Old Abber, Nua Abber (human lineage), Pigeon Chysgoda Balog (elf lineage)

Size: Medium

Movement: 30 feet

Typical Classes: Any

Ranger Modifiers: +2 move silently, +2 find traps

Assassin and Rogue Modifier: +2 listen (elf lineage), +2 find traps, +2 move silently

Gnomes:

Gnomes are fey creatures more akin to ogres and elves but often misconstrued as an offshoot of the dwarven race. Though they are related to dwarves as much as any fey creature, gnomes are born of *Tylwyth Teg*. They are creatures born of the god Malcorr during the dream of creation and exist in hidden, ancient groves where the connection to the fey realm is strong. They live their exceptionally long lives deep in these natural places where few ever find their way. They are masters of glamour and they use magick to remain largely hidden from the rest of the world. Gnomes are deeply bonded to the natural world; they are the caretakers of the woods and converse with the animals that call the forests home.

Contrary to their natural shyness and their reclusive inclinations, gnomes are very curious races who possess an immense thirst for knowledge of all things which often leads them to take great interest in lost mortals who stumble too deeply into their ancient woodland homes. Gnomes will often use their magick to safely observe their "guests" before making their presence known. There are many tales told throughout the Abberlands of lost woodsmen stumbling upon communities of gnomes where they are treated with songs and wine. Gnomes encourage their guests to sit with them and discuss all manner of things as they try and glean as much information as they can. Gnomes are very careful in their speech and are skilled in extracting all manner of information from their guests, whether their guests intended to tell it or not. This skill is not limited to simply civil conversation and gnomes have been known to glean secrets and even concessions from others. Conversely, gnomes loathe giving up information and rarely do so without a price.

Gnomes are small creatures standing little more than 3 feet tall. They have ruddy, earthy skin that seems worn by lives in the wild and marked by age. Gnomes have large, long noses and their wide eyes shine with a childlike gleefulness and mirth. Gnomish hair is most often curly and the colour of freshly dug earth. Male gnomes wear thick, bushy beards and moustaches which are usually quite long with adult beards reaching down to within an inch of the ground.

Gnomish clothing is a simple affair crafted from wool or fabrics spun from woodland flora. They prefer dark, earth-toned clothing, mixing dark greens and browns with embellishments dyed with saffron or woad to produce deep blues and burnt yellows. Gnomes tend to wear simple deerskin shoes or low boots and favour unadorned belts. Gnomes have few armaments and rarely resort to violence when their glamor can keep them safe; the only weapons a gnome might carry are simple cudgels, daggers, or blowpipes and slings that they employ in hunting birds and hares.

Racial Traits and Abilities:

Animal Empathy: As described on page 37 of the *Player's Handbook* except that this ability extends to any mundane forest creature, not just burrowing animals.

Dark Vision: As described on page 37 of the *Player's Handbook*.

Enhanced Hearing: As described on page 37 of the *Player's Handbook*.

Spells: As described on page 37 of the *Player's Handbook* but additionally gnomes add *Faerie's Glamour* and *Hypnotism* to their list of innate spells. Furthermore gnomes may cast *Invisibility* once per week as if they were a second level caster. Note that these spells are in addition to any spells available to gnomes of spellcasting character classes.

Languages: Tylwyth Teg, Dvergr-Mal, Trader's Tongue (common), Pigeon Chysgoda Balog (the black tongue)
Size: Small

Movement: 20 feet

Typical Classes: Rogue, Illusionist, Druid, Bard, Druid/Illusionist, Bard/Illusionist

Attribute Modifiers: +1 Intelligence, -1 Strength

Rogue and Assassin Modifier: +3 listen

Halflings:

Of all the races who call Abbernoth home, the halflings are perhaps the most curious. No one knows where the little folk came from or when they first appeared, not even the halflings themselves, who really don't care. To them their race has always lived as they do in the Dales. They speak their own peculiar dialect of english and have no specific religious beliefs. They find pleasure in the simple things in life; strong ale, a good pipe, and the company of friends. Their crafts tend to be ordinary and practical with farmers, millers, innkeepers, weavers, brewers, tailors, bakers, and merchants being common in halfling society.

Upon first sight halflings look much like small, well-nourished humans. They share similar mannerisms and habits with men, but closer inspection will reveal leathery hair-covered feet, and large wily eyes. Halflings are a jovial race, friendly, courteous, and hospitable, yet they prefer the company of their own kind to those of other races though in the last few decades more and more young halflings stricken by wanderlust have begun to explore the neighbouring lands of men and few who leave ever choose to return to their rural homeland. These halflings often find themselves in unexpected places and mixed up in the most unusual escapades. It is in these situations that one of their least known qualities comes to the fore; hearts as stout as the most hardened warriors, and an almost foolhardy courage.

Halflings are small of stature standing a little over 3 feet in height and have wide, round eyes, and hairy, leathery feet. Halflings rarely wear shoes, only needing them in the coldest winter months. Long days in the summer give a halfling's naturally pale skin a ruddy tan. They have curly hair that ranges in colour from blond to dark brown which changes to grey and eventually white as they age.

Halflings prefer to dress in muted colours derived from saffron, indigo, woad, weld, and the like. They garb themselves in simple rustic attire, preferring breeches and loose fitting tunics, vests, and well-worn frock coats.

Racial Traits and Abilities:

Fearless: As described on page 38 of the *Player's Handbook*.

Hide (Dexterity): As described on page 38 of the *Player's Handbook*.

Natural Linguists: Though few halflings travel far enough afield to be exposed to many different languages, those that do quickly realize they have a natural knack for linguistics. Halflings who spend more than two weeks in a foreign land may take an Intelligence test to learn a pigeon form of the native dialect. A halfling may learn a number of pigeon dialects equal to their intelligence modifier.

Move Silently (Dexterity): As described on page 38 of the *Player's Handbook*.

Duskvision: As described on page 39 of the *Player's Handbook*.

Resistant: As described on page 39 of the *Player's Handbook*.

Languages: English, Trader's Tongue (common)

Size: Small

Movement: 20 feet

Typical Classes: Fighter, Ranger, Rogue, Bard

Attribute Modifiers: +1 Dexterity, -1 Strength

Ranger Modifier: +2 conceal, +2 move silent

Assassin and Rouge Modifier: +2 hide, +2 move silent

Mankind:

The race of men is young by the standards of the elder races of Abbernoth. The Old Faith teaches that men were the last race born of the Dream of Creation and the Priory believe that men are the children of the One True God, his chosen whose light is destined to illuminate the whole world. Whatever the truth might be the race of men is by far the most prolific. They are a diverse and individualistic people whose strength is born of their adaptability to varied environments, cultures, and societies. Diversity is truly the hallmark of the race of men.

From what scholars have been able to uncover all of mankind can trace its origins to one of eight ancient tribes; the Abborn, Bajazâr, Cerii, Fall, Goths Kelts, Norn, and Slavs. From each of these great tribes the modern nations of men were born.

Racial Traits and Abilities:

Primary Attributes: As described on page 40 of the *Player's Handbook*.

Languages: Trader's Tongue (common), and any languages common to their respective homeland

Size: Medium

Movement: 30 feet

Typical Classes: Any (note that humans are able to combine up to 3 classes when multi-classing with the approval of the CK)

Attribute Modifiers: None

Ogres:

Ogres are a race of large and cumbersome fey whose overall size belies a natural gentleness and grace. They are an exceedingly wise people who live exceptionally long lives despite their mortality and possibly due to this, their minds are careful and methodical. They are slow of speech and choose their words carefully and come across as somewhat formal and reserved even when among close friends and relations. Ogres are the children of Silvâin the Princess of Wildflowers and Bâlis the White Brother, they are cousins of elves and gnomes and most often live amongst these races. Ogres generally portray the virtues of the gods whose dreams bore them; they are calm, generous, and generally passive creatures who delight in tending gardens and roaming the wild places of Abbernoth, though if threatened their sheer strength and unexpected speed makes them incredibly perilous opponents.

Ogres are on average approximately 7 to 8 feet in height, with strong, well-muscled bodies weighing more than 400lbs, thick necks, and heavy set faces with long pointed ears. These creatures are not ugly per say but rather have a certain humble magnificence about them with skin the colour of rich soil, large eyes of lavender, emerald, or sage, and thick fur-like hair with a tendency toward thick sideburns and tufts of fuzz growing from their ears. Many older ogres wear thick and luxurious beards much like their distant dwarven cousins. Unlike dwarves however, ogre women do not grow facial hair and tend to be much smaller and more comely than their male counterparts.

Ogres enjoy sturdy and simple dress with simple adornments using floral patterns on brocade vests or skirts. Ogre men often wear wide-brimmed hats or heavy, voluminous cloaks of natural colours, while women dress in loose fitting tunics with long flowing skirts. Few ogres are trained combatants but many are skilled hunters, who are very keen shots with slings and bows. Most ogres carry with them heavy oaken walking staves that double as a defensive weapon if they are threatened, but very care to know the ways of swords or axes, which to ogres are used only for murder, which is their general outlook on warfare.

Few ogres stray far from their families, they are naturally territorial creatures who are prone to intense homesickness when away for too long, though for an ogre time is a much broader concept and a decade to an ogre is more akin to a year to a human. However there is a tradition amongst ogres that they should experience the world beyond their home to learn what they can. Upon attaining adulthood at the age of 100 years, an ogre will take to the roads and forests of the Westerlands on what is called a *crwydra*, or wander in the fey tongue. A *crwydra* lasts for 20 years after which the ogre returns to their family and recounts what they have learned and experienced, and if found deserving is allowed to marry and start a family of their own.

Ogres are naturally magickal beings like all fey and many take to druidic magick with astonishing ease. Ogres who show a knack for magick are trained to be *noethineb*, wisdoms of their people who act as the spiritual guides, teachers, and leaders. These ogres spend most of their time wandering between various ogre families performing wedding ceremonies, funerals, teaching the young the ways of nature, history, and music, as well as acting as the protectors of their people in times of need. Ogre *noethineb* are treated with great respect by all the fey and are especially well received by the human folk of the Abberlands who maintain such close ties to the Old Ways.

Racial Traits and Abilities:

Nature Empathy: An ogre's closeness to nature and growing things allows them a sort of empathic communication with plants and trees. This ability manifests itself as more of an aptitude to feel the emotions of the natural world around them than true communication. This ability allows an ogre to instinctively feel simple emotions such as fear or sadness, or it can exhibit as knowing what a plant requires such as sunlight or water. This ability does not allow an ogre to discern more than basic feelings and could not, for example, be used to determine if a creature had recently passed by or to understand the exact nature of what might be causing a tree to feel uneasy, only to perceive its feeling of unease.

Twilight Vision: Ogres can see well in starlight, moonlight, or torchlight, retaining the ability to discern colour and detail in these conditions up to a half mile but only if they are outdoors.

Spells: Like all fey ogres possess a few inherent magickal abilities and may use each of the following once per day as a 1st level caster; *Purify Food and Drink*, *Entangle*, and *Pass Without Trace*. Additionally an ogre may use *Warp Wood* once per tenday as a 2nd level caster.

Languages: Tylwyth Teg, Old Abber, Nua Abber, Pigeon Chysgoda Balog (the black tongue)

Size: Large

Movement: 30 feet

Typical Classes: Illusionist, Ranger, Druid, Bard, or Bard/Illusionist

Attribute Modifier: +2 Strength, +1 Wisdom, -2 Charisma, -1 Dexterity

Ranger Modifiers: +2 Track

Half Trolls:

Half trolls are perhaps the most pitiable race in all of Abbernoth. They are creatures descended from both humans and trolls, most often a forced union imposed upon a human slave, though others are born from rape. In either case these poor offspring are forced to live on the edge of society, little cared for by humans, trolls, or anyone else. In the Westerlands half trolls find themselves afforded varying degrees of acceptance, from cautious suspicion by the folk of the Abberlands, to persecution and outright hatred by the folk of Calderland. Those half trolls who are raised in Xax-Gro-Mar, the ancestral lands of the trolls, find their lives aren't much easier; to trolls these half breed offspring are not as strong, skilled, or courageous as a full blooded troll and find themselves constantly needing to prove their worth to their warlord and clans in order to survive. In either case half trolls tend to be a dispirited and bitter lot, who keep to themselves and are often prone to violent and intense mood swings. Half trolls typically keep few friends or allies and live in constant fear and suspicion of those around them. The social stigma encountered throughout their lives coupled with the might and bellicosity of trolls and the competitiveness of humans make half trolls audacious and relentless combatants.

Physically half trolls are massive creatures by human standards standing between 6 ½ and 7 ½ feet tall with the strength and resilience granted to them by the troll blood in their veins. Regardless their size and impressive physique half trolls combine the worst physical traits of both men and trolls, often having thick necks and large hooking noses, rough cracking flesh, massive jawlines, and deep, receded brows. Their bodies are more often than not covered in thick wiry fur and most male half trolls tend to wear gruff, gnarly beards to better hide their wholly unpleasant features. Half troll flesh varies a great deal, with some having skin that closely resembles their human parent; albeit dry and leathery to the touch. Others will have the mottled complexion typical to full blood trolls. Like their flesh tone, half troll eyes run the gamut from the natural colours common to men all the way to the sanguine, wine coloured eyes that trolls possess. Half trolls who are closer to their human lineage typically do not possess true claws though their nails are exceptionally thick and grow swiftly, nor do they grow horns typical to full blood trolls. Half trolls whose blood runs in line with their troll lineage do however grow claws sufficient enough to use as weapons as well as minor horns, though nothing like those grown by their full blooded kin. All half trolls possess, to some degree, a preternatural regeneration rate and are able to suffer gruesome wounds that would kill a lesser creature or in some cases even regrow lost limbs.

Racial Traits and Abilities:

The mixed lineage of half trolls affects the specific traits that a half troll inherits; Players choose to have either their human or troll ancestry to be dominant. Racial abilities and modifiers are based on the chosen lineage.

All half trolls possess the following two abilities:

Darkvision: In a similar manner to dwarves, half trolls can see in complete darkness up to 60 feet. Darkvision produces images that are in shades of grey, but it is otherwise like normal sight. Half trolls can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A half troll requires one turn to adjust his or her eyes when a light source is extinguished before gaining for use of darkvision.

Enhanced Sense of Smell: This ability allows half trolls to detect the presence, but not specific location, of creatures within 30 feet or within 60 feet if the creature is upwind. Strong scents, such as smoke or rotting garbage, can be detected at twice those ranges. Overpowering scents, such as skunk musk, can be detected at three times these ranges. If a half troll becomes familiar with an individual, he can learn the individual's scent and recognize it. It should further be noted that false, powerful odours can easily mask other scents and completely spoil this ability.

Half trolls of human lineage possess these abilities:

Attribute Modification: +1 Constitution, +1 Strength, -2 Charisma

Racial Stigma: Due to the natural distrust half trolls are afforded by other races they gain a -2 charisma modifier when dealing with other races which is increased to a -4 when dealing with humans.

Regeneration: Half Trolls of human lineage possess a preternatural vitality which allows them to heal at a significantly increased rate. Half trolls regenerate at a rate of 1/2 hit point per turn, and will eventually regenerate lost limbs and organs. Half trolls must still make a constitution save if poisoned, as the poison will simply keep killing the half troll over and over again until the toxin is removed. This ability is continuously active. Subdual (non-lethal) damage heals at a rate of 1 point of damage every round. Acid, fire, or similar damage cannot be regenerated.

Half trolls of troll lineage possess these abilities:

Attribute Modification: +2 Constitution, +2 Strength, -4 Charisma

Claws: Half trolls of troll lineage are able to grow thick, sharp claws which may be used as a weapon in melee. A half troll's claws deal 1d4 damage and the half troll and is considered proficient in their use and does not suffer the usual penalties for fighting with an offhand weapon. These advantages only apply if a half troll is fighting without a weapon in either hand, if a half troll wishes to use one of his claws while fighting with a single handed weapon the normal offhand penalties apply.

Racial Intolerance: Due to the intolerance and prejudice half trolls are afforded by other races they gain a -4 charisma modifier when dealing with members of other races which is reduced to a -2 charisma modifier when dealing with full blooded trolls.

Regeneration: Half Trolls of troll lineage possess a preternatural vitality which allows them to heal at a significantly increased rate even compared to half trolls of human lineage. Half trolls regenerate at a rate of 1 hit point per turn, and will eventually regenerate lost limbs and organs. Half trolls must still make a constitution save if poisoned, as the poison will simply keep killing the half troll over and over again until the toxin is removed. This ability is continuously active. Subdual (non-lethal) damage heals at a rate of 1 point of damage every round. Acid, fire, or similar damage cannot be regenerated.

Languages: Trader's tongue, Troll Tongue, and any one of the following; Anglish, Nua Abber, Low Gothic, Slavlimba, or Chysgoda Balog

Size: Medium

Movement: 30 feet

Typical Classes: Fighter, Ranger, Rogue, Assassin, Cleric, Fighter/Assassin

Ranger Modifiers: +2 Track

CLASSES in the WESTERLANDS:

Most of the classes presented in the *Player's Handbook* can be found in the Westerlands with the exception of the Monk class which is not represented in the *Abbernoth Campaign Setting*. How each of the various classes fit within the milieu is presented below.

A Note on Multi-classing:

This text assumes the use of the multi-classing rules presented Appendix A: Optional Rules on page 140 of the *Player's Handbook*. This means that demi-humans are allowed to combine up to two classes, and humans are allowed to combine up to three classes. However the CK is final arbitrator of what multi-classing combinations he will allow in his campaign.

Fighters:

Given the dangerous nature of the Westerlands, fighting men are a common sight in every land and among every race. In the Westerlands fighters fill the ranks of town watches, live as mercenaries, roadwardens, bodyguards, or in the households of local nobility as men-at-arms. Those fighters of an evil bent or who fall upon hard times can find their way as brigands and highwaymen, or as thugs or enforcers among the secret guilds of thieves in cities like Ardporth, Lhandinas, Eloria, or Torlin. Norn raiders who sail their long ships across the Sea of Starfall are almost exclusively of the fighter class.

Castle Keeper's Notes:

Fighters in the Westerlands are identical to those presented on page 11 the *Player's Handbook*.

Table 02: Weapons Common to the Westerlands

Race / Region:	Weapons:
Abberlands	Bastard sword, broad sword, club, dagger, godentag, long bow, quarterstaff, short sword, spear, short bow, sickle, sling
Calderland	Bearded axe, broad sword, club, dagger, flail (any), flamberge, horseman's axe, light crossbow, light mace, quarterstaff, short bow, sickle, sling, spear, throwing axe, wolf spear
Dalamath	Battle axe, club, dagger, halberd, horseman's axe, jambiya, long spear, mace (any) , quarterstaff, short bow, sling, tulwar
Dwarves	club, crowbill, dirk, hand axe, knife, pick (any), sling, short bow, short sword, spear, throwing axe, war hammer
Elves	Club, dagger, hand axe, lleascledau, long bow, long spear, quarterstaff
Fadia	Battle axe, club, composite short bow, dagger, hand axe, konchar, light crossbow, myech sword, javelin, quarterstaff, sabre, spear, mace (any), morningstar, throwing axe, war hammer, wolf spear
Fallrigh	Bearded axe, broad sword, club, crowbill, dirk, hand axe, light mace, lucerne hammer, maul, short bow, short sword, sling, spear, throwing axe, two-handed sword, war hammer
Free-Cities	Battle axe, bec de corbin, broad sword, cestus, club, crossbow (any), dagger, flail (any), fauchard, glaive, godentag, guisarme, light pick, mace (any), main gauche, morningstar, pike, pole axe, quarterstaff, rapier, ranseur, sap, short sword, spear, two-handed sword, voulege, war hammer
Gethlyn	Club, dagger, hand axe, horseman's axe, knife, quarterstaff, short bow, short sword, sling, sling staff, spear throwing axe
Gnomes	Blowpipe, club, dagger, knife, quarterstaff, sling, spear
Halflings	Club, dagger, dart, hand axe, light mace, quarterstaff, short bow, short sword, sling, sling staff, spear
Maidinfell	Broad sword, bill, club, crowbill, dagger, godentag, flail (any), horseman's axe, heavy crossbow, light lance, light mace, light pick, morningstar, quarterstaff, short bow, short sword, war hammer, wolf spear
Norn	Bearded axe, broad sword, club, dagger, knife, hand axe, javelin, quarterstaff, sling, spear, throwing axe, winged spear
Ogres	club, quarterstaff, sling
Trolls (half trolls)	Battle axe, club, dagger, flails (any), javelin, morningstar, pole axe, sling, spear, spiked gauntlet, throwing axe, two-handed sword, whip,
United Kingdoms	Battle axe, bardiche, bastard sword, broad sword, club, crowbill, dagger, flail (any), godentag, heavy crossbow, heavy lance, heavy mace, horseman's axe, light lance, light mace, light crossbow, light pick, long sword, quarterstaff, short bow, short sword, sling, spear, two-handed sword, war hammer

Rangers:

Rangers are a breed of warriors well suited for life in the wilds while maintaining strong ties to civilized society. Rangers are commonly pulled from agricultural settlements or villages removed from the main thoroughfares and trade routes of the Westerlands. Rangers are most commonly found wandering the wilds of the Abberlands or primeval dales of the Deeping Vale in the United Kingdoms.

Rangers tend toward good alignment and work to protect farmsteads, travellers, and villages from the dangerous beasts and monsters which lurk in the shadows of the wilds. In the Deeping Vale these rangers work alone or in small bands, but in the Abberlands many rangers belong to the infamous Grey Watch, a brotherhood of rangers dedicated to protecting the Ever-Queen's domain. It is also rumoured that many of the Ever-Queen's enigmatic *Gwydih* are recruited from the ranks of the ranger class.

Castle Keeper's Notes:

Rangers remain the same as presented in the *Player's Handbook* on page 12.

Rogues:

Rogues are more common in the Westerlands than most good folk care to admit. Wherever coins can be found or where a man can be down on his luck, there will invariably be rogues. In the Westerlands the rogue class is a catch-all for all varieties of thieves, ne'er-do-wells, and scoundrels. Rogues are most commonly encountered in cities and towns where trade is conducted and in these cases they often work as thieves, cut-purses, burglars, fences, or confidence men. In more rural areas rogues tend to prey upon travellers as bandits, brigands, or highwaymen.

Rogues operating within a city or large town are frequently associated with some form of "thieves' guild" to which they pay dues in exchange for protection and the privilege to operate within the guilds territory. These thieves' guilds organize in the shadows of human society; some exist in complete anonymity, utterly unknown to the greater populace. Others, such as the infamous Ministry of Shadows are spoken of in awed whispers across the Westerlands, their legend often being larger than the truth. Thieves working within the territory of any of these organizations would do well to pay their due else fate can be a fickle thing and misfortune can end an aspiring rogues career.

The Ministry of Shadows:

Many believe the mysterious organization known as the Ministry of Shadows is just a myth, a conspiracy theory speculated by city folk, or a story thieves spin as a warning to their children and nothing more. If the stories are to be believed the Ministry is a network of assassins, and thieves originally from the vast metropolis of Bâgard that has infiltrated influential trade cities across Abbernoth with agents in all walks of society from beggars to kings. The Ministry of Shadows has its hand in many pots; assassination, banditry, drugs, gambling, information brokering, racketeering, and manipulation just to name a few. Thieves plying their trade within Ministry territory pay their dues or else meet their end bleeding out pitiful and forlorn in some dank alley.

In the Abberlands there have been rumours for decades about the Ministry of Shadows infiltrating cities like Gwenporth, Letyr, and Lhandinas and some dare to go so far as to suggest the Ministry has sway in Delwyncarteffi, perhaps even at the court of the Ever-Queen herself.

Castle Keeper's Notes:

Rogues in the Westerlands are identical to the class presented on page 14 of the *Player's Handbook*.

Assassins:

There are many places across the Westerlands where those who deal in death can make their way. The guild houses of the Free-Cities utilize assassins regularly in their internecine struggles. In Dalamath there are holy orders of assassins who kill as the threads of fate decay. Some assassins are no more than two bit killers willing to do whatever it takes to earn a few coins, others murder for murders sake, and there are yet some who serve as agent to lords and kings.

Barbarians:

Barbarians are uncommon in the Westerlands, being found almost exclusively in the plains of Gethlyn and Old Cerilia. These plains tribesmen live a nomadic existence amongst ancient ruins, surviving in shadow haunted, windswept grasslands. These tribes are the remnants of the men of Cerilia who survived the cold of the Long Twilight and the fall of their ancient civilization. These barbarians stand tall and proud with ruddy, wind burned skin, long and straight silvery hair, and lavender or amber eyes. They garb themselves in hides and adorn their hair and bodies with feathers, bones, beaten silver, and jewels found amongst the rubble of age-old ruins. They are master horsemen, exceptional hunters and courageous warriors who follow the Old Ways and pay homage to the spirits of the earth and sky.

Castle Keeper's Notes:

Barbarians in the Westerlands vary slightly from the class presented on page 18 of the *Player's Handbook*. Barbarians do not possess the intimidate ability but instead gain horsemanship which mirrors the knight ability of the same name found on page 28 of the *Player's Handbook* with one notable exception. Barbarians uses a spear, rather than a lance, for the purposes of the charge action.

Wizards:

Magick is a potent force in Abbernoth, its ebb and flow permeating everything from the smallest stone to the most terrible monster. Magick is everywhere and wizards are those who have learned some of the ancient secrets to harness this power and mould it to their will. Wizards in the Westerlands are all trained from a young age. Children gifted with magickal ability are either freely given or sometimes taken by a master wizard of one of the clandestine Orders of Wizardry upon the discovery of their gift. These children are taught in secret how to utilize their powers. Upon reaching adulthood and mastering the rudiments of magick, these apprentice wizards leave their master to make their own way.

Castle Keeper's Notes:

Wizards in the Westerlands have all the abilities described on page 22 of the *Player's Handbook* but additionally must belong to one of the orders of wizardry described on page 47 of this text. Wizards have additional special rules based upon the disciplines of magick practiced by their Order. Wizards in the Westerlands are exclusively humans or half-elves, the fey races practice illusion magick exclusively and give little credence to the Orders of Wizardry that govern mortal magicks.

It should be noted that arcane magick works slightly differently in Abbernoth than described in the *Player's Handbook* and players wishing to play a wizard character should familiarize themselves with the changes described in *Magick and the Realms of Existence* starting on page 41 of this text.

Illusionists:

Illusionists, like wizards are able to tap into the ebb and flow of magick and bend it to their will. The greatest difference between wizards and illusionists is the way in which they manipulate magick and the effects they are able to achieve. Illusionists are primarily found among the fey and those men whose magickal talent was discovered by the fairy folk rather than by a wandering wizard. In the case of gnomes and fairies illusion magick is a gift that every member of the race has at least some degree of ability. Human children who are born with the gift to work illusion magick are often discovered by the fey folk and carried off to be taught by the gnomes, pixies, or sprites. To the fey these children are considered blessed by Aluna, the Fey Queen and are treated like honoured kin. These disappearances are the basis for countless tales told by men across the Abberlands of fairy's abducting sleeping babes.

Castle Keeper's Notes:

Illusionists maintain all of the abilities presented on page 23 of the *Player's Handbook*. Additionally human illusionists are automatically fluent in the fey tongue of *tylwyth teg*. Illusionists are restricted to certain races and may only be elves, gnomes, half-elves (either lineage), humans, or ogres. Unlike wizards, illusionists are never members of one of the Orders of Magick.

It should be noted that illusion magick works slightly differently in Abbernoth than described in the *Player's Handbook* and players wishing to play an illusionist character should familiarize themselves with the changes described under illusion magick on page 41 of this text.

Clerics:

Clerics are those devout followers of the gods who are capable of channelling their faith into magickal effects. To some faiths these spells are gifted from the gods themselves, magickal blessings granted via divine intervention. To others, clerical spells are merely an alternate method of manipulating the ebb and flow of magickal energy.

Castle Keeper's Notes:

Clerics in the Westerlands are identical to the class presented on page 24 of the *Player's Handbook*.

Players wishing to play a cleric character should familiarize themselves with their chosen faith described in the *Faiths and Religions of the Westerlands* starting on page 25 of this text.

Knights:

It is upon the pitches of windswept battlefields where the knights of the Westerlands earn their daily bread. These are the professional fighting men who are bound to serve kings, lords, nobles, merchants, guilds, or faiths. To a knight of the Westerlands war is their vocation, the battlefield their home, and death their constant companion.

Knights are most commonly found among the noble houses of the United Kingdoms, a land born of constant internal strife where knights earn honour and glory both on the field of battle and at tourney. These warriors are the archetypical military leaders bedecked in shining plate and mounted upon mighty warhorses; men who hold themselves to an unflinching code of military conduct. In Calderland many scions of noble houses send their sons to serve in the templar orders of the Priory of the Eternal Flame, and in the Abberlands the marchog, the abborn term for knight, are professional fighting men and expert horsemen whose courage and skill at arms are without peer.

The Arfoll Marchog, Oath of the Marchog:

I shall dutifully serve my liege with temperance and humility.

Discretion is the watchword of the wise man and my tongue shall know not but the truth.

My sword shall be my guide and my strength. I will not forsake it nor shall it forsake me.

I shall not give quarter nor expect it from my foes

Death shall be my companion and I shall embrace him as a brother.

My heart shall know only valour.

My soul shall suffer no fear.

And mine enemies shall know I have come for them.

I will stand against the shadow, undaunted wherever it may fall.

For I am marchog and honour is my guide.

And my blood will be freely spent for Caerwen and the Ever-Queen.

Castle Keeper's Notes:

The knight class is similar to that presented on page 27 of the *Player's Handbook* with the following exceptions; Knights must either be human, or half-elf (human lineage). Knights who hail from the United Kingdoms or Fallrigh are bound to the Knightly Virtues presented in the class description in the *Player's Handbook* on page 29, while the marchog are held to the *Arfoll Marchog*, the oath of the marchog. Marchog are permitted to wield the following weapons, which supersedes the list presented in the class description: broad sword, dagger, horseman's axe, short bow, and spear. Marchog use a spear, rather than a lance, when charging on horseback. Knights who serve the Priory of the Eternal Flame are bound by the Laws of the One True God and their ranks are exclusively made up of humans of noble descent.

Finally, across the Abberlands hedge knights who wander the land without a master are not uncommon. These men often make their way to tourney grounds to prove their worth in hopes of finding employment; others get by less scrupulously. These knights, called "robber knights" by the folk of the Westerlands, have given hedge knights a bad name and these down on their luck fighting men are often mistrusted as a result. These knights follow a code of honour often of their own design.

PC hedge knights begin play with half their starting funds (rounding up) which must be used to purchase starting equipment, with any gold remaining being forfeit. Additionally until they find a master, a hedge knight is only able to inspire half the number of creatures (rounding up) that their level would otherwise indicate. PC hedge knights should design their own knightly code of conduct subject to the approval of the CK.

Paladins:

In the Westerlands paladins are an exclusively human phenomenon belonging to The Brothers-Militant of the Priory of the Eternal Flame. They are warrior-priests of the Priory dedicated to bringing his light to all mankind and his fiery wrath to those steeped in shadow. The faith of these templar have endowed them with supernatural abilities, gifts from the One True God to aid in their crusade. They are often hard men of unwavering faith and devotion to their god and the Priory. Most often paladins travel alone across the Westerlands bringing the wrath of The One True God to the enemies of man.

Castle Keeper's Notes:

Paladins in the Westerlands are uniquely human and serve the One True God and the Priory of the Eternal Flame. Paladins of the Priory must be either of lawful good, lawful neutral, or lawful evil alignment. With the notable exception of racial and religious restrictions paladins have identical to the class presented on page 30 of the *Player's Handbook*.

Bards:

Across the Westerlands bards go by many names, the people of Lorn and Calderland refer to their storytellers as skalds, who are the keepers of the sagas and ancient stories of their people. Troubadours, minstrels, and merrymakers roam from town to town performing across the United Kingdoms often secretly brokering information and acting as spies or even assassins for the lords and ladies of the land, and the bards of the Abberlands are granted a special respect as the caretakers of the oral traditions beloved by the commons and nobility alike.

Castle Keeper's Notes:

Bards in the Westerlands are identical to the class presented on page 31 of the *Player's Handbook*.

The Laws of the One True God:

*As there is but one world, one life, one death
There is but One True God and he is our Creator
All others are false and cower in the darkness*

*Order is the blessing of the light and those who dwell in
harmony with their fellow man are loved by Him*

*Magick is the manifestation of the shadow
Those born of it are pawns of the darkness and
repugnant in His sight*

*Faith is the ointment that soothes the soul
And he who is faithful shall bask in the warmth of His
protection and shall not be left in darkness*

*Mankind is his Creation and their flame shall burn
eternal*

*A flame that will banish the cold and darkness and its
light will illumine the entire world*

*So it has been revealed to us by Sigismund the Blessed
and so we shall spread the word of the One True God*

-Wilhelm 3:10

FAITHS AND RELIGIONS OF THE WESTERLANDS:

Faith across Abbernoth is as diverse as its people. In cold and harsh Norn they worship warlike gods called the Aesir who reward the courageous with eternal life in the halls of Odin their king, while the people of the Abberlands follow the Old Ways, revering the Elder Gods and forest spirits. In conquered Dalamath the word of Asalam has taken root, brought from across the Endless Ocean by the enigmatic Bajazâr, and among humans across the Westerlands the Priory of the Eternal Flame spreads its belief in a One True God. Below, the faiths most common to the Westerlands are described in detail; the Old Ways and the teachings of the Priory of the Eternal Flame.

The Old Ways:

The Old Ways is a term used by the folk of the Westerlands for the worship of the *Mlaenoriaid* and their children as taught to men by the elves. They teach of three pantheons; the *Naturiaeth*, the children of Aluna the Fey-Queen who are the gods and spirits of nature who reside within the fey realm of *Tylwyth Teyrnas*, The *Nosweithiau*, the children of the goddess Liliath, the Queen of Oblivion who dwell in the darkness of *Ebargofiant*, the realm of oblivion, and the *Ddwirnod*, the gods of the heavens.

The Mlaenoriaid and the Dream of Creation:

According to the *Hanesiaeth*, meaning “the history” in the fey tongue, the God Rûnba fathered four children collectively known as the *Mlaenoriaid*, the elders; the twins called Aluna and Malcorr who personify Magick and Nature, and their siblings Aouragon and Liliath who personify light and darkness. To Aluna and Malcorr the Creator gave sovereignty over *Tylwyth Teyrnas*, what is now known as the fey realm. Aouragon was given the heavens called *Nefoed* and it is he who rules wherever light shines on the mortal realm, and to his youngest child Liliath, the Creator bestowed the realm of *Ebargofiant*, meaning dreams or oblivion, the realm of darkness where mortals travel when they dream and where all souls must return when they die. It was from the collective dreams of the *Mlaenoriaid* that the mortal realm took shape betwixt the realms of the gods.

There was harmony in among the *Mlaenoriaid* for thousands of years. Their dreams began to take shape in the mortal realm, many children were born, and their children had children, each lending their dreams to the elders. It was during these years of harmony that the youngest of the *Mlaenoriaid*, Liliath began to foster her greed and paranoia. The Creator had given to her the sovereignty over dreams and because of this she began to believe that the power of creation should be hers alone. As time passed and the dream of creation continued to bring new life to the mortal realm, Liliath’s jealousy and greed began to twist her thoughts into madness. Liliath devised a plan to take the power she desired from the slumbering Creator. So it was that Liliath went to the resting place of Rûnba and murdered him as he slept. With the creator destroyed there was war between the *Mlaenoriaid*, a war that ended with Liliath being torn from the heavens by the combined might of her siblings. Unwilling to kill their sister, Aluna, Aouragon, and Malcorr decided to imprison her within the mortal realm where they chained her deep beneath the earth where she would remain for all eternity.

With the destruction of the Creator the dream of creation was ended. It was a gift only the Creator could bestow, and upon his death the power of creation was forever lost. The *Mlaenoriaid* could still affect their own realms but the fate of mortals and of their realm was in their hands alone.

The Long Twilight:

The Long Twilight refers to a span of approximately 100 years towards the end of the first era when the *Bariaeth* led by the goddess Sin conspired to free Liliath from her imprisonment in the mortal realm. The *Mlaenoriaid* believed the secret of Liliath’s imprisonment was known only to them, but Demorod the god of secrets and forbidden knowledge, also knew. Sin the goddess of lies and deception wanted that knowledge for herself but knew Demorod would never share one of his secrets so she seduced Ceroth and convinced him that Demorod wanted to take her from himself. In a fit of rage Ceroth murdered his twin brother and Sin drank of the dead god’s blood and thus stole his secrets.

Sin discovered the truth; that only a mortal could shatter the seals that kept Liliath chained below the mortal realm. Sin chose noble Moraxis, King of the Cerilian city-state of Thrax-Morgar to be the key to her mother's freedom. She went to him in his dreams, twisting his thoughts and seducing him with glimpses of power not meant for mortal hands.

Moraxis vanished for six years, six months, and six days. When he returned noble Moraxis was no more, he had become something more wicked and terrible than anyone could have imagined. He had mastered the secrets of the Charm of Unmaking, a forbidden spell never meant for the hands of men. But as with all forbidden knowledge it was not hidden from Sin and she had taught it to Moraxis. It was the Charm of Unmaking that was the key to Liliath's freedom.

When Moraxis returned to Thrax-Morgar he did so upon the back of the Agronthraxias, greatest of the dragons of old. Moraxis demanded his people cast off the shroud of lies wrought by the gods who had conspired against their mother Liliath and bring death to those who would not see the light of truth. Many in the city-state took up his banner and marched against brother and countryman in the name of the Queen of Oblivion. The southern lands of the Cerilian Empire fell to Moraxis and his armies quickly, with each life taken bringing him one step closer to freeing Liliath.

In less than two years Moraxis conquered the southern Cerilian city-states killing anyone who would not see the truth behind the twisted lies of the elder gods. After unifying the south under his banner Moraxis marched his armies north, through the mountains, into the heart of the Cerilian Empire. On the fields of Thrax-Ceria the armies of the Cerilian king Ildain opposed Moraxis and it was here that he cast the Charm of Unmaking. The skies darkened and the ground was rent asunder for hundreds of miles, cities were swallowed whole, and thousands upon thousands of lives were ended. The tremendous magick of the Charm of Unmaking caused a breaking in the flow of time, the world stood still, trapped in perpetual darkness and winter. The spell had weakened the chains holding Liliath, but they did not break and those that survived the horror had been marked by its magick. Where once stood men now stood cruel mockeries of men with blackened claws, and barbs of bone piercing their flesh, with cracked, leathery skin, and bestial features, they were the morgar, the foot soldiers of Moraxis who they hailed as the Witch King.

The Witch King's armies waged war across Abbernoth for nigh 90 years as Liliath and her *Bariaeth* waged war in the heavens. Liliath bestowed her Witch King with many gifts, the most precious being a suit of chainmail that was impervious to all mortal weapons. There was only one thing in the entire world that could do Moraxis harm, an alicorn of a unicorn mare whose purity and innocence no dark magick could turn aside. With this knowledge Moraxis sent his morgar to hunt down every last unicorn and bring its horn to him.

In the 95th year of the Long Twilight, Moraxis finally turned his attention toward the forested realm of Glamrielle. The morgar came upon the forest with fire and axes, hacking and burning their way toward the city of Thal-Iridis at its heart. For five years Moraxis sent his morgar warriors into the depths of Glamrielle only to have them butchered by the fey of the woods.

It was Andurial the elf king of Thal-Iridis who led the fey who opposed the Witch King. He was a warrior without peer whose *lleascledau*, *Cysgod Melltith*, had become synonymous with death among morgar foot soldiers. His *Gwydih* arrows had butchered thousands of the morgar before Moraxis himself dared come to Glamrielle and take command from his favoured lieutenant, the dreadlord Shargazon.

The rage of the Witch King and Agronthraxias knew no bounds and the armies of his Morgar struck harder than Andurial had anticipated. Moraxis struck deep, his armies hacked and burned their way to the gates of Thal-Aourai between the rivers Danwin and Dudwyfr. The Witch King's armies arrived before the last of the cities inhabitants could flee. The city was laid to ruin and all who failed to escape were callously murdered. Before the dust could settle among the ruins of Thal-Aourai, the Witch King ordered his Morgar onward toward Thal-Iridis, the seat of Andurial, and the greatest city of fey.

As Thal-Aourai fell, King Andurial held council in the east of Glamrielle at the city of Thal-Aluna with those who still could stand to oppose Moraxis and his dark goddess. They met within the halls of the *Cwmselystafell*. It was during this meeting between Andurial, the *ysgeifiog* Hen Colfennau, the dwarven king called Gilor, and Orail, the last heir of the Cerilian crown, that the unicorn Gwirioniaid appeared and told the council of the Witch King's weakness. She offered her alicorn to Andurial who removed it from her brow with one stroke from his *lleascledau*. Gwirioniaid sacrificed herself for the sake of all the world.

Andurial led a combined army of fey folk, dwarves, and men against the Witch King on the 1st day of Deepwinter in the last year of the first era of the world, and upon the burnt ashes of the forest of Glamrielle the Witch King was slain. Andurial drove Gwirioniaid's alicorn straight through Moraxis' heart. As he died so did the hopes of Liliath and the *Bariaeth*. As Moraxis lay dying the power of the Charm of Unmaking which freed Liliath was fading away. She was cast back down from the heavens and chained once again deep below the mortal realm. This period became known by the elves as *Terfynol Rhyfeloedd*, the final war.

As Moraxis' body burned to ashes, the sun began to rise in the east and brought with it the light of a new day. The breaking of the cycles was undone and day became night, and winter turned into spring. This marked the end of the Long Twilight and the beginning of the second era of the world.

The Naturiaeth, the Children of Aluna and Malcorr:

The *Naturiaeth* are the gods and spirits of nature, magick, and the fey. They are the children and grandchildren of the twins Aluna the Fey-Queen, and Malcorr the Forest Father. They dwell within the realm of *Tylwyth Teyrnas*. The *Naturiaeth* are worshipped by those who were born of the fey realm; elves, gnomes, fairies, and ogres, and are the foremost gods known to those men who follow the Old Ways.

The Nosweithiau, the Children of Liliath:

The *Nosweithiau* are often referred to as the orphaned gods, the children of Liliath who still remain in the realm of *Ebargofiant*, the realm of dreams, and oblivion. They are not worshipped regularly like the gods of the *Naturiaeth* but rather invoked for specific reasons. Many of the *Nosweithiau*, who are collectively known as the *Bariaeth*, which translates to "evil" from the fey tongue, are not openly worshipped at all but rather in secret by the corrupt, and vile. These are the gods like deceitful Sin, and bloody Ceroth Kinslayer who conspired to free Liliath from her imprisonment, instigating the terrible years of the Long Twilight. These are dark gods whose provinces are too terrible to invoke openly.

The Ddwirnod, the Children of Aouragon:

The *Ddwirnod* are the gods of light and the heavens, the sons of noble Aouragon the King in the Heavens. They are the gods of the dwarves, who were born of Dîlín and Grâth, whose provinces are that of stone and honour. Their home is the realm of *Nefoed*, meaning the heavens in the language of the fey.

Clerics and Druids of the Old Ways:

The old gods are most typically revered as a pantheon. A cleric will invoke different gods for different spells. For example, a cleric might invoke Bâlis while attempting to cure a wounded companion, or call upon Aluna to cast a *silence* spell. Less frequently a cleric will dedicate themselves entirely to a single god to with whom they feel a profound connection to. It is only those clerics who dedicate themselves unto a single deity who will wield their deity's favoured weapons. Otherwise clerics are restricted to the use of simple weapons, those employed by common folk such as daggers, clubs, quarterstaves, slings, spears, or short bows.

All druids in Abbernoth follow the Old Ways but focus their attention upon the gods of the *Naturiaeth* almost to the exclusion of all others. They follow the ancient traditions, living in harmony with nature and the fey. Druids are most commonly found in the Abberlands and the Deeping Vale where the traditions of the Old Ways are still strong. Some druids live in hamlets or small villages where they act as guides for the people much like a cleric would, others choose to live as hermits deep within the ancient forests and glens that cover these regions. All druids in Abbernoth, despite where they choose to live are members of a druidic circle led by a Grand Druid. There are two druidic circles in the Westerlands, the circle of Glamrielle in the east to whom all druids in the Abberlands belong, and the Circle of the Vale in the west that encompasses all the druids in the Deeping Vale as well as the few who wander across Calderland and the United Kingdoms.

The Mlaenoriaid and their Children:

Aouragon, The King in the Heavens (Son of Rûnba):

Mlaenoriaid (Greater God) of the Ddwirnod

Provinces: Light, the sun, and nobility

Alignment: Lawful good

Symbol(s): The *Huan*, meaning “sun” in *Tylwyth Teg*, a circle with four points radiating from its centre. This is most commonly worn by clerics as a pendant or upon a band on the forehead.

Clergy: Clerics

Clergy Alignment: lawful good, neutral good, lawful neutral, and neutral good

Preferred Weapon: Long spear

Sacred Day(s): Litha (the 20th- 23rd of Highsummer), and before the coronation of a new king-beneath-the mountain, known as *Málstefna Kjôsa Vár Hár Konunger*, which roughly translates from *dvergr mál* to “the conference to choose our king” (a holiday also observed by the people of Fallrigh upon the death of a high king which they call the Kingsmoot.)

Ceremonies: Praying at both dawn and dusk to thank the King in the Heavens for the day to begin and to remember the dark days of the Long Twilight when the sun did not rise for 100 years.

Superstitions: “Oaths in shadows are abolished when they come to light”

Aouragon is the god of light and nobility. He is the personification of the sun who banishes the darkness when it rises each morning. He rules over the realm of *Nefoed*. Aouragon is the patron of rulers and kings, and he is the protector of the good and pure. Aouragon and his clerics despise the undead in all their forms and are ever vigilant for signs of the Queen of Oblivion’s return to the mortal realm.

Aluna, The Fey-Queen (Daughter of Rûnba and Twin Sister of Malcorr):

Mlaenoriaid (Greater Goddess) of the Naturiaeth

Provinces: Magick, the moon, and fey beings

Alignment: Neutral (with chaotic tendencies)

Symbol(s): The *Ilaer*, meaning star in the fey tongue, represented by an eight pointed star inside a ring. This is often wrought of silver and worn by clerics in the form of a pendant or a ring.

Clergy: Clerics, and druids

Clergy Alignment: Any neutral as well as chaotic good

Preferred Weapon: Lleascedau (the elvish long blade)

Sacred Day(s): Any night in which the moon is full, Beltane (the 40th day of Seedfall)

Ceremonies: all rites are performed through song and under the moonlight

Superstitions: Old oak groves, standing stones, and toadstool rings are all considered sacred places, offending forest spirits (fairies, sprites, pixies, nymphs, etc.)

Aluna is the goddess of magick, and the fey. She is symbolized by the moon in the mortal realm which the fey believe to be the closest star in the heavens. She resides within the realm of *Tylwyth Teymas*. She is depicted as an ageless woman of terrifying beauty, with flowing silver hair that runs beyond her feet, and gossamer, silvery, wings similar to those of a dragonfly. She is the patron goddess of the elves and fairy folk, and is called upon by those who study the arts of fey magick, mages, and thaumaturgists.

Bâlis the White Brother (*Son of Aouragon and Aluna and Twin Brother of Câlís*):

Lesser God of the Ddwirnod

Provinces: Healing, purity, and love (more specifically the covenant of marriage)

Alignment: Chaotic Good

Symbol(s): A circle comprised of sprigs of parsley (to soothe pain), sage (representing strength of spirit), rosemary (representing faithfulness), and thyme (symbolizing courage). This is most often made of actual sprigs of the aforementioned herbs, less frequently the circle will be symbolically etched upon a wooden token.

Clergy: Clerics

Clergy Alignment: Any good

Preferred Weapon: Quarterstaff

Sacred Day(s): Beltane (the 40th day of Seedfall), and weddings

Ceremonies: The giving of a circlet of parsley, sage, rosemary, and thyme to ones betrothed during weddings.

Superstitions: Taking life

Bâlis is the son of Aluna and Aouragon, twin brother to Câlís the Divine Scholar, and is bound to Silvâin. He is of the *Ddwirnod* and resides within the realm of *Nefoed*. When the goddess Veera was blinded by Ceroth Kinslayer, it was Bâlis who tended her wounds. He is the personification of compassion. Bâlis is most often depicted as a young man with tussled hair and kind eyes with a laurel of parsley, sage, rosemary, and thyme upon his brow. He is the patron god of healers and lovers and the ogres are his children upon the mortal realm.

Bâlanna, the Mistress of Agony, Misery (*Daughter of Ceroth and Sin*):

Lesser Goddess of the Nosweithiau (Bariaeth)

Provinces: Suffering, lust, chaos

Alignment: Chaotic evil

Symbol(s): A black rose. Clerics who have secretly devoted themselves to Bâlanna often have her symbol tattooed in an easily concealable place. In rituals an actual black rose is used (and must be present to invoke clerical spells and abilities associated with the Mistress of Agony)

Clergy: Clerics

Clergy Alignment: Chaotic evil, neutral evil, or rarely chaotic neutral

Preferred Weapon: Cat o' nine tails, and dagger

Sacred Day(s): None recognized

Ceremonies: Her followers must participate in rituals of self-mutilation and hedonism to receive their prayers.

Superstitions: Suppressing base desires

Bâlanna is the daughter of Ceroth Kinslayer and the goddess Sin. She is of the *Bariaeth*, one of the dark gods who are not worshipped openly. She is a wicked and beautiful goddess who delights in the torment of mortals. Her provinces are that of pain and lust, making her the hated enemy of Bâlis god of healing and love. Her followers are narcissists, sadists, and masochists.

Câlís, the Divine Scholar, the Lore Keeper (*Son of Aouragon and Aluna and Twin Brother of Bâlis*):

Lesser God of the Ddwirnod

Provinces: Knowledge, order, and divination

Alignment: Lawful neutral

Symbol(s): Owls, an owl feather. Often clerics serving Câlís will be accompanied by an owl as an animal companion and wear one of its shed feathers as a pendant and focus for their clerical spells.

Clergy: Clerics

Clergy Alignment: Any lawful or neutral

Preferred Weapon: Dagger

Sacred Day(s): Saimhain (the 40th day of Moortide)

Ceremonies: The use of dreamwine during the initiation into the monastic order of the Aesthetics of Câlís, a powerful elixir which is made using secret methods. It induces a preternatural state of consciousness, allowing the imbiber to glimpse into the past, present, and possible futures simultaneously.

Superstitions: The destruction of lore in any form, oath of silence

Câlis is the son of Aluna and Aouragon and the twin brother of Bâlis. He is one of the *Ddwirnod* and his home is the realm of *Nefoed*. Câlis is most often depicted as a young man with bottomless grey eyes garbed in plain robes with his owl *Gwybod*, meaning “knowledge” in the fey tongue, upon his shoulder. He is the chronicler of history, and the keeper of all knowledge. His devoted clerics, called the Aesthetics of Câlis, are the historians of Torâlia who, through the use of dreamwine, are granted the unique gift to glimpse the skeins of time; past, future, and present. This gift comes at a price; those who imbibe dreamwine are beholden to a strict oath of silence. Within the walls of the Tower of Câlis it is said the entire history of all the ages is written and catalogued. It is the Aesthetics who determine the end of one age and the beginning of a new one.

Ceroth Kinslayer, the Red Lord (Son of Aouragon and Liliath and Twin Brother to Demorod):

Lesser God of the Nosweithiau (Bariaeth)

Provinces: War, destruction, and murder

Alignment: Chaotic evil

Symbol(s): A bloody blade. Clerics of Ceroth Kinslayer often keep a dagger stained with the blood of an innocent on their person which acts as the focus for their clerical spells.

Clergy: Clerics

Clergy Alignment: Any evil

Preferred Weapon: Bearded axe, and dagger

Sacred Day(s): The night of the first full moon in Twilightfall, known as *Yn Lladd Nos* commemorating the eve that Ceroth murdered his twin brother Demorod.

Ceremonies: To gain Ceroth’s favour a prospective cleric must first murder one of his relatives in cold blood. All clerical spells granted by Ceroth require blood of an innocent as a material component.

Superstitions: Dying while asleep

Ceroth Kinslayer is the son of Aouragon and Liliath, the twin brother of the dead god Demorod and father to Bâlanna and Lazeroth. He is one of the *Bariaeth* who conspired to release Liliath from her eternal prison. During the Long Twilight Ceroth murdered his own twin brother while he slept becoming known as Kinslayer forevermore. Ceroth is most often depicted as an older man encased in blood drenched, blackened mail. It was Veera who discovered the truth of what Ceroth had done to Demorod and it was Ceroth’s axe called *Ladwyr*, meaning “slayer” in the fey tongue that robbed Veera of her eyes.

Like Sin, Ceroth was judged by the *Mlaenoriaid* at the end of the Long Twilight and was cast out of the heavens to wander the endless ways of the Æther, the place between realms where his time is consumed by hunting down Sin and taking his revenge for her lies and treachery. His worship is forbidden and those who do pay him service do so secretly. Most often his cult draws from brigands, mercenaries, and soldiers who revel in spilling blood.

Demorod, The Silent, The Dead God (Son of Aouragon and Liliath and Twin Brother of Ceroth):

Lesser God of the Nosweithiau (now dead)

Provinces: Forbidden knowledge, secrets, and dreams

Alignment: Neutral

Symbol(s): A raven. Often this took the form of a necklace of raven feathers.

Clergy: Clerics

Clergy Alignment: Neutral, and lawful neutral

Preferred Weapon: Dagger

Sacred Day(s): None recognized

Ceremonies: None

Superstitions: Giving away secrets, sharing dreams

Demorod was the son of Aouragon and Liliath and is the twin brother of Ceroth Kinslayer. Demorod was murdered by his twin during the Long Twilight. Prior to his death, Demorod was one of the *Nosweithiau* and resided in the realm of *Ebergofiant*. Demorod was depicted as a tall, brooding figure, with pale skin and long, dark hair, dressed in a robe crafted of raven’s feathers. He was the god of forbidden knowledge and dreams. After his death, his knowledge was stolen by Sin, the Mistress of Lies.

Dilín, The Shieldmaiden, Dwarfmother (*Daughter of Aouragon and Aluna*):

Lesser God of the Ddwirnod

Provinces: Peace, protection, stone, mothers and children, and dwarves

Alignment: Neutral good (with lawful tendencies)

Symbol(s): A round shield crafted from stone. Clerics of Dilin often wear small stone shields upon a leather thong around their necks.

Clergy: Clerics

Clergy Alignment: Any good

Preferred Weapon: War hammer

Sacred Day(s): Candlemas (the 1st of Deepwinter), the eve before a battle, and whenever a child is born

Ceremonies: Standing vigil for the dead after a battle, overseeing births (this is especially prevalent in dwarven society)

Superstitions: Resorting to violence when avoidable, killing a child, leaving the dead without due ceremony

Dilín is the daughter of Aouragon and Aluna and is bound to Gráth. She is one of the *Ddwirnod* and resides in the realm of *Nefoed*. Dilin is the goddess of peace, protector of children and the mother of the dwarves who are her children. She is most often depicted as a dwarf woman bearing a stone shield with stern but kind blue eyes, and fiery red hair, worn in a long braid reaching down to her feet. She is the patron of mothers and children, and the protector of the Halls-Beneath-The-Mountains.

Eledeleth, the Thorn Lord, Master of the Wild Hunt (*Son of Aluna and Malcorr*)

Lesser God of the Naturiaeth

Provinces: magickal beasts, thorns and poisonous flora, worgs, werewolves, and malignant forest spirits

Alignment: Neutral evil

Symbol(s): A ring of thorns. Most often Eledeleth's symbol is formed with poison ivy. The thorns must pierce the flesh in order to act as a focus for spell.

Clergy: Clerics, and druids

Clergy Alignment: Neutral evil, chaotic evil, neutral, or chaotic neutral

Preferred Weapon: Sickle

Sacred Day(s): The wild hunt begins on the first day of Alban Elued (the 21st of Harvesttide) and end on the first night of Yule (the 21st of Wintertide)

Ceremonies: To gain the favour of Eledeleth druids must hunt and kill a predatory beast alone on a night devoid of moonlight.

Superstitions: Slaying a werewolf, civilized places

Eledeleth is the son of Aluna and Malcorr. He of the *Naturiaeth* and resides in the fey realm of *Tylwyth Teyrnas*. He is the personification of the cruelty of nature. He is the fury of the wilds, lord of magickal beasts and wicked forest spirits. Eledeleth is depicted as a wild eyed, naked elf, his body wrapped in thorns and accompanied by a pack of yeth hounds collectively known as the wild hunt. Eledeleth is invoked to punish those who transgress against nature or to stave off malicious forest spirits. Werewolves are considered sacred to Eledeleth.

Fâlion, the Walker of Paths, the Bard (Son of Aluna and Moorgail):

Demigod of the Naturiaeth

Provinces: Music, wanderers, fortune, wind, lakes, and rivers

Alignment: Chaotic neutral (with good tendencies)

Symbol(s): A harp, rivers, and hawks. Followers of Fâlion often wear a feather of a hawk, a vial of water from a flowing river, and a charm shaped as a harp upon a necklace.

Clergy: Clerics

Clergy Alignment: Any neutral

Preferred Weapon: Quarterstaff

Sacred Day(s): The 7th day of every month is considered lucky and is the traditional day to begin a long journey.

Ceremonies: Adding small charms to their necklaces during their travels, throwing a coin into a well or stream to invoke Fâlion's blessing prior to setting off on a journey.

Superstitions: Spending your last coin is considered to be very unlucky, walking backwards down a trail

Fâlion is the son of Aluna and Moorgail. He is a demigod born after Liliath murdered Rûnba and the dream of creation ended. Fâlion travels between the mortal realm and the realm of *Tylwyth Teyrnas* via a magickal gateway hidden somewhere in the vicinity of the massive crater lake in the south of the Hag Marshes known as Fâlion's Well. He is the patron of wanderers, of bards, and people who rely on luck to get by.

Furiak, the Firebrand (Son of Grâth and Dîlîn):

Lesser God of the Ddwirnod

Provinces: Fire, strength, and virtue

Alignment: Lawful Good

Symbol(s): A flaming sword. This symbol is often made from tempered steel and copper and worn as a necklace. Clerics dedicated to Furiak will often coat their swords in oil and ignite them prior to joining battle.

Clergy: Clerics

Clergy Alignment: Any good

Preferred Weapon: Bastard sword

Sacred Day(s): Litha (the 20th-23rd of Highsummer)

Ceremonies: Clerics of Furiak must pray by the fireside in order to receive their spells.

Superstitions: Abhorrence of the undead in all their forms, allowing a fire to go out before the first light

Furiak is the son of noble Grâth and Dîlîn and serves as his father's squire. He is of the *Ddwirnod* and resides in the realm of *Nefoed*. Furiak is the personification of the valiant warrior, and those who pursue noble causes. He is depicted as a young man with auburn hair and fierce coppery eyes. Furiak wears chainmail and wields the sword *Fflamia*, which translates to "flame" from *Tylwyth Teg*.

Grâth, the Honour Bound, Oath Keeper (Son of Bâlis and Veera):

Lesser God of the Ddwirnod

Provinces: Duty, oaths, and soldiers

Alignment: Lawful Neutral

Symbol(s): Eagles, two right hands engaged in a brotherly grip. Eagles are sacred to Grâth and are often emblazoned upon shields of clerics in his service. His symbol is usually crafted from iron (symbolizing physical strength as well as the need to temper primal urges) and worn as a pendant.

Clergy: Clerics

Clergy Alignment: Lawful neutral, lawful good, lawful evil

Preferred Weapon: Heavy mace

Sacred Day(s): the 33rd of Autumntide is traditionally a day to renew vows or enter into new contracts

Ceremonies: Confession of broken oaths prior to entering battle, praying for the fallen including enemies

Superstitions: Breaking an agreement, dishonourable actions, giant eagles are said to be the children of Grâth

Grâth is the son of Bâlis and Veera and is bound to the goddess Dilin and he is the father of the dwarves. He is of the *Ddwirnod* and resides within the realm of *Nefoed*. Grâth is depicted as an old and grizzled warrior garbed in mail, and bearing a battered shield with his eagle called *Nyledd*, meaning “duty” in the fey tongue, perched upon it. He is the patron of soldiers and his name is invoked whenever entering into a contract, or renewing oaths of fealty.

Iltyd, the Father of the Fields (Son of Aluna and Malcorr):

Lesser God of the Naturiaeth

Provinces: Agriculture, shepherds, the seasons, and the fey of the fields

Alignment: Neutral (with good tendencies)

Symbol(s): three sheaves of grain; barley, hops, and wheat twisted around one another. His holy symbol most often takes the form of a bundle comprised of equal parts of the aforementioned grains worn at the belt.

Clergy: Clerics, and druids

Clergy Alignment: Neutral, neutral good and neutral evil

Preferred Weapon: Sickle and quarterstaff

Sacred Day(s): Beltane (the 40th day of Seedfall), Lammas (1st of Autumntide), Alban Elued (the 21st-23rd of Summerfall), and Saimhain (the 40th day of Moortide)

Ceremonies: The last shock harvested during Alban Elued is formed into the shape of a man and dressed in clothes and then carried around by the priests of Iltyd from field to field before being burnt as an offering to their god and the fey of the fields at Saimhain.

Superstitions: Rats are considered to be evil; a frost after Beltane is an omen of a poor harvest

Iltyd is the son of Aluna and Malcorr. He is of the Naturiaeth and resides within the realm of *Tylwyth Teyrnas*. Though a lesser god of the fey, Iltyd is perhaps the most important of the gods to the men of the Abbernoth for he is the god of grains, the harvest, and the seasons. He is depicted as a rotund and elderly man wearing a cloak of wheat upon his back and bearing the crook of a shepherd. He is the patron god of farmers, shepherds, and those folk who live off the land. Iltyd is the enemy of Lazeroth who brings unnatural plague and famine

Lazeroth, the Rat Father, the Plague Bearer (Son of Ceroth and Sin):

Lesser God of the Nosweithiau (Bariaeth)

Provinces: Disease, corruption, famine, rats and wererats, and the undead

Alignment: Neutral evil

Symbol(s): Rats, a clawed hand. Followers of Lazeroth most often carry the claw of a plague rat upon a thong around their necks which acts as the conduit for their clerical spells.

Clergy: Clerics

Clergy Alignment: Any evil

Preferred Weapon: Heavy flail

Sacred Day(s): None recognized

Ceremonies: To gain the favour of Lazeroth his followers willingly submit themselves to plague and if they survive it is because Lazeroth has chosen them to.

Superstitions: Allowing the dead to be burned

Lazeroth is the son of Ceroth Kinslayer and Sin. He is of the *Bariaeth* who conspired to free the Queen of Oblivion from her eternal prison causing the terrible years of Long Twilight. He resides within the realm of *Ebergofiant*. Lazeroth is the god of plague and pestilence. He is depicted as a pox ridden man, bald, with glowing green eyes. He wears a robe of living rats. Wererats are the sacred children of Lazeroth considered by his worshippers to be the god’s favoured children.

Liliath, the Queen of Oblivion, the Betrayer, the Chained Goddess (*Daughter of Rûnba*):

Mlaenoriaid (Greater Goddess) of the Noswethiau (*Bariaeth*)

Provinces: Darkness, greed, oblivion, serpents, evil dragons, winter, and the morgar

Alignment: Chaotic evil

Symbol(s): The *Sarff Choeten*, meaning “Serpent Disc” in the fey tongue, a disk of obsidian encircled by nine serpents. The *Sarff Choeten* commonly takes the form of an amulet with each of the serpents being crafted from a different precious metal.

Clergy: Clerics

Clergy Alignment: Any evil

Preferred Weapon: Poisoned Spear

Sacred Day(s): The 1st day of Twilightfall called *Aeafa Nos*, meaning “winter night” in *Tylwyth Teyrnas* which marks the day when the seals on Liliath’s prison were weakened and the Long Twilight began, and Candlemas (the 1st day of Deepwinter) which marked the end of Long Twilight 100 years later.

Ceremonies: Drinking the blood of serpents which are considered her messengers on the mortal realm

Superstitions: Invoking the true name of the Queen of Oblivion will draw her attention

Liliath is the daughter of Rûnba and youngest of the *Mlaenoriaid*. Before she murdered the Creator, Liliath ruled over the realm of *Ebergofiant*. She is most often depicted as an intensely beautiful woman, long flowing hair of pure darkness flowing wildly down her back, and with nine serpents coiling around her form. After slaying Rûnba and ending the dream of creation she was chained deep in the earth where she would be sealed for all eternity. She was freed during the bitter years of the Long Twilight only to find herself imprisoned once more at its conclusion. Currently Liliath’s power is incredibly limited, though she can still grant spells to the clerics of the Cabal of Nine her influence is hardly felt beyond Morgarath. Despite her waning power it is considered a terrible offense to openly name the Queen of Oblivion for it may call her attention.

Malcorr, the Forest Father, Old Leaf Beard, the Green Man (*Son of Rûnba*):

Mlaenoriaid (Greater God) of the Naturiaeth

Provinces: Forests, wisdom, forest animals, gnomes, and the ysgeifiog

Alignment: Neutral

Symbol(s): The oak tree, and the crown of leaves. Druids carry oaken staves crafted from fallen branches of ancient oaks which, in their hands, act as a holy symbol to Malcorr, and the crown of leaves is the traditional headdress of the grand druid.

Clergy: Clerics, and druids (for whom Malcorr is their most prominent god)

Clergy Alignment: Any neutral

Preferred Weapon: Quarterstaff

Sacred Day(s): Beltane (the 40th day of Seedfall), and Saimhain (40th day of Moortide). On both days the druids gather within their circles to give prayer to the gods and to discuss any matters which might come before them.

Ceremonies: Ancient oak groves are the most sacred of places to Malcorr and it is in these sites that the druidic circles convene.

Superstitions: taking from the forest without giving back in return

Malcorr is the son of Rûnba and the twin brother of Aluna. He is one of the *Naturiaeth* and rules the realm of *Tylwyth Teg* at Aluna’s side. Malcorr is most often depicted as a weatherworn old man with wise eyes and a lengthy beard of leaves. He leans on his staff called *Nghallineb*, which means wisdom in *Tylwyth Teg*, and in his right hand he sows seeds of learning. Malcorr is the god of the forests and growing things. He is the father of the gnomes, and *ysgeifiog* and is the wisest of all the *Mlaenoriaid*.

Moorgail, the Keeper of the Keys, the Forgotten Son (*Son of Liliath and Malcorr*):

Lesser God of the Noswethiau

Provinces: Death, judgment of the dead, shadows, ravens, and time

Alignment: Lawful Neutral (evil tendencies)

Symbol(s): An hourglass, wolves, and ravens. The symbol of the hourglass is worn as a charm on a necklace while many clerics who dedicate themselves to Moorgail will keep the company of a wolf or raven as an animal companion.

Clergy: Clerics, and druids

Clergy Alignment: Lawful neutral, neutral, lawful evil

Preferred Weapon: Broad sword

Sacred Day(s): Yule (the 21st- 23rd of Wintertide), and he is invoked during funeral rites

Ceremonies: burning white sage to keep the spirits of the dead away, it is customary to burn the dead upon a funeral pyre which must be anointed and blessed prior to the ceremony or the soul might not find its way to Moorgail.

Superstitions: A raven entering a home is considered an omen of death; if the deceased are not burned their souls cannot leave their bodies and will be trapped

Moorgail is the son of Liliath and Malcorr. He is one of the *Noswethiau* and resides in the realm of *Ebergofiant*. He is the judge of the dead, and the master of time. Moorgail is depicted as an albino garbed in blackened chainmail and wearing a skull-faced helm. He carries the broad sword *Amsera*, which translates from the fey tongue as “time”. Moorgail’s is called the forgotten son because of his utter lack of involvement during the Long Twilight. Like their god, clerics dedicated to Moorgail are often overlooked as they wander in small bands from place to place, appearing only to perform the lasts rites for the dead before moving on.

Morcant, the Rune Maker, the Craftsmen (*Son of Dîlîn and Grâth*):

Lesser God of the Ddwirnod

Provinces: Minerals, metals, metalworking, heath, and home

Alignment: Lawful neutral

Symbol(s): Two rings crafted of iron, one tempered and one cold forged. These two rings are most often hand forged by the bearer and worn as a pendant about the neck.

Clergy: Clerics

Clergy Alignment: Any lawful

Preferred Weapon: Light hammer

Sacred Day(s): None recognized

Ceremonies: To gain Morcant’s favour a cleric must sacrifice something of metal and of use, that he forged himself.

Superstitions: Hanging a horseshoe above the hearth is thought to bring good fortune to a person’s home.

Morcant is the son of Dîlîn and Grâth. He is one of the *Ddwirnod* and resides within the realm of *Nefoed*. Morcant is the god of metalworking and of hearth and home. He is depicted most often as a strong man with stern yet not unkind features. He is garbed in *trews* and a lambskin, and carries a common blacksmiths hammer. He is the patron of blacksmiths and the warden of the homestead. Morcant is a central god to the dwarves

Moira, the Mistress of the Hunt, the Soul Guide (*Daughter of Aluna and Moorgail*):

Demigod of the Naturiaeth

Provinces: Hunting, centaurs, lynx, and death

Alignment: Neutral good

Symbol(s): A stalking lynx, a black arrow, and thistle. Clerics who wish to invoke Moira will require a black arrow as their focus. Clerics who devote themselves to Moira will often carve a lynx from a fallen yew branch and wear it as a charm.

Clergy: Clerics, and druids

Clergy Alignment: Neutral good, chaotic good, neutral, chaotic neutral

Preferred Weapon: Long bow

Sacred Day(s): Yule (the 21st- 23rd of Wintertide)

Ceremonies: Placing a thistle in the mouth as part of the last rites prior to lighting the funeral pyre so that Moira can find their soul and guide them through the Æther to be judged by Moorgail.

Superstitions: Lynxes are considered to be Moira's servants in the mortal realm

Moira is the daughter of Aluna and Moorgail. She is a demigod, born after Liliath murdered the Creator and the Dream of Creation ended. She resides between the mortal realm and the Æther where she guides souls to their final judgment. Moira is the personification of the hunt and is depicted as a beautiful fey maiden cloaked by leaves and bearing a quiver of black arrows that fly with unerring precision. Moira is the patron goddess of hunters, and is closely tied to Moorgail.

Silvâin, the Princess of Wildflowers (*Daughter of Aluna and Malcorr*):

Lesser Goddess of the Naturiaeth

Provinces: Unicorns, plants, earth, and ogres

Alignment: Neutral Good

Symbol(s): A unicorn, a sprig of holly, and a crown of wildflowers. It is customary for woman to wear a crown of wildflowers during Beltane. Druids will often carry sprigs of holly on their belt.

Clergy: Clerics, and druids

Clergy Alignment: Neutral Good, chaotic good, or neutral

Preferred Weapon: Sickle

Sacred Day(s): Beltane (the 40th of Seedfall)

Ceremonies: Silvâin is called upon when a druid desires to make the bond with an animal using *animal friendship* which must be done within a place sacred to the fey.

Superstitions: A mortal touching a unicorn is considered the greatest of blasphemies

Silvâin is the daughter of Aluna and Malcorr and bound to Bâlis. She is of the *Naturiaeth* and resides within the realm of *Tylwyth Teyrnas*. She is the guardian of unicorns and mother of the ogres. Silvâin is invoked by druids for spells dealing with animals or the earth, and is the patron of gardeners and herbalists.

Sin, the Daughter of Deception (*Daughter of Liliath and Moorgail and Twin Sister of Veera*):

Lesser Goddess of the Noswethiau (Bariaeth)

Provinces: Deception, forbidden knowledge, dark magick, and spiders

Alignment: Neutral evil

Symbol(s): Spiders, and spider webs. Clerics who secretly worship Sin will often have a spider web tattoo in a concealable place. When invoking Sin a cleric must use a living poisonous spider as the focus for their spells.

Clergy: Clerics

Clergy Alignment: Neutral evil, chaotic evil and chaotic neutral

Preferred Weapon: Poisoned dagger

Sacred Day(s): The month of Twilightfall is considered sacred

Ceremonies: To gain the favour of Sin a cleric must convince someone to kill a sibling and drink the victim's blood as Sin did to steal Demorod's secrets. Followers of Sin keep their identities secret even from the faithful. To conceal their identities Sin's cultists wear velvet robes and identical white masks when congregating.

Superstitions: Telling the complete truth

Sin is the daughter of Liliath and Moorgail and she is the twin sister of Veera. She is one of the *Bariaeth* and the catalyst for the terrible years of the Long Twilight. Prior to the Long Twilight, Sin resided within the realm of *Ebergofiant* but for her terrible crimes she has been cast from the heavens and now is imprisoned within the labyrinthine paths of the Æther, where she hides from Ceroth who hunts for her tirelessly. She is the goddess of lies, and forbidden knowledge who corrupted Moraxis and shared with him the Charm of Unmaking.

Sirene, the Drowned Goddess, the Storm Bringer (Daughter of Liliath and Malcorr):

Demigod of the *Noswethiau*

Provinces: Seas, storms, fish, and sirens.

Alignment: Chaotic neutral

Symbol(s): A conch shell. Clerics will craft these into horns which they will sound when they wish to invoke the Drowned Goddess.

Clergy: Clerics

Clergy Alignment: Any chaotic

Preferred Weapon: Cudgel

Sacred Day(s): None recognized

Ceremonies: Giving a sacrifice of beer and grain to the sea before beginning a voyage, offering up 1/10th of the bounty taken from the sea to give thanks

Superstitions: To drown at sea is to be given over to Sirene to serve her for 100 years before being allowed to move on for Moorgail's judgment. Never save a drowning man else risk the ire of Sirene

Sirene is the daughter of Liliath and Malcorr. She is a demigod of the *Noswethiau*, born after the death of the Creator and the end of the dream of creation. She resides within the mortal realm deep under the Sea of Dusk in what is known as the Sirene Abyss. Sirene is depicted with the upper torso of a beautiful maiden, with a cruel countenance. Her lower half is that of a seahorse. She is the goddess of the seas and bringer of storms. Sirene is the patron of sailors and is revered by those who live on the shores of the sea.

Veera, the Blind Daughter (Daughter of Liliath and Moorgail and Twin Sister of Sin):

Lesser Goddess of the *Noswethiau*

Provinces: Justice, prophecy, and truth

Alignment: Lawful neutral

Symbol(s): A black cloth, a blindfolded maiden. Clerics who wish to invoke Veera must blindfold themselves with specially prepared black cloth which acts as the conduit for their spells. The symbol of the blindfolded maiden is most commonly worn as a pendant around the neck.

Clergy: Clerics

Clergy Alignment: Lawful neutral and neutral

Preferred Weapon: None

Sacred Day(s): None recognized

Ceremonies: Magistrates will be ceremonially blindfolded to invoke Veera's blessing and "better hear the truth" during a trial.

Superstitions: Women born blind are considered to be blessed by Veera

Veera is the daughter of Liliath and Moorgail and twin sister of Sin. She is of the *Noswethiau* and resides within the realm of *Ebergofiant*. She is the goddess of justice and prophecy, a gift she acquired after her eyes were taken from her by Ceroth just before the Long Twilight. She is depicted as a regal woman, often nude, with her eyes hidden behind a cloth of sable.

The Priory of the Eternal Flame:

The Priory of the Eternal Flame are the followers of the One True God who revealed himself to the prophet Sigismund towards the end of the Second Troll War of 450-472.3Ea.r. They believe that there is but one omnipotent deity whose mandates are courage, honesty, purity, and obedience in return for protection from the shadows. Followers of the Eternal Flame believe in the manifest destiny of men and that their god has come to take the throne of the heavens from the old gods of fairies, elves and dwarves. They teach that only through self-sacrifice and submission to the laws of the One True God will a person find peace and their soul find rest in the afterlife.

Sigismund the Prophet of the One True God:

What is known of Sigismund's early life is shrouded in mystery from all accounts he was born a farmer in the east of Calderland although his exact birthplace is a topic of great theological debate. What is known from the Brandhæm roll of 470.3Ea.r. is that Sigismund served as a thegyn to the Graf Drakenberg during the later years of the Second Troll War and fought in no less than three campaigns from Highsummer 470.3Ea.r. to Seedfall 471.3Ea.r. From the pay records it is clear that Sigismund was a skilled enough fighter to survive, but otherwise of no particular note. It was during the Siege of Eldenbrand in the year 472.3Ea.r. that One True God revealed himself to Sigismund and through him the Eternal Flame brought the Fire of Heaven down upon the troll army camped at the castle's walls. According to the Priory's teachings Sigismund received a vision on the eve before battle where the One True God spoke to the prophet telling him that his people would be delivered from the darkness that enshrouded their land. That mankind's flame would not be put out, but rather burn on eternally for their father had returned to them.

When Sigismund awoke to the sound of horns he strode forth to the battlements of the Eldenbrand and told his fellow Caldermen of what he had seen and bade them to put their faith in the Eternal Flame of man and he promised them deliverance. The troll army came crashing down upon the walls of the Eldenbrand like a primal storm and just as hope began to fade, Sigismund called out to the god of men and He answered. The sky was illuminated by white light as fire rained down from the heavens. By the time the terrible storm had ended, every troll had been reduced to little more than cinders. The One True God had kept his word, returning to men, through his prophet, Sigismund.

Days later Sigismund was brought before King Wilhelm III who, after hearing of what had transpired at Eldenbrand, knelt before Sigismund and swore his life to the One True God. King Wilhelm gave command of the armies of Calderland to Sigismund. With the prophet of the One True God at the head, the armies of Calderland marched upon Xax-Gro-Mar and wrought their revenge with sword and fire. Even today the trolls of Xax-Gro-Mar have not recovered from the terrible toll of those bloody days.

Hierarchy of the Priory of the Eternal Flame:

The Priory is organized into a strict hierarchy of clergy, warriors, and laymen which can seem convoluted to outsiders. Below is a detailed list of the various titles, honorifics, and responsibilities of various members of the faith in hierarchal order:

Patriarch "His Resplendent Holiness": Title bestowed upon the head of the Priory of the Eternal Flame who is the One True God's representative in the mortal realm. The Patriarch has absolute power over all facets of the Priory and his word is the word of the One True God himself.

Cardinal "His Eminence": Clerics appointed by the Patriarch himself to act as advisors and administrators. Cardinals choose bishops who oversee various dioceses throughout the Westerlands. When a Patriarch dies a new Patriarch is elected by the cardinals from amongst their ranks.

Grand Master Militant "Worshipful Grand Master Militant": The title bestowed upon the master of the Paladins of the Priory of the Eternal Flame who is chosen by the Patriarch to serve for life. The Grand Master Militant is equivalent to a cardinal in regards to his station within the Priory.

Archbishop "His Grace or Most Illumine": Archbishops are chosen from among the bishops to oversee the day to day administration of either an archdiocese consisting of multiple dioceses or the heads of metropolitan areas such as the city of Calder, or Ardenporth in Eloria.

Grand Seneschal "Right Worshipful Brother Militant": The Grand seneschal is appointed by the Grand Master Militant to act as a deputy and oversee the administration of the Paladins of the Eternal Flame. A Grand Seneschal is of equivalent rank to an archbishop.

Bishop "His Excellency or Right Illumine": Bishops are the appointed heads of given diocese. Bishops are appointed by Cardinals or in rare cases by archbishops to assist in the administration of an archdiocese.

Commander Militant "Worshipful Brother Militant": Commanders Militant are appointed by the Grand Master Militant to head various Paladin chapters operating in various dioceses. A commander Militant is of equivalent rank to a bishop.

Provost "His Illumine": Provost is the title given to clerics whose duty is to establish a foothold for the Priory in lands who have yet to accept the return of the One True God. They are technically below a bishop but their duties give them a great deal of freedom to act independently.

Inquisitor "Worshipful Father, or Worshipful Mother": Inquisitors are Priors who have taken the Oath of the Redeemer and are charged with bringing those who blasphemy against the laws of the One True God to justice utilizing whatever means necessary. They exist outside of the Priory's hierarchy answering only to a cardinal but technically are of equivalent rank to a Prior.

Marshall "Right Brother Militant": The title given to a Paladin responsible for a garrison within a given diocese.

Prior "Father or Mother": Prior is the title given to the clerics who see to the day to day spiritual needs of a given community and make up the largest portion of the clergy in the Priory. Priors answer to the bishop responsible for the diocese in which they operate.

Paladin "Brother Militant": Paladins are the elite fighting men of the Priory who are charged with banishing the darkness and protecting the faithful.

Sigismund's Departure:

Just as his early life has been a topic of debate amongst the theologians of the Priory, the last days of his life are equally so. What is agreed is that Sigismund was called to the side of the One True God after his purpose as saviour and herald was fulfilled. The Priory teaches that after the trolls had been beaten back and Graf Gomeri Drakenberg had slew the troll king Gorgannon upon the fields of Brandhæm, Sigismund went before King Wilhelm III once more and laid down his axe at the king's feet. Sigismund took the king by the hands, whispered something and departed from the audience chamber, never to be seen nor heard from again.

Moments later King Wilhelm took to his chambers and summoned his privy council who remained cloistered away for the better part of a month. When the King and his council came out of seclusion they declared that Sigismund had come to King Wilhelm in a glorious vision and now sat at the right hand of God. His last wishes were that Caldermen would continue his works by spreading word of the return of the One True God of men. Through Sigismund, King Wilhelm was commanded to commit the teachings of their creator to words in what has become known as the Manifesto Eternal, the holy scriptures of the Priory of the Eternal Flame.

- A Partial List of Saints of the Priory of the Eternal Flame:*
- St. Edmund: patron saint of honour and duty*
 - St. Elzibet: patron saint of mothers*
 - St. Gomeri the Troll-Slayer: patron saint of soldiers*
 - St. Hludwod the Blessed: patron saint of servants and farmers*
 - St. Ingrid the Devout: patron saint of healers and midwives*
 - St. Sebastian: the patron saint of children*
 - St. Sigihard the Martyred: patron saint of lost causes*
 - St. Tibults: patron saint of shepherds and gardeners*
 - St. Wilhelm the Pious: patron saint of nobility and just causes*

The Priory Today:

The Priory of the Eternal Flame was established after the departure of Sigismund and the writing of the Manifesto Eternal as the official Priory of the One True God with the mission of spreading word of his return to all men. The Priory has become one of the most prominent political and religious bodies in the Westerlands. In Calderland the Patriarch of the Priory, Hildebrandus II, is second only to the king. Across the United Kingdoms men have turned away from the Old Ways and embraced the teachings of the One True God. In recent years the Priory has begun to establish priories on the edges of the Abberlands where the Old Ways are strongest in all of Abbernoth. Priories dedicated to the One True God can be found in many of the Free-Cities.

The Brothers-Militant of the Priory of the Eternal Flame:

The Brothers-Militant of the Priory of the Eternal Flame is the name given to the martial branch of the Priory who are more commonly known as paladins. Paladins are elite soldier-priests whose duty is to protect the faithful from darkness.

Most often paladins are recruited from those who are orphaned and left in the care of the Priory. They are indoctrinated from an early age with the church's teachings. At the age of 10 these chosen children begin a brutal regime of training that test their physical and spiritual strength to the breaking point. Those children that survive gain preternatural powers and are initiated into the Brothers-Militant at the age of 16 where they serve until death; few paladins ever live beyond the age of 40.

The Brothers-Militant are charged with two primary tasks within the Priory; they act as the personal guard for high-ranking clergy and make up the bodyguard of the Patriarch himself, and they are charged with seeking out enemies of the Priory and cleansing them from the sight of the One True God. This second sacred duty most commonly involves hunting down monsters or alleged magick-users and destroying them.

The Order of Inquisitors:

As the Brothers-Militant are given the task of protecting the faithful from the darkness without, the Order of Inquisitors are charged with the task of rooting out darkness within the Priory itself. They are a secretive sect who operate outside the strict hierarchy of the Priory, answering only to the cardinals and the Patriarch himself.

Inquisitors are grim figures who are rightfully feared by the faithful and un-illuminated equally. They are chosen much like paladins, from amongst orphans left in the care of the Priory who show an exceptional zealotry and cold intellect. They are charismatic individuals who use drama, fear, manipulation, torture, and open violence to root out heretics and traitors, exact their confession, and send their corrupt spirit back to the One True God for his judgment.

The symbol of the Order of Inquisitors is an open hand shrouded in flame and adorned with a single fire opal for every heretic they have made confess. The badge of an Inquisitor is one of the most powerful objects a member of the Priory can carry.

Saints of the Priory:

Since Sigismund ascended to the right hand of the One True God there have been a number of exceptional individuals whose faith and sacrifice for the Priory has been so profound that upon their death the One True God has chosen them to stand beside Him for eternity. Those who have been chosen by the Creator are referred to as saints and their names are invoked by the faithful for aid in times of importance or great need. Saints have no power of their own but are believed to hold the ear of the One True God. The names of saints are called upon for many things; some are associated with certain cause or profession, while others are invoked to ward off illness or famine. Many Priors and other Priory buildings are named in honour of a specific saint.

Knightly Orders of the Priory:

Though the paladins of the Brothers-Militant are the official military arm of the Priory of the Eternal Flame there are numerous orders of knights who are not officially members of the Priory but have dedicated themselves to the holy mission of protecting the faithful against the darkness. These orders are made up of knights who have been given leave by their lords to serve their God.

The One True God:

Lesser God

Provinces: Fire, law, mankind, vengeance

Alignment: Lawful neutral

Symbol(s): A stylized flame most commonly worn as a pendant made of precious metals.

Clergy: Clerics and paladins

Clergy Alignment: Any lawful

Preferred Weapon: Axe (representing the axe Sigismund wielded and then left at the feet of King Wilhelm III before disappearing), the flamberge (the favoured weapon of the Brothers-Militant), clerics are permitted to carry any common weapons to better protect themselves against the shadow.

Sacred Day(s): The last day of each tenday is considered a day of rest and worship to give thanks to God for his protection in the preceding tenday and ask for his blessing in the next. The 30th of Autumntide is called Sigismund's Day and is remembered as the day the One True God revealed himself to Sigismund and the Siege of Eldenbrand was broken by the Fire from the Heavens.

Ceremonies: Worshipers of the Eternal Flame pray by candlelight every evening to invoke their deity's protection against the coming darkness of night. Sacrificing a portion of grain from each meal to the hearth before partaking. Bathing new-borns in ashes from the fire on the morning after their birth by a Prior in a ceremony called "ashing".

Superstitions: The Priory teaches that non-humans are born of shadows, magick is inherently an evil and corruptive force and those that study its use are tainted by shadow, trolls are considered the most vile abhorrent of the children of shadow. Naming a child Sigismund is considered blasphemous. Dousing a fire before it has burned itself out is taboo.

MAGICK AND THE REALMS OF EXISTENCE:

Magick is like the sea, it ebbs and flows around everything in the mortal realm. It is the essence of life; the residual energy left by the dream of creation that binds the mortal realm together. It is a force which is easily manipulated by the fey creatures or those beings born from the realms beyond but may also be mastered by humans who are born with what is called “the gift”. There is no rhyme or reason to which humans manifest this gift but many speculate and theorize. Some believe that humans born with the gift of magick possess fey or otherworldly ancestry at some point in their family line. Others theorize that these children’s souls act as conduits for magick, attracting its ebb and flow to a far greater extent than ordinary folk. Others believe that the gift of magick is wrought of pacts with fairies, shadowspawn, or even Sin herself.

There are essentially three kinds of magick practiced across Abbernoth; arcane magick used by wizards, divine magick which is the province of clerics and druids, and illusion which is the subtle magicks of the fey.

Arcane Magick:

The magick practiced by wizards in Abbernoth is known as arcane magick because it is from ancient knowledge that these practitioners gain their ability to bend the flow of magick to their will. Practitioners of the arcane arts are able to take the flow of magick and use it to create and give form. Arcane magick is broken down into six distinct disciplines; different methods and ideology of how to manipulate and control the ebb and flow of magickal energy. Every wizard in the Westerlands must choose one of the three Orders of Wizardry to belong to; the White Order, Grey Order, or Black Order. The order to which a wizard belongs governs the arcane disciplines he has learned and the spells he may employ.

Divine Magick:

Those who practice the divine arts, sometimes called theurgy are able to manipulate the ebb and flow of magick through sheer will and belief in their faith. Some believe their powers are direct manifestations of divine intervention, others believe their power is a gift from their gods for their faith and service, and others, most notably the druids, believe that the flow of magick is an aspect of nature which can be tapped by those with the knowledge and sufficient will to do so.

Illusion Magick (Fey Magick):

Illusionists practice the magick of the fairy folk which relies on influencing the mind rather than direct conjuration or forceful manipulation. It is a more natural form of magick that can only be mastered by those of fey descent. Due to fey magick focusing on deception and trickery it is known as illusion magick by men.

Illusion magick works through subtlety and the ability for the practitioner to manipulate another’s perceptions, using magick to influence the mind more than to directly manipulate energy. Where wizardry relies on ancient rituals and practices to produce magickal effects, illusion magick is natural and free flowing. Unlike wizards who need to prepare spells each day, an illusionist may simply use any spell they know up the number of times allowed by their spells per day. So a 6th level illusionist could cast up to 2 third level, 3 second level, 4 first level, and 5 zero level spells each day without having to prepare specific spells. An illusionist knows a number of spells of each level equal to their number of spells per day. When an illusionist advances an experience level and gains access to new spells per day he may choose a new illusionist spell. These spells may be chosen freely by the illusionist but after they are chosen the choice is permanent. Furthermore illusionists may learn additional spells from scrolls in the standard way presented on 52 of the *Player’s Handbook*.

The Six Arcane Disciplines:

As described above, human magick-users rely on ancient knowledge; rituals, formulae, and study to shape their spells and effects and these methods are divided into six categories or disciplines; conjuration, divination, evocation, incantation, maleficium, and thaumaturgy. Each of these disciplines are detailed below along with any relevant game information or milieu specific rules governing the use of such magicks.

Conjuration:

The practice of conjuration focuses on summoning spirits and compelling them to do the conjurers bidding. The art of conjuration is most commonly used to bring forth spirits from the realms beyond or to call forth familiars, creatures bound by magickal pacts to serve their wizard masters.

Conjuration relies upon preparation, elaborate rituals, and the knowledge of names to harness the flow of magick and is very closely linked with the discipline of incantation.

Table 03: Conjuration Spells by Level

Level	Conjuration Spells
1	Summon Familiar, Unseen Servant
2	Blink, Darkness, Fog Cloud, Magic Mouth, Web
3	Gust of Wind, Stinking Cloud, Summer Lesser Monster, Tiny Hut
4	Arcane Eye, Fire Shield, Ice Storm, Minor Globe of Invulnerability, Wall of Fire, Wall of Ice
5	Bind Elemental, Cloudkill, Faithful Hound, Secret Chest, Summon Monster, Wall of Iron, Wall of Stone
6	Globe of Invulnerability
7	Instant Summons, Phase Door, Summon Greater Monster
8	Binding
9	Gate, Meteor Swarm, Prismatic Sphere

True Names:

A core concept in the practice of conjuration is the power a creature's true name has over it. Every creature in the Realms of Existence has a name or a series of names that can be used by conjurers to call them forth and bind them to their will. A conjuror who knows the true name of a creature may use it as a somatic component when casting a summoning spell to immediately bring forth the being so named. The summoning spell cast must be powerful enough to summon the named creature (e.g. a conjuror cannot summon a lich using a *Summon Lesser Monster* spell). Summoning a creature using its true name is a dangerous undertaking especially when used to call forth powerful beings from the realms beyond. Using a beings true name is formidable and invasive magick which forces a creature to submit for a time to the conjuror's will. Many of these beings, unless a bargain has been previously reached, will go to great lengths to annihilate anyone who would dare summon them in such a way.

Divination:

Divination relies on rituals and foci such as bones, cards, stones, or even the stars themselves to gain knowledge or insight. Divination magick focuses on the mind and allows a wizard to gain knowledge he previously lacked, to read omens, commune with spirits of the realms beyond, and foretell the future.

Table 04: Divination Spells by Level

Level	Divination Spells
1	Change Self, Comprehend Languages
2	Detect Thoughts, Invisibility, Locate Object, Mirror Image, See Invisibility
3	Clairaudience/Clairvoyance, Invisibility Sphere, Nondetection
4	Detect Scrying, Hallucinatory Terrain, Locate Creature, Scrying
5	Contact Other Plane, Telekinesis, Telepathic Bond
6	Legend Lore, Project Image
7	Greater Scrying, Mass Invisibility, Sequester
8	Mind Blank
9	Astral Projection

Wizard's Sight:

Diviners spend much of their existence peering through the shroud of the mortal realm, trying to discern what knowledge they can from the ebbing tides of magick. As such, wizards who study the arts of divination are able to perceive magickal energies as clearly as a farmer sees his fields.

Wizards who practice divination are able to see the flow of magick. This allows a diviner to determine if a creature has magickal talent and what kind of magick (arcane, divine, or illusion) the creature can wield. Although they cannot determine the exact level of another spell caster they are able roughly gauge their power. Through the use of Wizard's Sight a diviner can immediately recognize which of the Order of Magick another wizard belongs to.

Diviners are also able to see magickal auras surrounding enchanted objects and can determine which of the six disciplines of magick wrought the enchantment.

Evocation:

Evocation is the practice of willing the flow of magick into constructs of energy or constructs of matter. Evocation is perhaps the most straight forward of the magickal arts with its effects being direct and often dramatic. Evocation expels a great deal of power which requires a foci such as a wand or staff to safely channel and direct.

Table 05: Evocation Spells by Level

Level	Evocation Spells
1	Burning Hands, Feather Fall, Floating Disc, Hold Portal, Jump, Magic Missile, Shield, Shocking Grasp
2	Acid Arrow, Continual Flame, Enhance Attribute, Knock, Levitate, Pyrotechnics, Rope Trick, Shatter
3	Dispel Magic, Fireball, Fly, Haste, Lightning Bolt
4	Dimension Door, Shout, Resilient Sphere, Shout
5	Cone of Cold, Telekinesis, Teleport, Wall of Force
6	Antimagic Shell, Disintegrate, Move Earth
7	Delayed Blast Fireball, Teleport Without Error
8	Incendiary Cloud, Clone, Teleport Circle
9	Disjunction, Meteor Swarm, Time Stop

Foci:

The practice of evocation requires wizards to call upon incredible amounts of energy in order to cast their spells which is a very dangerous prospect without a means of distilling that energy into the desired effect. Evokers make use of foci to accomplish this. These foci most commonly take the form of a wand, staff, or rod.

All evocations require a foci to be safely cast. These items are most commonly crafted by the evoker himself. The simplest foci are wands crafted from simple ash or oak and ritually linked to the caster with a mixture of a few drops of the caster's blood or locks of hair, or something similar, and anointing oil. Crafting a basic wand takes 1 day and costs 50 gold pieces. Naturally higher level spells require more potent foci to safely cast. The exact materials, rituals, and reagents required to craft a given foci is up to the discretion of the Castle Keeper but as a general rule the construction of a foci should cost 50 gold x the level of experience and take 1 day per level to complete.

Just as there are expertly crafted weapons and armour, there are also expertly crafted foci. These exceptional items are wrought from the most exotic materials and crafted by master evokers over the course of months. Expert foci cost 10 times the amount it would normally cost to construct and requires 10 times as long to craft. These items should require very rare materials such as the feather of a phoenix or dragon blood to make. A wizard may craft an expert foci, but those they create may only be used for spells that are 3 levels below their current casting ability. For example a 5th level wizard would only be able to craft expert foci usable for 1st level spells. Expert foci for spells of greater than 5th level are very rare and can only be crafted using ancient rituals that very few have ever uncovered. An expert foci grants a wizard the ability to cast evocation spells as if they were 1 level higher than they actually are.

An evoker who is without a foci risks great physical harm to himself as raw magickal energy wracks his soul, but it can be done. When casting an evocation without a foci, a wizard must first make a wisdom attribute check with a difficulty level equal to the level of the spell in order to harness the magick into the required effect. If the check is passed the wizard is able to cast the spell normally, if failed the wizard's spell fails and he takes 1 hit die of damage per level of the failed spell.

MTPITYT RMFCITM FTH KRMFTH NIMH THM RMFCTH FY FNR IMFXTFTFT

For example Eldred the 3rd level wizard tries to cast acid arrow without the aid of a foci. Eldred has a wisdom of 14 and it is a primary attribute. In order to successfully cast acid arrow, Eldred first needs to pass a wisdom attribute check. Because Eldred has wisdom as a primary attribute the challenge base of the check is 12. The difficulty level of the test is equal to the level of the spell, in this case 2. Adding the challenge base of 12 and the difficulty level of 2 gives a challenge level of 14. Eldred's player rolls a d20 and scores a 10, he then adds his level of 3 for a final score of 13. Since 13 is below the challenge level of 14 Eldred fails to cast acid arrow and then suffers 2 hit dice of damage since acid arrow is a 2nd level spell.

Incantation:

Incantation is the practice of creating magickal effect through the use of words. Incantation magick can charm a living creature, bending its mind to a wizard's will. Incantation is sometimes referred to as charm, execration, or enchantment

Level	Incantation Spells
1	Charm Person, Sleep
2	
3	Hold Person, Suggestion, Tongues
4	Charm Monster, Confusion
5	Hold Monster
6	Geas, Mass Suggestion
7	Power Word Stun
8	Mass Charm, Power Word Blind
9	Power Word Kill

Wizard's Voice:

Practitioners of incantation have an uncanny understanding of words and their power. Those who spend enough time practicing the arts of incantation develop the ability to use their voice to subtly compel others. This ability is known as the Wizard's Voice. Once per day an incanter may call upon the Wizard's Voice to compel another sentient being in a small way, such as to have a guard turn a blind eye, or have the barkeep change his mind about withholding whether or not he saw a person of interest. The target of the Wizard's Voice is allowed a charisma savings throw with a challenge level equal to the wizard's level to resist its effect. It should be noted that the voice cannot be used to compel a target to do something that would be in strong opposition to their nature.

Maleficium:

Maleficium is the practice of harmful or malevolent magick. It is the darkest and most horrible of the disciplines which is said to have been taught to men by the dark goddess Sin herself. Maleficium is sometimes referred to as black magick, sorcery, or necromancy and its power is in the manipulation of the soul itself.

Maleficium requires sacrifice from those who would wield its power and often relies on blood to fuel its dark and tainted magick.

Level	Maleficium Spells
1	<i>Swarm of Skulls</i>
2	<i>Claws from the Grave, Ebon Bands of Binding, Ghoul Touch, Ray of Enfeeblement, Salts of Sorrow, Scare</i>
3	<i>Command Undead, Form of the Swarm, Lurking Doom</i>
4	<i>Fear, Curse, Shadow Hand, Thirst for Blood</i>
5	<i>Animate Dead, Dissolve Flesh, Liar's Tongue, Magic Jar, Rise as the Dead, Vampire's Curse</i>
6	<i>Changeling Curse, Circle of Death, Ghostly Grip, Skeleton Pull, Summon Undead</i>
7	<i>Enfeebling Blast, Finger of Death, Grave to the Cradle, Limited Wish, Summon Greater Undead, Wraith Aura</i>
8	<i>Marrow Crack, Maze, Trap the Soul</i>
9	<i>Great Soul Shriek, Savage Bleeding, Summon Lich, Wish</i>

Spells listed in italics can be found in the Black Libram of Nartarus (R3).

Blood Magick:

In blood magick, the maleficar uses blood, either their own or that of another, to empower their magick.

The most common use of blood magic is to make the spells one casts more powerful. The blood used must be fresh and come from a living source, though their survival after the process has begun is inconsequential. The victims need not be willing, merely living.

When the sacrificial victim's blood is harvested, the blood can be used to power magick the caster already has access to. For each hit die its victim has, the caster increases his caster level by 1 for 1 hour. If the victim was an innocent or of fey blood, the caster's level is increased by 2. A single victim cannot increase the caster level more than this, but additional sacrifices can. Each victim increases the caster level of the maleficar by 1 for a number of hours equal to the hit dice of the victim. Blood magick cannot raise a maleficar's level more than 50% of his original level. The increased caster level does not grant the caster additional spells when used this way, but all variable effects (range, duration, area, damage, etc.) are calculated using the increased caster level.

Sometimes a maleficar does not have access to another creature's blood and must instead settle for his own to fuel his black magicks. A maleficar can sacrifice their own blood to empower their spells. In this case the maleficar chooses how many of their hit dice they are going to sacrifice to empower their spells. For each hit die sacrificed the maleficar takes damage equal to the max roll for that hit die. Maleficar using their own blood empowers their magick in the same way as if they had sacrificed another's in all other respects.

Animal sacrifices may be used instead of humans, but they are not as effective. Animal sacrifices can never increase the caster level by more than 1, no matter how many animals are sacrificed, and the caster level increase only lasts for 1 hour for every 2 hit dice the animal had. Animals of less than 2 hit dice cannot be effectively used for blood magick, though multiple animals can be offered up to make the 2 hit dice minimum.

For example, Cadwallon is an 8th level maleficar who is preparing to face off against a hated foe. Cadwallon gathers two slaves to sacrifice to enhance his magickal ability. The first victim, an old veteran fighter (4th level) he captured after finding him wounded on the road. Cadwallon performs a blood sacrifice and kills the old fighter gaining a caster level of +1 for 4 hours since the fighter had 4 Hit Dice. The second victim is a young child, an innocent, but only has 1 hit dice. Cadwallon gains +2 to his caster level for the innocent victim, but it only lasts for 1 hour. So, for the first hour Cadwallon casts as an 11th level wizard (8th +3 for the sacrificed victims), and casts as a 9th level wizard for 3 hours after that. After 4 hours have passed Cadwallon returns to his normal caster level. If Cadwallon had another victim, he could increase his caster level by up to +4, but no more than that as he is only an 8th level wizard.

Thaumaturgy:

Thaumaturgy is the practice of creating magickal links between objects and people. Magick flows through one object as is attached to another. This can be accomplished through alchemy and the manipulation of the four classic elements of air, earth, fire and water, through artifice, suspending magickal energies within a focal item carried by the magick-user, or geomancy which utilizes complex symbols and diagrams of mystical significance to focus magickal power.

Table 08 Thaumaturgy Spells by Level

Level	Thaumaturgy Spells
1	Erase, Protection from Chaos law Good Evil, Spider Climb
2	Locate Object, Protection from Arrows, Reduce Attribute
3	Explosive Runes, Magic Circle, Water Breathing
4	Fire Trap, Mnemonic Enhancer, Polymorph, Remove Curse
5	Transmute Mud and Rock
6	Guards and Wards, Transmute Flesh to Stone
7	Phase Door, Vanish
8	Antipathy, Polymorph Any Object, Symbol
9	Imprisonment, Shapechange, Refuge, Temporal Stasis

Artifice:

Wizards who practice thaumaturgy are adept at creating links between magick and objects, a practice known as artifice. Thaumaturgists may choose to suspend spells in items while preparing their spells each day. This practice requires a suitable vessel to accept the magick as well as the expenditure of any requisite material components and takes approximately 20 minutes per level of spell being stored. For every spell being suspended through artifice the wizard temporarily loses access to a daily spell slot of the suspended spells level until the suspended magickal energy is released. It should be noted that an evocation foci cannot be used as a vessel in artifice since evocation magick is discordant to thaumaturgic magic.

Once suspended the wizard, and the wizard only, is able to release the suspended spell at any time simply by willing the bond holding the spell broken. The wizard need only be within the spells range and have sight of the vessel to release its magick, he does not necessarily have to be in contact with it. In game terms this means that suspended spells casting time is effectively 0 and require no verbal or somatic components to cast (the time required to prepare a vessel and suspend the spell takes into account any required spell components). Exactly what spells are able to be suspended with artifice is at the CK's discretion.

The actual form of the vessel being used to suspend a spell should be representative of the spell being stored and cost at least 50gp per level of the spell. Typically a vessel is not damaged upon the release of the magick suspended within, but in the case of inferior vessels or extraordinary circumstances the vessel could be destroyed.

Petty Magick:

Petty magick are those spells practiced by all wizards regardless of their order. Petty magick consists of simple spells and cantrips. They are fundamental, relatively simple to cast, and are the building blocks by which all magick-users hone their craft. The first level spells *identify* and *read magic*, and all cantrips are considered petty magicks by wizards of the Westerlands and are known by anyone who practices the arcane arts. These spells do not need to be memorized and may be called upon at any time provided that the wizard has a spell slot available to cast it. Wizards may sacrifice a memorized first level spell at any time in order to cast *identify* or *read magic*. Cantrips need never be memorized and a wizard may freely cast any cantrips up to his allowed spells per day.

The Three Orders of Magick:

As the art of wizardry is broken into six different disciplines, wizards themselves are broken into three distinct orders; the White Order called *Gwynnwy Archeba* in old abborn, who call themselves thaumaturgists the Grey Order or *Arianna Archeba* who are often refer to themselves as mages, and the Black Order or *Ddua Archeba* who call themselves sorcerers. Every wizard belongs to one of the three orders without exception. Those magick-users who choose to break from their order will find themselves hunted and inevitably destroyed by their former brethren.

The White Order (Wizards of Good Alignment):

Wizards of the white order, or thaumaturgists are wizards of good alignment who believe that magick is a tool to protect and serve, and to maintain order in the world. These wizards most often live near small towns or villages living peacefully within isolated cottages or old towers. Wizards of the white order communicate with one another through the use of carrier pigeons, passing news back and forth, notes on magickal research, or to warn each other of danger.

Thaumaturgists who discover a child with the gift for magick will ask to take the child for it and its family's safety and will only force the issue if leaving the child would end in tragedy. A single thaumaturgist will never have more than a few apprentices at a given time. Upon reaching adulthood and being able to prove rudimentary competency with their magick, an apprentice will be sent off into the world to seek knowledge and understanding for themselves, only to return to their master on occasion to share what they have learned and in return learn from their master's wisdom and insight.

Thaumaturgists traditionally wear white, or in practice off white or even ivory robes but most eschew these garments save for important occasions. More commonly they garb themselves in simple, practical, garments. Since thaumaturgists rely so heavily upon the practice of artifice, most wizards of the White Order wear any number of rings, charms, or bracelets. The symbol of the White Order is the Ouroboros, a serpent biting its own tail, representing the eternal unity of all things, and the natural cycle for which thaumaturgists draw their power from. Most thaumaturgists wear this symbol as a medallion which serves as a vessel for their artifice. Wizards of the White Order practice the disciplines of conjuration, incantation, and thaumaturgy.

The Grey Order (Wizards of Neutral Alignment):

The mages of the Grey Order are an esoteric lot, whose power is in foresight and knowledge. They are masters of divination and incantations that enthrall the mind. Wizards of the Grey Order are wanderers who travel the Westerlands in search of knowledge and are closely associated with the twin gods of the *Ddwirnod Bâlis* and *Câlis*. Mages hold the belief that magick should be used to guide and shape events and as a tool in the unending quest for erudition.

Mages who encounter a child with the gift will secret them away from their families and retreat into the wilderness for a number of years. During this time the mage will raise the child as their own and teach them the ways of nature and magick. When the young apprentice is old enough to wander themselves they will set off on their own quest for knowledge. Unlike thaumaturgists, mages do not keep in touch once a master and apprentice part ways unless, fate happens to have the two cross paths again.

The traditional trappings of a mage is a walking staff, which often acts as a foci for their magicks, and weather stained robes. Many traveling mages wear wide brimmed hats and carry numerous pouches and sacks about their person to hold the necessary paraphernalia for life on the road. All mages keep exhaustive, nearly obsessively detailed journals filled with notes on magickal formulae, phenomena observed in nature, and of people and places encountered during their travels. The symbol of the Grey Order is the pentacle, a circumscribed five point star, with each of the points representing one of the five senses. Some mages who have studied the modern sciences of mathematics also point out that the pentacle is representative of perfection, a state which all mages aspire. Mages practice the magickal disciplines of divination, incantation, and evocation.

The Black Order (Wizards of Evil Alignment):

Sorcerers of the Black Order, as they style themselves have made pacts with Sin the goddess of deceit and forbidden knowledge to attend her in return for power. These black wizards, known as maleficar by everyone outside their order, have dominion over the soul and even death itself. Sorcerers believe that magick, like any power, should be used to for personal gain. Sorcerers lust for power, and the blood magick of maleficium is power indeed.

Maleficar often abduct children who show magickal potential and secret them away to hidden schools, most often caves deep in the wilderness or within ancient ruins, to learn the secrets of black magick. Sorcerers grow up in a harsh environment where the weak are sacrificed so that the strong may thrive and grow in power. Finally when a sorcerer can learn no more they leave these hidden schools to serve their masters in the wider world, patiently awaiting the day when they can annihilate those they attend and become masters themselves.

Traditionally Maleficar wear dark robes with deep hoods while assembled amongst their brethren. Most of the time however, wizards of the Black Order are indistinguishable from anyone else. Sorcerers use the crow as their symbol, representing cunning, single-mindedness, and hidden knowledge. Sorcerers often wear a ring, medallion, or bracelet incorporating crows or crow feather motifs. Wizards of the Black Order practice the disciplines of conjuration, evocation, and maleficium.

Table 09: The Orders of Magick

Order of Magick	Names:	Alignment:	Symbol:	Disciplines of Magick:
The Black Order	Sorcerers, Necromancers, Maleficar	Any Evil	Crows	Conjuration, Evocation, Maleficium
The Grey Order	Mages, Diviners	LN, N, CN	Pentacle	Divination, Evocation, Incantation
The White Order	Thaumaturgists, Magicians	Any Good	Ouroboros	Conjuration, Incantation, Thaumaturgy

The Realms of Existence:

The mortal realm is but one of four Realms of Existence forged from the Dream of Creation the others are *Ebergofiant*, the realm of dreams, *Nefoed*, the realm of the heavens, and *Tylwyth Teyrnas* the realm of the fey. All of these Realms of Existence are separated from one another by the veil of the *Æther*, an in between realm of swirling mists. The realms that exist beyond the mortal world are collectively referred to as the Realms Beyond. Each of these realms and how they interact with the mortal realm are describe in detail below.

The Æther the Realm In Between:

The *Æther* is the misty veil that separates the Realms Beyond from the mortal world. It is where souls before they find their way to *Ebergofiant* and Moorgail’s judgement. It is possible for mortals, through the use of magick to cross into the *Æther* through magickal portals known as Waygates as well as through the use of such spells as *gate* or *phase door*. Entities such as ghosts or spectres are spirits trapped between the *Æther* and the mortal realm.

From all accounts the *Æther* is a shadowy mirror of the mortal realm in all respects where the light of *Nefoed* perpetually coexists with the blackness of *Ebergofiant*. From all accounts the *Æther* is a place of cold half-light where the souls of the mortals can be seen as mists and light and nightmarish entities stalk through the swirling haze. Monsters such as bodaks, devourers, and invisible stalkers are native to the Realm in Between.

Castle Keeper’s Notes:

Monsters which would otherwise reside within the ethereal planes or demi-plane of shadow are instead native to the *Æther* in the *Abbernoth Campaign Setting*. Likewise any magick that would cause a creature to become ethereal or otherwise enter the ethereal planes instead enter into the *Æther*.

Ebergofiant the Realm of Dreams:

Ebergofiant is the realm of darkness and dreams where all creatures' souls go while they sleep, and where all souls return when a mortal dies. It is a place of nothingness where the gods of the *Noswethiau* reside. There are ways for mortals to consciously enter the Realm of Dreams such as employing a *dream* spell. Those who do so will find that *Ebergofiant* to be a realm that reacts to the thoughts of those who dare travel its blackness; constantly changing, matter being created and annihilated in the blink of an eye.

Ebergofiant is the native realm of creatures born of chaos and dreams. These entities are referred to as shadowspawn by mortals; entities commonly associated with the morgar and the cursed Queen of Oblivion. These creatures include imps, hellhounds, nightmares, and quasits.

Castle Keeper's Notes:

Monsters and spells that would otherwise be associated with the nether planes or demi-plane of dreams are instead connected to *Ebergofiant* the Realm of Dreams.

Nefoed the Realm in the Heavens:

Nefoed is the Realm of the *Ddwirnod* ruled over by Aouragon the King in the Heavens. It is a realm of order where the Gods look down upon the mortal realm amongst the stars, the shining scales of the slain Creator. Of all the realms *Nefoed* is the least accessible as it the furthest afield from the mortal realm, as it circumscribes all the Realms of Existence and acts as the boundary of reality. The only real way for a mortal to enter *Nefoed* is through the use of an *astral projection* spell.

Castle Keeper's Notes:

Nefoed is home to those beings that would normally exist within the astral plane or the hither realms. Wizard's employing a *gate* spell cannot use it to enter *Nefoed*.

Tylwyth Teyrnas the Fey Realm:

The Fey Realm of *Tylwyth Teyrnas* is the home of Aluna the Fairy Queen and her brother and consort Malcorr the Forest Father and their children. Of all the Realms of Existence, *Tylwyth Teyrnas* exists closest to the mortal realm and in places where the veil of the Æther is thinnest, the two realms coincide, such as within the depths of the forest of Glamrielle. Due to the close proximity to the mortal realm, beings born of *Tylwyth Teyrnas* can easily cross into the mortal realm and are likewise the easiest beings for conjurers to summon. Creatures like dryads, pixies, satyrs, and unicorns are native to *Tylwyth Teyrnas*.

Castle Keeper's Notes:

All fey type monsters are native to *Tylwyth Teyrnas*. Additionally elves, gnomes, and ogres are considered native creatures of the Fey Realm regardless of whether or not they were born within the mortal realm. *Tylwyth Teyrnas* is the easiest of the Realm Beyond and can be accessed through the use of any spell which allows planar travel. Elves and other fey creatures are capable of leading non-fey creatures into the Fey Realm from gateways where *Tylwyth Teyrnas* coincides with the mortal realm such as in the depths of Glamrielle.

The Elemental Planes:

According to those who study magick, everything is constructed at its most basic level of some combination of the four base elements; earth, air, fire, and water. To the four base elements, a fifth is added by the mages of the Grey Order; spirit, representing the life force of all living things. Many mages believe that there are five planes that exist in unison with the mortal realm, each made up entirely of a given base element distilled down to its purest form. This of course is purely speculation on the part of mages from their studies into the natural world.

Castle Keeper's Notes:

There are five elemental planes that exist in tandem to the mortal realm. These are the planes of air, earth, fire, water, and spirit. Unlike the realms of existence which exist apart from the mortal realm, separated by the veil of the Æther, the elemental planes are a part of the mortal realm and cannot be entered by any means, although elemental creatures may be summoned from these planes by spells such as *summon elemental*, or *summon extraplanar ally*.

THE PEOPLE AND KINGDOMS OF THE WESTERLANDS

The human kingdoms on the eastern shores of the Inner Sea, to the Sea of Dusk in the west, the Wilderlunds in the north, and the Endless Ocean in the south are collectively referred to as the Westerlands. These kingdoms of men have grown over the centuries upon the ruins of ancient Cerilia. Each of the nine realms of men are outlined below along with an overview of the fey realms of Glamrielle and Ilifar, the troll realm of Xax-Gro-Mar and the dwarven Halls-Beneath-The-Mountains.

The Abberlands:

The Abberlands is the name given to those lands ruled over by the Ever-Queen Aeronwen. These were the ancestral homelands of the Abborn tribes to whom most men in the Westerlands can trace their lineage. The Abberlands are described in great detail in the *Gazetteer of the Abberlands* section of this text.

Calderland:

The Kingdom of Calderland lies beyond the Grey Mountains upon the rocky shores of the Sea of Lÿria in the west, and Sea of Starfall in the north. It is a land of craggy hills, rolling countryside, and fertile moors. It is a country born from the vision of one man called Calder, a Norn Thane who led his warriors across the tumultuous Sea of Starfall with the promise of conquest and glory.

Today Calderland is ruled over by King Wulfgrim II and is one of the most significant kingdoms in the Westerlands, due in large part to it being the birthplace of the prophet Sigismund and the centre of power for the Priory of the Eternal Flame. It is a country of traditions, and its people are headstrong, determined, and proud of their heritage. They live their lives as they always have, simply, piously, and with honour.

Calderland is dominated by moors, saltwater marshes, blanket bogs, and craggy hills. For the better part of the year the country experiences heavy mists rolling south off the Sea of Starfall, and frequent rains making the growing season considerably shorter than in other parts of the Westerlands.

Due to the weather Caldermen rely heavily on farming oats and tubers, hunting and gathering in more rural areas, and the domestication of cattle, goats, horses, pigs and sheep which are often salted or processed into sausage. The sea provides for much of the food eaten in coastal Calderland where they sustain themselves through fishing, shell fishing, farming seaweeds, and seal hunting.

The bogs and moors of Calderland are covered with innumerable species of ferns, grasses, rushes, sedges, and trees including; alders, bell heather, black bog rushes, bracken, brambles, bog cotton, celandine, common reeds, cranberries, deer grass, dwarf willows, foxglove, hawthorns, heart's tongue fern, heath orchids, heath and soft rushes, holly, ivy, marsh violets, roseroot, yews, and willow trees.

Calderland is home to a number of beasts and mammals including; badgers, various bats, blink dogs, calder hares and rabbits, cockatrices, fallow and sika deer, goats, hedgehogs, hippogriffs, mice, minks, mundane and giant rats, otters, pine martens, red and grey squirrels, red foxes, shrews, stoats, wild boars, and wolves. The marshes in the north and west of Calderland are home to a number of amphibians and reptiles with mundane and giant adders and asps, lizards, and toads being the most common. Cormorants, various ducks, geese, gulls, herons, kingfishers, larks, magpies, mundane and giant owls, pheasants and partridges, ravens, sparrows, swifts, thrushes, and warblers inhabit the wetlands and moors, and many predatory birds including buzzards, ospreys, peregrine falcons, and sparrowhawks hunt the skies across Calderland.

The Rulers of Calderland:

HOUSE OF CALDER:

<i>Calder I</i>	<i>The Conqueror</i>	<i>95-118.2Ea.r.</i>
<i>Calder II</i>	<i>The Peacemaker</i>	<i>118-198.2Ea.r.</i>
<i>Hwrothgar</i>	<i>The Warmonger</i>	<i>198-222.2Ea.r.</i>
<i>Era of Regency (Joachim Reinhold)</i>		<i>222-240.2Ea.r.</i>
<i>Calder III</i>		<i>240-253.2Ea.r.</i>

ERA OF FOUR KINGS *254-266.2Ea.r.*

HOUSE OF AEDELRIK:

<i>Adlar I</i>	<i>The Unifier (The Undying)</i>	<i>266-355.2Ea.r.</i>
<i>Varin I</i>		<i>355-410.2Ea.r.</i>
<i>Varin II</i>		<i>410-490.2Ea.r.</i>
<i>Varin III</i>		<i>490-552.2Ea.r.</i>
<i>Agin</i>		<i>552-13.3Ea.r.</i>
<i>Varin IV</i>		<i>13-90.3Ea.r.</i>
<i>Queen Engelgard</i>	<i>The Shieldmaiden</i>	<i>90-175.3Ea.r.</i>
<i>Adlar II</i>	<i>The Lost King</i>	<i>175-212.3Ea.r.</i>
<i>Wulfgrim I</i>		<i>212-300.3Ea.r.</i>
<i>Wilhelm I</i>	<i>The Greater</i>	<i>300-390.3Ea.r.</i>
<i>Wilhelm II</i>	<i>The Lesser</i>	<i>390-470.3Ea.r.</i>
<i>Wilhelm III</i>	<i>The Sainted</i>	<i>470-548.3Ea.r.</i>
<i>Wulfgrim II</i>		<i>543.3Ea.r. -</i>

Dalamath:

The country of Dalamath lies on the south-eastern tip of the Westerlands. It is a land of rolling hills and pastures in the north, and windswept coastal desert dominates the southlands. The verdant Aeroth river valley bisects the country beginning in the Kazilik mountain range in the north and traveling southwards until it reaches the sea at the Bay of Faramorn in the south east. Dalamath was first inhabited by the Abborn tribes who were subsequently conquered by the dark skinned warriors of the Bajazâr Empire long before the fall of Cerilia. The Dalamathi were subsequently cut off from their new rulers before the end of the second era. Just over a century ago in 478.3Ea.r. the Bajazâr returned to Dalamath to reunite the so called “forgotten colony” with the greater empire.

The Dalamathi are a breed of amber skinned warriors, scholars, and craftsmen who follow the teachings of Asalam; the pantheon of the Bajazâr that decrees that every man has his place within the divine order as laid down by their gods as decreed by the Lammasu, their divine messengers and prophets.

Since the return of the Bajazâr to Dalamath there has been unrest. There is a growing faction of the Dalamathi who believe that the Bajazâr are oppressors who have only returned to exploit the Dalamathi for coin and resources. These so called-freedom fighters refer to themselves as the *Mujahi*, meaning simply the fighters in the Bâjab tongue. These warriors fight to restore the Dalamathi kings to the throne and a return to what they refer to as the “Old Kingdom”.

A further struggle has been fought for the last fifty years against the elves and fey spirits of the Forest of Ilifar which the Dalamathi call *Şyrâle*, which roughly translates as spirit, or more closely as daemon. This bloody conflict was instigated by the *Aelwyd Ilifar* when the Dalamathi began to harvest the ancient lumber of the forests southern reaches by decree of their Bâjab rulers. In the years since, the conflict within the ancient forest has been pronounced a holy war by the Lammasu and can only be resolved with the utter destruction of the *Şyrâle*.

The Dales:

The Dales is the name given to the rolling countryside and woodlands around the Ciderwine River Valley where the race of halflings make their home. The north shires are blessed with rich, loamy soil that is highly suitable for growing pipeweed, barely, hops, and wheat which is used to brew some of the finest beers and ales crafted in all the Westerlands. While the north shires are blessed with abundant farmland, the south shires are situated among deep woods and grassy dells where halflings live a pastoral existence; herding sheep, goats, and pigs. Despite its idyllic setting however, the Dales are not altogether safe lands, with ruins of fallen Cerilia poking up in fields and among the branches of the Briarwoods, and the threat of worgs and worse beasts is ever present.

Eldermoots:

The Dales are governed by a council of elders who meet biannually at Beltane and again at Alban Elued, two of the most important days of the halfling calendar, not for their religious significance but because they mark the begging and end of the growing seasons. These meetings are referred to as eldermoots and occur in the village of Mootshire on the banks of the Ciderwine.

The Fadeterenuri:

The eerie lands called the *Fadeterenuri*, meaning the faded land in the native tongue, are situated north of the Abberlands with the marshlands of Xax-Gro-Mar to the west, the icy waters of the Langervik to the north, and the endless wilderness of the Wilderlunds to the east. It is a land of fog and mist with harsh winters and short summers. The Fadeterenuri is a place where men live their lives within the strictures of a rigid caste system under the watchful eyes of the Fadian sorcerer-priests called the *Varázsló* who are the messengers of their dragon-god *Halál Sárkány*, the Endless-One.

There is only one god worshipped by the men of Fadia, *Halál Sárkány*, the Endless-One. *Halál Sárkány* is a creature of tremendous power, once a dragon but transformed into something greater by the colossal magick released by the Charm of Unmaking. He is a tyrannical being infused by the dark magick that transformed him. *Halál Sárkány* is a skeletal dragon of immense size and stature who resides deep within the earth below the black tower of Dracpiatră. The dragon-god has knowledge of the dark and secret magick of necromancy and has immense power over the souls of those who die within the Fadeterenuri. The mists that perpetually cover the land is called the dragon's breath and the *Varázsló* teach that the souls of the dead serve *Halál Sárkány* within the mists even beyond death.

The *Varázsló* are the faceless caste of sorcerer-priests of *Halál Sárkány* who rule the Theocracy of Fadia in the name of their god. Little is known of the *Varázsló* by the common people, only that they have impressive power, and the price of disobedience is ones soul. The *Varázsló* wear heavy, layered, black robes often lined with sable and upon their faces they wear faceless white masks.

The *Varázsló* rule over the Endless-One's realm from the foreboding tower of Dracpiatră in the southern moors of Fadia, a bleak and foreboding place shunned by all life save for the crows who are the eyes and ears of the sorcerer-priests across the Fadeterenuri. *Varázsló* are accompanied at all times by creatures called wraiths, incorporeal spirits of wickedness who have shed all bonds of the flesh. These wraiths are rarely seen, preferring to haunt the deepest shadows but their presence is felt by anyone near a *Varázsló*. When traveling beyond Dracpiatră the *Varázsló* do so with a guard of hobgoblin soldiers.

The people of Fadia look upon the *Varázsló* as the blessed of their god, feared and respected. They consider them to be their rightful betters chosen by *Halál Sárkány* to lead his people. The undead are also considered to be blessed by the Endless-One with life eternal. The people of Arandane are terrified of the *Varázsló* and secretly pray to the Old Gods for strength and protection. To the Aranmen, *Halál Sárkány* is a guise for the gods of the *Bariaeth*, and they consider the *Varázsló* to be creatures of the shadow.

The lands of the Fadeterenuri consist of great swathes of barren moors and rocky tundra dotted by rocky hills from which flow thousands of tiny brooks and streams whose edges are covered by mosses, lichens, and tiny shrubs. Deep coniferous forests of pines, firs and birches in the north, and of ash, elms, walnut and pines in the southern reaches. With the countries cold climate, short summers, and harsh winters the land is ill suited for farming but the *Tāran* still eke out what they can in terms of tubers and root vegetables, but survive primarily through pastoralism with goats and sheep being the most common livestock, and through hunting brown hare, chamois, foxes, reindeer and wild boar.

Spirits in the Mists:

The outlying farmsteads have been all but abandoned in the last few years with the families who lived in them either moving behind the walls of towns or cities like Amilas or Sworzniumiasta or disappearing in the mists. There have been a number of accounts whispered of regarding strange, horrifying figures roaming within the mists at night, some say these creatures bring an unnatural cold with them, others say that the mists are haunted by blue motes of light that drain the very essence from those that are touched, if either is true, none of the townsfolk can truly say, but they all agree that there is something haunting the mists and whatever it is has killed many of their kin in the last few years.

The Winged Hussars of Arandane:

Until the battle of Rzekakrawd and the Fadian occupation in 542.3E.a.r. the armies of the Tsars of Arandane had fought off invasions from Fadia and earlier still from the Norm raiders whose longships would haunt the northern coastlands. The most notable of the Tsars soldiers were the elite light cavalry known as the Winged Hussars. These men wore great wing-like crests of heron leathers upon their backs and were deadly with bows from horseback, so deadly in fact, to be initiated into the Winged Hussars an aspirant would have to be able to land three accurate shots into a moving target while riding at full gallop. These warriors rode swift steppe horses and wore fine, and light armour consisting of tanned leather over which was worn a vest of lamellar. They carried recurve bows most often crafted from whale bone and wood, and were skilled with long, lancing spears. Even today the name of "hussar" is used by Aranmen to describe men and women who stand up against the Fadian oppressors as a token to their fighting spirit.

Beside the human civilizations of the Fadeterenuri there are a few humanoid species that exist on the edges of civilization; the ugly and capricious jermlaine, a race of gremlins that live in small clans within ancient cave systems like those that run below the plateau known as the jagged edge who are so rarely seen by men that they have become little more than pitiful and cruel creatures in children's stories, as well as the malicious clans of kobolds who hide within the boughs of the Nālucă Padüre and other forests across Arandane and Fadia. These small scaly humanoids have caused problems for centuries by attacking hunters and furriers in the woods, or in a few instances when their numbers were great, raiding villages and farmsteads on the outskirts of the forest. Today these creatures mostly keep to themselves in fear of the dark magick that enshrouds these lands, but are still cause for concern for travellers within the confines of the forests of the Fadeterenuri.

The mists of the dragon's breath that cover the lands of the Fadeterenuri are a wholly unnatural thing wrought from the dark magick of *Halál Sárkány* and its power grants the spirits of the dead unnatural unlife within its confines. Terrible undead creatures lurk within the mists guarding the borders of the Fadeterenuri from those who would enter or to keep in those who would try to escape them. These undead guardians are called shadows, thralls bound by the dark will of their god to serve him for all

Fallrigh:

The kingdom of Fallrigh lies in the south of the Westerlands beyond the jagged mountains of the Broken Peaks. Fallrigh is dominated by crag ridden countryside with the northern part of the kingdom dominated by the Lurinwood, a thick deciduous forest marked by numerous dales and river valleys. The country is best known for its fine lumber, and abundance of rich mineral veins.

The people of Fallrigh are a resolute race of stalwart fighters, the descendants of the Fall barbarians who have lived as allies and friends to the dwarves of the Broken Peaks, who were forced to abandon their ancestral holds many centuries ago. Today Fallrigh is a kingdom where dwarves and men stand side by side within the walls of magnificent cities of stone, where the High King chosen from among the noble families (both human and dwarven) rules his people from the Alabaster Tower at the heart of the city of Torlin, perhaps one of the greatest marvels of masonry since the Fall of Cerilia.

The Free-Cities:

The Free-Cities are a loose confederacy of merchant city-states along the coast of the Inner Sea. It is a country best known for its wealth and near constant internecine wars between neighbouring city-states and among the Great Merchant Houses who are perpetually jockeying for station and power.

Glamrielle:

The fey realm of Glamrielle dominates the eastern lands of Rosalin in the Abberlands. It is a magickal realm where the veil separating the mortal realm from *Tylwyth Teyrnas* is thin. It the home of the elves of the *Aelwyd Glamrielle* and all variety of fey creatures both benevolent and malign. Glamrielle is presented in great detail in *The Gazetteer of the Abberlands* section of this text.

Gethlyn:

Gethlyn, an appellation which remains from the days of the Cerilian Empire, is the name given to the plains beyond Old Cerilia in the west of the Westerlands between the United Kingdoms, Maidinfell, and the shadow realm of Morgarath. It is a land of endless grasslands where plains barbarians, the descendants of the Cerii, live out a nomadic existence among the crumbling ruins of their once magnificent empire. Gethlyn is a troubled land of monster haunted ruins, where morgar raiding parties are a constant threat. Few realize that it is only through the blood and a sacrifice of the Cerii tribesmen that the more civilized lands of the Westerlands remain relatively safe from the shadow of Morgarath.

The Grey Mountains and the Halls-Beneath-The-Mountains:

The Grey Mountains are the predominant mountain range that spans nearly 1,000 miles running north to south through the centre of the Westerlands. At its zenith, the Grey Mountains reach skywards in excess of 12,000 feet with the highest point supposedly being at the peak of Mt. Thorgarak where the dwarven King sits upon the mythrill throne, ruling over the dwarven clans of the Halls-Beneath-The-Mountain.

For thousands of years the race of dwarves has existed upon the craggy slopes of the Grey Mountains where their masons have crafted mighty strongholds that delve deep into the heart of the mountains themselves, each connected to the next via a series of ancient thoroughfares carved from the stone itself and stretching the length and breadth of the Grey Mountains. These thoroughfares are collectively known as the *Stigr Medli Fell*, which roughly translates to the ways among the mountains.

The *Stigr Medli Fell* were once well travelled with many dwarves journeying between the various halls of their kin, trading goods and for festivals and gatherings. Today the ways between the mountains are a desolate place, haunted by monsters and feral morgar tribes who hide where the light of day will never shine. The thoroughfares between Thorgarak, Drakag-Dor, and Ballak-Dor remain in use today, though they are only travelled in well-armed bands. The remainder of the *Stigr Medli Fell* from Ballack-Dor to where the so-called Dwarven High Road enters the ways between the mountain at the gates of the fallen hall of Karrak-Dor have been blocked off by the *Mikill Gata*, meaning the great or mighty gate, in *dvergr mal*.

Kelengia-Oade:

At the heart of the tumultuous Sea of Starfall are three large islands that gave birth to the human tribes of the Kelts who migrated to what is modern day Keltis in the northwest of the United Kingdoms. On the mainland there is little known of the mystical islands of Kelengia-Oade but stories tell of primeval forests of magnificent elms and towering pines, of fertile glens, and giant haunted wilds. Stories talk of giants roaming the hills, and of warriors, called the *Fhianna* who are supposedly capable of taking on a dozen warriors with little more than a shield and a switch that collect the heads from their fallen foes.

Maidinfell:

Maidinfell is situated between the grasslands of Gethlyn and Old Cerilia. It is a small kingdom of fisherman and farmers around the Wealdtaern, a large lake with a length of close to 100 miles and a breadth of roughly half that. It is a country of open fields and pastures, and temperate woodlands. Maidinfell is not so much a nation proper as it is a loose collection of self-governed towns and villages who come together for mutual defence. The folk of Maidinfell are self-reliant, determine and stubborn folk who treasure their freedom above all and have little concern for the world beyond the Wealdtaern.

Morgarath:

Beyond the twisted peaks of the Mountains Grim and the Bogs of Sorrow lie the Swamps of Sârax and the dread realm of Morgarath. It is a domain of soot and ash belched from the bowels of primordial volcanoes and of stinking marshland, where the Cabal of Nine, the witch-priestesses of the Queen of Oblivion rule over the morgar from the crumbling spires of Thrax-Morgar. Little is known about this wretched land by the men of the Westerlands save that it is a place anyone who enters does not return.

Old Cerilia:

The desolate plains that lie in the centre of the Westerlands are known as Old Cerilia. It is in the centre of this desolation where now there is a gargantuan rift that the city of Thrax-Ceria once stood, where the Witch-King faced down the armies of King Ildâin and unleashed the magick of the Charm of Unmaking that tore the earth asunder and broke the world for 100 years. Today what remains is a rift over a hundred miles long and unknowably deep that the men of the Westerlands call the Wound in the World, and the crumbling remains of the city-states of old rising from the grasslands like the bones of some great beast left to degradations of time.

The United Kingdoms:

The United Kingdoms are a collection of five feudal states; Eloria, Gilsland, Keltis, Lûndain, and Lorn which were unified under the banner of the Elorian Kings of the Noble House of Lark in 438.3Ea.r. after decades of bloody war. This Grand Alliance has held despite growing tensions between the five kingdoms over trade rights, land, taxation, and there are those kings who once ruled in their own right, many of these men await only the opportunity to strike down High King Reinhold and the House of Lark to take the Griffon Throne for themselves.

The lands of the United Kingdoms are many and varied as the country covers nearly 500 miles both in length and breadth, with fertile farmland and rolling countryside in western Gilsland and Eloria, the vast moors of thick forests of Keltis and Lorn, to the woods and dales that cover comprise the Deeping Vale. It is a land where the peasantry till fields and herd sheep, where bandits, outlaws, and highway men prey upon unwary travelers, where noble houses vie for station, and where knights are a never-ending competition to prove their courage and skill at arms, both on the field of battle and at tourney.

Xax-Gro-Mar:

North of the Abberlands between Calderland and the haunted tundra of the Fadeterenuri lay the marshes of Xax-Gro-Mar the ancestral homeland of the race of trolls. Xax-Gro-Mar is a vast wetlands spanning for 300 miles north to south and close to 200 miles, at its widest, from east to west. The wide open landscape is dotted by ancient mangroves, with thousands of grasses and sedges protruding from the marshes still waters.

The Trolls of Xax-Gro-Mar live in tribes ruled over by a warlord who is chosen by ritual trial by combat ending when one troll can no longer lift his blade, which usually means having both arms torn from their bodies, only to regrow days later. Troll tribes live within the spire and ruins left since the time when the sylvan Realm of Glamrielle still covered the lands of the north. These ancient fey ruins are all but forgotten now, and have been renamed by the trolls such things as Bagroth-Grom, meaning place of Grom, one of the most influential and ancient chieftains of the troll people who rules over hundreds of lesser tribes from the halls of that ruined city. From time to time, one warlord will rise to such prominence and power that he can unite all the tribes under his rule. The last to take the mantle of troll king was Gorgannon, who was slain by St. Gomic the Troll Slayer during the Second Troll Wars.

Government in the United Kingdoms:

The United Kingdoms are governed by the High King and a small council of the most influential members of the nobility whose seats are hereditary. The Council of Nobles votes on all issues of state, from taxation and budgeting to foreign affairs and the High King cannot act without the consent of the Council except in the case of governing his family lands and holdings. This system was established as part of the Grand Alliance which unified the five kingdoms in 438.3Ea.r.

Below the Council of Nobles is a convoluted structure of dukes, marquis, barons, and lords each owing some fealty or obligations to the other, and each granting lands, favours, and protection to the people living within their realms in exchange for their loyalty, military service, and tribute.

GAZETTEER OF THE ABBERLANDS

The Abberlands is the moniker given to the countries within the shadow of the fey realm of Glamrielle; Aielwer, Caerwen, Lordainia, and Rosalin. The region is named after the human tribes of the Abborn who are said to have originated in these lands in times of yore. It is a domain of vast and deep forests, rushing rivers, and abundant farmland, a land of poetry and song, of forgotten places buried deep within sylvan forests, and of secrets lost to time. It is a domain steeped in rich history, where mischievous fey deceive the incautious with fairy glamour, and where wretched beasts stalk the shadows.

The Abborn:

The Abborn are dubbed the “First Men” by scholars who theorize that it is from them that most humans across Abbernoth can trace their lineage. The Abborn originated on the clement shores of the Inner Sea from whence they would migrate across Abbernoth, along the western coast of the Inner Sea, south alongside the borders of the Cerilian Plains and west over the Grey Mountains, settling what is today the Deeping Vale, Eloria, Gilsland, and Lündain. Scholars named Abbernoth in honour of the Abborn people.

Religion in the Abberlands:

The folk of the Abberlands tend to worship the Old Gods and show reverence to the myriad of woodland spirits and demigods of the Old Abborn faith. There is a rising minority in the southern Abberlands who have begun to convert to the monotheistic teachings of the Priory of the Eternal Flame. Small Priory chapels have begun to spring up in Caerwen, and parts of Aielwer.

The encroachment of the Priory into the Abberlands and the spreading of their prejudiced beliefs is becoming a threat to the peace that the Ever-Queen and her court at Delwyncarteffi have maintained for nearly 400 years. The Ever-Queen has not formally denounced the Priory due to their increasing support and the potential for unrest in the south, but rumour has it that the Ever-Queen’s clandestine agents, the *Gwydih*, have been called upon to take a committed interest in the Priory’s activities in the Abberlands.

Languages of the Abberlands:

There are two primary dialects spoken throughout the Abberlands, old abborn, and nua abber both with notable influence from *tylwyth teg*, the language of the fey. Old abborn has been the language spoken across the Abberlands since time immemorial. Today it is used in religious services, in songs and poetry, by scholars and the nobility. Old abborn still remains the official language of Lordainia and Rosalin.

Nua abber is the contemporary dialect of the Abberlands, a bastardized form of old abborn with variations of inflection and pronunciation, heavily influenced by the trade tongue. Nua abber was adopted as the official language of Aielwer, and Caerwen in 510.3Ea.r. Nua abber is also referred to as peasant’s abborn or low abborn.

A Timeline of the Abberlands:

110.2Ea.r. The Abborn begin to migrate from the Inner Sea across western Abbernoth.

220.2Ea.r. Men begin to encroach upon the borders of Glamrielle.

222.2Ea.r. King Anduriäl of Thal-Iridis razes Abborn settlements within Glamrielle. War ensues.

225.2Ea.r. King Anduriäl bonds himself to the human child Delwyn Llyr forsaking his immortality at Caeth Llenyrch ending the war between the Abborn and elves. Delwyn Llyr is crowned the first Queen of the Abborn.

232.2Ea.r. Birth of Eirwen Half-Elven daughter of Delwyn and Anduriäl.

225.2Ea.r. Construction of the fortress of Caer-Glas is completed.

302.2Ea.r. Death of Queen Delwyn after 80 years of rule. Eirwen Half-Elven is crowned Ever-Queen of Rosalin and Princess of Thal-Iridis

310.2Ea.r. Death of the Elf King Anduriäl who gave up his immortality when he chose to bond himself to Delwyn. Prince Byrllandwil crowned King of Glamrielle.

573.2Ea.r. The Gallic Tribes are defeated at Gwron’s Hill by the Marchog of Caerwen. Marchadwed founded.

589.2Ea.r. Death of Ever-Queen Eirwen Half-Elven. Crown Princess Gwennyffer becomes Ever-Queen.

192.3Ea.r. Battle of Blaid Cas fought between Aielwer and Lordainia

212.3Ea.r. Third Battle at Bagnell between Calderland and Rosalin.

214.3Ea.r. Aielmen capture Caer Maen from Lordainia.

219.3Ea.r. Death of the Ever-Queen Gwennyffer by a Morgar blade. Crown Princess Aeronwen becomes Ever-Queen.

232.3Ea.r. Treaty of Eyrir Flynnon signed ending over 40 years of hostilities between Aielwer and Caerwen.

234.3Ea.r. Unification of the Abberlands under the rule of the Ever-Queen Aeronwen.

411.3Ea.r. Town of Ceulon established as a rest stop for merchants negotiating the Vale Gap.

510.3Ea.r. Nua Abber is adopted as the official language of Aielwer and Caerwen.

Aside from nua abber, and old abborn, the fey tongue, *tylwyth teg*, is common enough given the sizeable proportion of elves and ogres residing within the Ever-Queen's domain. It is customary for human nobility to have their children study *tylwyth teg* as a part of their schooling. More rarely *dvergr mál*, the dwarven tongue, will be encountered in the streets of cities and towns throughout the Abberlands.

Costume:

Clothing in the Abberlands has always been utilitarian in nature favouring simplicity and practicality, made from either linen, or wool. A loose fitting, linen tunic which skirts around the knee and is loose around the wrist, called a *léine* is the traditional garment worn by both men and women in the Abberlands. Commoners wear simple *léines*, often dyed with saffron, and belted at the waist by either a length of rope, or a thick leather belt. Those worn by the upper classes are crafted of finer fabrics, satin, scarlet, or velvet, and pleated at the skirt, commonly with embroidered embellishment in the elvish style. The finest *léines* are often lined with ermine or sable and crafted of the finest elvish brocade.

Over the *léine* commoners customarily wear short woollen jackets, while men of means will often don sleeveless, quilted doublets with buttons of engraved bone, pewter, or silver. Mantles or hooded cloaks are worn about the shoulders and held in place with brooches commonly crafted of oak or pewter, with very fine examples being made from silver, or gold and displaying intricate engraving and inlay work. In the Abberlands the length and quality of a man's cloak is a status symbol, a commoners cloak would be made from wool in a twill weave, and typically fall just above the knee, while a cloak belonging to a noble would be fur-lined, and crafted of fine material, falling just above the ground.

Men in more rural parts of the Abberlands tend to go barelegged and unshod, while simple shoes, or knee-high leather boots are the norm among townsmen and city dwellers. In times of war and during the cold winter months, tight fitting woollen pants, called *trews* are worn to cover the legs, and simple knee-high, soft boots protect the feet of those who can afford them. The nobility commonly wear hose attached to a doublet by woollen straps, and fur-lined slippers, or tall, finely tooled boots.

The Ecosystem:

With its temperate climate and varied soils the Abberlands supports a diverse vegetation pattern. Oak and elm forests cover the majority of lower Rosalin and Lordainia giving way to ancient, thick pine forests and moorlands in the far north. The low country is dominated by rolling hills and woodlands of yew, alder, and beech. Outside of the cities the land is dominated by farmland with many grasses, ferns, and flowering plants; heather, thistle, and gorse being the most common.

With its diverse plant life and deep forests the Abberlands are also home to a number of species of large and small mammals including; wolves, worgs, wild boars, mundane and giant lynxes, owlbears, reindeer, and both red and roe deer. There are a number of small mammals that thrive in the woods and farmlands including; foxes, hares, rabbits, hedgehogs, weasels, mundane and giant rats, stoats, field mice, and shrews. Rivers and streams are inhabited by otters and a number of fish including; salmon, perch, pike, dace, and graylings. There are innumerable species of birds that are indigenous, the most common being; finches, blackbirds, sparrows, starlings, pheasants, partridges, falcons, owls, and both mundane and giant eagles and many more migratory species can be seen throughout the year.

Aielwer:

Official Name: Principality of Aielwer

Government: Confederate state of Rosalin, limited monarchy with an assembly of barons granted by consent of the Ever-Queen

Ruler: His Majesty Royal Prince Cadwallon, Sovereign of Aielwer

Capital: Lhandinas

Heraldry: Per pale argent and vert, argent an oak tree dexter, prupure three thistles sinister

Demographics: Primarily humans with a small minority of dwarves, elves, and half elves

Economy: Manorialism

Major Exports: Ale and beer, oats, wool and wool goods

Aielwer is the agricultural heart of the Abberlands, with rich soil, sweeping fields, and abundant brooks and streams the land is ideal for an assortment of crops including oats, barley, hops, and various vegetables while wide pastures and low rolling hills facilitate raising cattle and sheep. Considered backwards by many in the Abberlands, the Aielmen are a proud and strong people, once warriors but put down their swords long ago. They retell their history with poems and songs and enjoy the simple things in life; music, hard work, and family. Despite preferring a simpler way of life Aielmen are not as behind the times as people seem to think. The University at Lhandinas is a well-respected institution of the modern sciences of astrology and medicine, and the basis of modern Abborn poetry and music is derived from a combination of elvish technique and Aielwer tradition.

Innumerable ancient ruins can be found in the midst of the farmlands and gentle hills of Aielwer, remnants of Old Cerilia from the time before the cold and darkness of the Long Twilight. These are places the locals consider cursed and treacherous, many superstitions and fireside tales tell of monstrous beasts and ghastly spirits that haunt those grim stones. The Aielwer in the countryside will not stray far from their homesteads after dusk for fear of what might lurk in the shadows and have strong superstitions warning against spirits that haunt the mists. The countryside is troubled by vicious wolves and wretched worgs, and in the hills much darker things stalk the crumbling stones, and forgotten places of Aielwer.

Hospitality in Aielwer:

Communities in Aielwer are quite spread out even in comparison to the rest of the Abberlands with the majority of Aielmen living in small farmsteads many miles from towns and villages. It is custom that a traveller who presents themselves at the door of one of these farmsteads asking for *achlesa*, meaning shelter in old abborn, will be offered a place by the hearth, bread, and cheese for the night. In return, the guest will leave something of value in return and leave by first light the following morning. The custom of *achlesa* is most commonly associated with farmsteads but the tradition extends to anywhere there is food and warmth.

The custom of *achlesa* has led to many songs and tales of fey folk coming to a secluded farmstead and leaving gold or magickal trinkets behind as payment. Likewise, the Aielmen tell of men being cursed, their children stolen, or fields being sown with salt by jilted spirits that were denied *achlesa*.

The Shadowy Rider:

*Remember, remember the Shadowy Rider
Remember, remember on bleak, foggy night
Remember, remember the clickity clack
Clickity clack as he rides on bleak foggy night*

*Remember, remember the Shadowy Rider
Remember, remember not to glance back
Remember, remember the clickity clack
Clickity clack as he comes at your back*

*Remember, remember the Shadowy Rider
Remember, remember his ghostly visage
Remember, remember the clickity clack
Clickity clack when you're left dead on your back*

*Remember, remember the Shadowy Rider
Remember, remember when you're cold and alone
Remember, remember the clickity clack
Clickity clack as he rides on bleak, foggy night*

-Old Aielwer Folk Tune-

Castle Keeper's Notes:

Given the spread out nature of communities in Aielwer proper patrols extend no more than a day's ride from a major town. These patrols are comprised of militia and consist of 2d12 1st level Fighters mounted on riding horses and armed with either cudgels, hand axes, or spears, daggers, and shields with 50% carrying slings or short bows. These patrols are led by 3rd level fighters who wear padded or leather armour and are armed with broad swords, spears, and shields.

Patrols out of Lhandinas are comprised of the Royal Prince's personal men-at-arms and are typically larger, superiorly armed, and better trained than town militia patrols. These patrols consist of 3d10 2nd level fighters in leather armour armed with spears (in which they are specialized), short swords and shields, mounted on light war horses led by a 3-5th level fighter equipped with ring mail, broad sword, spear, and a shield. 50% of the fighters in these patrols will also be armed with short bows.

In the countryside Aielmen are responsible for defending their farmsteads and families and most keep at least a cudgel and sling within easy reach.

Notable Locations:

Aiel Marshes:

In the north of Aielwer lies the Aiel Marshes, a vast expanse of freshwater wetlands characterized by expansive groves of alders, sycamores, and willows. The Aiel Marshes are home to an incredible array of wildlife including various waterfowl like heron and geese, mundane and giant reptiles, and a menagerie of mammals. The marshes are also home a number of vicious predatory monsters, most notably behirs, hydras, and phase spiders.

In the spring of 225.2Ea.r. a small army of Aielmen was secreted through the Aiel Marshes in an attempt to outflank the Lordainian army marching south from Caer-Maen. The Aielmen were betrayed by one of their own and walked into a brutal ambush, not a single Aielman left the marshes alive.

Since that terrible day Aielmen have shunned the marshes believing the place cursed. There are many stories told of vengeful apparitions of long dead soldiers rising from their watery graves. If the stories are to be believed these ghostly phantoms hunt for the one who betrayed them long ago. Whatever the truth might be the Aiel Marshes are a treacherous place and best avoided.

Kilburn:

The town of Kilburn is located in the South of Aielwer on the boundaries of the Witching Woods and the sinister realm of Ilifar. Kilburn is well known across Aielwer for its fine ale. The marshland around the town provides rich soil for the growth of exceptional barely and hops. Kilburn Amber can be found in taverns across the Abberlands, Fallrigh, and the Free-Cities. The town is governed by the Baron Meical Lanyr who has held the lands for the Crown for over 40 years. He is a well-liked and respected individual among the commons and nobility alike.

Nobility of the Abberlands:

The noble families of the Abberlands are very old and proud, most tracing their lineage back to the times of Delwyn, first Queen of the Abborn. There are a number of titles used across the Abberlands to delineate rank among the nobles. Titles are bestowed upon a person for wealth, military obligation, heredity, and service.

Ever-Queen "Her Eternal Majesty": The title given to the supreme monarch of Rosalin, and since the unification all of the Abberlands. It is hereditary title of the House of Llyr given to the eldest daughter who must be of half-elven blood. There have been only three women to bear the title of Ever-Queen in the history of Rosalin and the Abberlands; Eirwen Half-Elven, Gwenyfler, and Aeronwen called the Unifier.

Crown Princess "Her Eternal Highness": The title bestowed upon the heir apparent of House Llyr.

Princess/Prince of Rosalin "Her Royal Highness": Title bestowed upon children of House Llyr who are not the heir apparent.

Royal Prince/Princess "His Majesty": The title given to the Sovereigns of Aielwer, Caerwen, or Lordainia. A hereditary title passed down since the unification of the Abberlands under the Ever-Queen Aeronwen. A title equivalent to king or queen in other nations.

Prince/Princess "Her Highness": The title given to the heir apparent of the Royal Princes. The title goes to the eldest child in Caerwen irrespective of sex, and to the eldest male in Aielwer and Lordainia and only to a female child if there are no male heirs.

Baron/Baroness "His Lordship": A title given to anyone who holds land for the crown in exchange for a feudal obligation or a marchog fee. In Aielwer the rank of baron entitles a person to a voice in the Assembly of Barons at Lhandinas.

Marchog 'n Dal "Sir": A high ranking marchog who owns at least 100 acres of land or holds land for a baron in exchange for feudal service. The equivalent of a bannerette in other lands.

Marchog "Sir": A title given to any man who holds at least 1 acre of land and can provide, a horse, shield, byrnie, and spear when summoned for feudal service. A title equivalent to knight.

The people of Kilburn have many legends about the Witching Woods and speak in hushed, revering tones of the ghosts and fey that haunts those deep-rooted trees. They tell of pixies and sprites, of the Three Hags who prey upon children who wander off, and of beautiful dryads who charm men with their fairy glamour.

With war being fought in southern Ilifar between the elves of the forest and the Dalamathi, the people of Kilburn have been keeping one eye toward the woods and preparing in case the fighting spills over into their town. Rumour has it that Baron Kilburn has been receiving strange guests in the night. Some believe the Baron is aiding the elves with foodstuffs and other supplies, others speculate that the Ever-Queen has sent her *Gwydih* to assess the situation in Ilifar. Still others have gone so far as to hypothesize that Baron Kilburn is aiding Dalamathi spies.

Lhandinas:

The walled city of Lhandinas is the capital of Aielwer built upon the ruins of ancient Thrax-Lhan, one of the fallen cities of Old Cerilia. It is a small city compared to the rest of the Westerlands having a population of merely 7000 but is a hub of commerce and learning. It is home to the University of Lhandinas, an institute dedicated to the modern sciences of astrology, medicine, and alchemy. Royal Prince Cadwallon governs Aielwer from Castle Aiel, and it is here that the Assembly of Barons meets in council bi-annually.

Lhandinas is divided into four districts; the New City where the common folk and craftsmen hawk their wares, the Old City which serves as the marketplace and is home to the merchant class, Aiel Hill is the home of the nobility and seat of Aielwer government, and the slums of South Wall where the poor and the downtrodden strain to get by.

As a focal point for trade between the Abberlands, Fallrigh, and trade routes north and west, Lhandinas has always had problems with thieves but in the last few years the situation has become increasingly worse and frequently violent. Rumours are abound that the Ministry of Shadows, a formidable and treacherous guild of thieves said to operate out of the Free-Cities has come to Lhandinas and has begun to reorganize the cities underworld, pushing out any elements that do not mesh with their plans.

There is a great many secrets hidden beneath the streets of Lhandinas within a vast underground network left from ancient Thrax-Lhan and it is rumoured that this was the motive behind the University choosing to establish itself within the city, hoping to uncover the treasure trove of lost lore that could be hidden beneath the city. The ruins of the under-city have drawn many to Lhandinas in a hunt for treasure and glory and a few have actually returned with some valuable trinkets but most don't come back at all. The depths of the under-city have drawn loads of beasts that have made their lairs within its pits over the centuries, hidden from the light of day. There are uncountable stories told in taverns and at firesides across the city about wretched monsters finding their way out of the labyrinthine corridors of the under-city and attacking folk from gloomy alleyways and deserted streets.

Caerwen:

Official Name: Principality of Caerwen

Government: Confederate state of Rosalin, limited monarchy granted under the consent of the Ever-Queen

Ruler: Her Majesty Royal Princess Anwen, Warden of the South, and Sovereign of Caerwen

Capital: Marchadwedd

Heraldry: Per pale argent and sable, argent a horse rampant dexter, a portcullis surrounded by three spears sable sinister

Demographics: Primarily human with a very small minority of elves and half elves (mostly refugees from Ilifar).

Economy: Manorialism

Major Exports: Horses, Fine Wines from Ilun river valley, and silver from mines in the Broken Peaks.

Caerwen is the southernmost country of the Abberlands and is a realm of open plains and fertile river valleys with the shadowy forest of Ilifar to the east and the majestic mountains of the Broken Peaks forming the countries southern border. The people of Caerwen have a long and proud warrior tradition and are some of the most skilled horsemen in Abbernoth. The people of Caerwen are called "warrior-poets" by their kin in the north and it is Caerfolk who guard the Abberlands southern frontier.

With the west of Caerwen facing the untamed wilderness of Old Cerilia the *marchog*, an old abborn title akin to knight, are tested time and again. They protect their people from inhuman beasts and warring hobgoblin tribes.

Given Caerwen's history for facing fearsome monsters and barbaric humanoids, the Priory of the Eternal Flame has been able to gain a strong foothold among the commons and marchog in the last few years and many chapels, and chapterhouses dedicated to the Eternal Flame have been erected in towns and villages across the Westermark. Recently a paladin of the Eternal Flame, Sir Erimgard of Calderland has been very close to the Royal Princess, and it's whispered in court that she has taken him into her confidence, and bed. Rumours at court suggest that one day soon the Royal Princess will name Sir Erimgard Marshall of the Marchog despite vehement objections from the barons.

Swords in Caerwen:

The sword has traditionally been a weapon reserved for the nobility of Caerwen, a symbol of status and service. Caerwen law and tradition dictate that only marchog are granted the privilege of openly wearing a sword and any transgressors shall face no less a penalty than the confiscation of the sword, the loss of their right hand, imprisonment for no greater than a tenday, and/or a fine of no less than 50 shillings.

Foreigners carrying swords in Caerwen are likewise restricted in their bearing of arms. Nobles and knights, may openly wear their swords without issue, however men of low birth are restricted like anyone else, with the same penalties for transgression.

Castle Keeper's Notes:

The marchog of Caerwen are the most skilled and best equipped warriors in the Abberlands. Marchog patrols consist of 2d10+10 1st level knights wearing ring mail and carrying broad swords, spears, short bows, and shields, mounted on light war horses. Marchog patrols are led by 3rd level knights and have a 20% chance of being accompanied by at 5th-8th level "*marchog'n dal*". Patrols out of Blaenstead, Caer-Marchog, and Marchadwedd have a 30% chance of being accompanied by a 1st-3rd level cleric of the Priory of the Eternal Flame equipped with a mail hauberk, a light mace and shield and mounted on a light war horse.

Notable Locations:

Axmouth:

Located where the river Andra splits off from the Ilun in the heart of the Ilun river valley, Axmouth is considered to be the centre of Caerwen wine country. Axmouth is a large town of nearly 2000 people and enjoys mild weather year round protected from the freezing winds of winter and the heat of summer by the valley walls. The town is ruled over by His Lordship Padrig Yule Baron of Axmouth, a warrior of some note in his youth but has fallen out of favour with Her Royal Highness in the last years especially after the paladin Sir Erimgard of the Priory has had the Princess' ear. It is no secret that Lord Axmouth has little love for the Priory and vehemently opposes the proposal of naming "a foreigner and Priory lapdog" to command the Marchog.

Axmouth is most famously known for its vineyards which produce the finest wine in the Abberlands and some argue in all of the Westerlands. The entire Ilun Valley is dominated by vineyards and every hamlet, town, and village produces their own vintages, each year during the last tenday of Harvesttide the people of the Ilun Valley come together at Axmouth for a festival where they share their wines and celebrate the harvest. It has become a tradition for Her Royal Majesty to attend the festival where she is presented with the first glass and leads the opening toast, giving her blessing to the vintners for the coming year.

The Priory of the Eternal Flame:

The Priory of the Eternal Flame has its origins in city of Calder almost 150 years ago during the Troll Wars and has since grown across the United Kingdoms, Maidinfell and has pockets of support in the Abberlands. The Priory believes in a single omnipotent deity who mandates obedience, courage, honesty, and purity in return for protection from the cold and shadow. The Priory is a militant faith crusading against the enemies of humanity, cleansing Abbernoth with sword and righteous fire. They teach that only through self-sacrifice and submission to the laws of the Eternal Flame can a person achieve salvation and eternal peace. The Priory has no room for other faiths, who they believe refuse to see the light of truth. Those who are not counted among them are considered heathens lost in shadow, they damn magick-users, and they have little tolerance for demihumans and their "lost ways". Despite their racial dogma, common folk across Abbernoth flock to the Eternal Flame hoping for protection from monsters, and deliverance from the darkness.

Blaenstead:

Meaning “Hill-Home” in old abborn, Blaenstead is one of the oldest towns in Caerwen. Originally it was the site of a watchtower and a few outbuildings. After the construction of Caer-Marchog, and Caer-Cadorn, Blaenstead grew into the heart of the Westermark. Today Blaenstead has grown to a large town with a population of nearly 1500 and is the hub of trade for the surrounding villages. Blaenstead is ruled by His Lordship Yorath Parry, Baron of Blaenstead, Castellan of Caer-Marchog, and Caer-Cadorn. He is a brooding veteran, exacting with his subjects, but fair and respected.

Blaenstead is the heart of the Priory of the Eternal Flame in the Abberlands and many of the townsfolk have converted from the Old Ways to the teachings of the Eternal Flame. The Priory has established a templar chapterhouse for the Order of the Burning Heart just outside town and a chapel, called the chapel of St. Sigihard the Martyr, has been erected in the town centre. The Lord Blaenstead has not yet converted to the Priors beliefs but he has openly welcomed the Provost Baldomar Hludmund, his priors, and templar to his domain.

Bradfirth:

Bradfirth stands among old peat bogs in the silhouette of the Witching Wood. Bradfirth’s economy is based almost solely on peat mining, providing fuel for most of western Caerwen where lumber is scarce, and it’s used in drying barely for use in distilling whiskey, a peaty, earthy, and strong native spirit. The people of Bradfirth and its nearby hamlets and throps have more in common with Aielmen than the Caerfolk of the west holding on to the old ways and traditions of the Abborn, paying respect to nature and its spirits. The rule of Bradfirth and the surrounding lands falls on Her Ladyship Tegwen Alden, Baroness of Bradfirth, a young and naïve woman new to her role and dissatisfied with being recalled to Bradfirth from the Ever-Queen’s court in distant Delwyncarteffi.

There is an ancient circle of stones at the heart of Bradfirth believed to be an archaic elvish holy place dedicated to the Old Gods and is used today as meeting place for the people of the town and outlying villages as their place of worship. Legend tells of a fey creature bound to the Stones of Bradfirth, a satyr like being called Cern who the locals revere as their patron and protector. According to the people of Bradfirth Cern is an old creature long forgotten by the rest of the world, perhaps once a demigod in his own right lost to time? He is a patron of druids, and hunters, and some even go so far as to say he was once the master of the fey in Ilifar. On nights when the moon is full and the sky clear the Stones of Bradfirth glow with a strange light, a testament to Cern’s presence.

Caer-Cadorn:

The Castle of Caer-Cadorn lies on the western border of Caerwen south of Blaenstead. It is the sister fortress to Caer-Marchog in to the North and houses the largest garrison of Marchog in the country. Caer-Cadorn was built upon the foundations of an old Cerilian Fortress at the beginning of what is known as the Old Road that runs across the plains all the way past the Wound in the World to the distant city of Myr in the west. Today Caer-Cadorn is called the Gate Castle by merchants traveling across the plains as it either marks the end of civilization or the beginning depending on the way you are traveling. Because of its location the castle has sprouted a small village of coaching inns, stables, and tradesmen within its walls to service merchants taking the dangerous trek across the plains.

Caer-Marchog:

Caer-Marchog meaning “Castle of Horsemen” in old abborn is the sister fortress of Caer-Cadorn to the south and acts as the base of Marchog command on the border of Caerwen and the wilderness of Old Cerilia. Caer-Marchog is a Priory strongpoint in Caerwen with a chapterhouse recently erected with the permission of His Lordship the Baron of Blaenstead. It is garrisoned by twenty Knights of the Burning Heart stationed with the Marchog to aid in the defence of the borderlands.

Farchclun:

Located in the plains of southern Caerwen on the River Farch, the walled town of Farchclun is home to the finest horse breeders in the Abberlands. The people see Baron Farchclun as a distant and aloof master, more concerned with the royal horses than his people. His Lordship is well loved by the nobility and holds great favour at court.

Marchadwedd:

The capital of Caerwen Marchadwedd means “horsemen’s home” in old abborn. Marchadwedd is a walled city built upon a large hill overlooking the surrounding countryside. It was on this hill where the last of the Gallic tribes fell to the advance of the Abborn in 573.2Ea.r. It is said that the Caerfolk hero Gwron and his marchog rode down from the top of the hill and with spear and shield and shattered the lines of their enemies, Gwron’s spear piercing the heart of the Gallic chieftain, pinning him to the earth. Today that hill is called Gwron’s Hill and is the site of Castle Caerwen and on the spot where the last Gallic chieftain was slain stands a monument to his tribes memory with the inscription *atgofia 'r ddynion a bucheddedig rhagom a 'r ddewrder chan their brenhinedd* which means “remember the men who lived before us and the bravery of their kings” in old abborn.

Marchadwedd is the largest Abborn city in south of Gwenporth boasting a population of approximately 10,200 people. The city itself is built upon Gwron’s Hill and sprawling downward, spilling out into the plains below. The districts of Marchadwedd radiate away from Castle Caerwen with the nobility residing in their estates on the Top of the Hill, Middle Hill is home to the merchant class and wealthy craftsmen. It is the location of various religious structures, inns, and warehouses, as well as the Marchog Commandery. Below Middle Hill is Low Hill where the commons live their lives, and below that, beyond the walls of the city are the Outskirts where the poor toil through their days in the cities silhouette.

Marchadwedd is the centre of trade and commerce in Caerwen and is the first major stop for merchants from Fallrigh going north to the Free-Cities or toward Lhandinas in Aielwer. It is also the jumping off point for merchant caravans risking land route across Old Cerilia to the United Kingdoms, and Maidinfell making the Marchadwedd a place for mercenaries to find work and for thieves to ply their trade. The Outskirts and Low Hill are rough places if you have a loose tongue or purse strings.

The Priory of the Eternal Flame as begun to make its way into the city with representatives at court and preachers in the streets calling upon the poor and downtrodden to hear the call of the Eternal Flame and accept salvation. Their presence is causing some unrest among the small demihuman minority in the city and if things keep up there could be bloodshed.

The Gallic Tribes:

The Gallic tribes were a proud warrior people from the plains of what is today the southern Abberlands holding lands in what are now Aielwer and Caerwen. Historians write that the Gallic people were one of the ancestral enemies of the Cerii before the fall during the years of the Long Twilight. When Cerilia fell and endless winter blanketed Abbernoth the Gallic people lost much of what they once had been. By the dawn of the Second Era they had become little more than raiders and barbarians.

When the Abborn began to conquer Gallic lands lost in the First Era. They had survived in the ruins of fallen Cerilia through the darkness and cold and made exceptionally brutal opponents. It was the Marchog of the Abborn who would spell the doom of the Gallic tribes. Though once masters of chariot and horse those things had been lost to the Gallic during the Long Twilight and on foot they stood little chance against the might of a cavalry charge in open the plains. They were swiftly overcome.

Today the remnants of Gallic society can be found across the countryside; old stones engraved with archaic runes crumbling in the grass, lost torcs or bangles found while tilling fields, ancient burial cairns in the hills, and the occasional child born with silvery-grey “Gallic eyes”, a symbol that the child will grow up to be a proud and strong person, a true warrior.

Thrax-Andra:

In the north of Caerwen on the east banks of the River Andra lie the sprawling ruins of the ancient Cerilian city of Thrax-Andra, one of the remnants from the cataclysm and the dark years of the Long Twilight. Little is known of the city before the fall, its theorized that it was the capital of one of the eastern provinces the Cerii named Arntaria a land described as the heart of Glamrielle in old texts. Now the city lies strewn among fields of tall grasses, and under hills. Deep below the surface legends tell that Thrax-Andra is the lair of one of the ancient dragons called Agronthraxias who now slumbers away the ages on a bed of gold and jewels since the cold of Long Twilight enveloped Abbernoth.

The aesthetics of Cális believe that below Thrax-Andra lies one of the ancient Waygates, portals between Abbernoth and the paths of the Æther. The only thing certain about the ruins of Thrax-Andra is that they are haunted by wicked things that hide in the dark of the world and is best left undisturbed.

Lordainia:

Official Name: Principality of Lordainia

Government: Confederate state of Rosalin, limited monarchy granted under the consent of the Ever-Queen

Ruler: Lord Protector Allithadra, Regent of Lordainia during the minority of His Majesty Royal Prince Aled II of the House of Siorus

Capital: Blaidd Cas

Heraldry: Checky argent and vert, on a bend sable three harps or

Demographics: Mostly human, with a large minority of elves, half elves, and dwarves, and a very small minority of ogres, and half trolls

Economy: Manorialism

Major Exports: Crafts, furniture, harps, lutes, and mandolins, wool, and wool goods.

Lordainia, the veiled land of ancient oak groves, and deep elm forests, rushing rivers, and serene lakes between the countries of Aielwer and Rosalin, it's a country of mystery, of stories and storytellers. The people of Lordainia have strong Abborn traditions deeply influenced by the elves. Like the Aielwer they worship the Old Gods, and revere the spirits of brooks and trees. Lordainians are very superstitious and cautious of outsiders, a trait learned from long years of war with the Aielmen prior to the unification of the Abberlands. To foreigners, Lordainians come across proud, but somewhat distant and their traditions and seemingly odd habits set them apart. Lordainians leave offerings for brownies each night to give thanks for help around the homestead, they tell stories of the *Cwn Anwn*, phantom dogs whose howls are a portent of death, they avoid toadstool rings, and old oak trees, and they are wary of the Old Man of the Woods with his long beard dragging through the underbrush, who they say can bestow all the wisdoms of the ages in his riddles, or drive a man mad with his ramblings. To other Abberlanders, Lordainians are simply stalwart traditionalists keeping to the old ways and their heritage.

Lordainia is best known for some of the finest string instruments in the world be it a harp, lute, or mandolin. Lordainian craftsmen were taught by the elves of Glamrielle the art of harp making long ago and in the centuries since have become true masters of their craft. Each instrument is an individual piece of art, painstakingly engraved with Abborn knots and facades of fey beings, with strings made of the finest sinews in time-honoured elvish fashion. A Lordainian harp is a bard's most prized possession, each one of a kind with a quality and timbre in each note that no other instrument will ever replicate.

The Dragon Agronthraxias:

Few dragons remain today, most had died out in the centuries before the dawn of the First Era. Those that survived had become reclusive isolationists preferring to slumber away the centuries in obscurity than be part of a world that was no longer theirs.

Once the most magnificent of his kind and old even by dragon standards, Agronthraxias had watched his kind rise and fall. By the dawn of the First Era he had grown resentful and morose, it was a simple matter for the Witch King to turn the dragon's sorrow into hatred, hatred against the Gods who he believed had abandoned him and his kind, and hatred for all life still favoured by them.

Agronthraxias was blinded by the Witch Kings will and believed his lies. It was from the back of the mighty dragon that the Witch King waged his war against the world. Ancient Agronthraxias raged in the name of Liliath and her Witch King, Agronthraxias the destroyer, Agronthraxias the deceived.

When the Witch King was felled by the alicorn and banished from the world at the end of the Long Twilight his spell over Agronthraxias was shattered and the dragon was faced with the horror of what he had become. It was then that Agronthraxias, once the most magnificent of his kind, hid himself in the ruin that he wrought to sleep once more, to slumber away the ages until the end of time.

Intrigue at Court:

Recently there has been a terrible tragedy in Lordainia. The Royal Prince Llywelyn and his wife the Lady Aderyn, the Ever-Queens half-sister and a Princess of Thal-Iridis were found slain in their bed, leaving their three-year-old son Prince Aled as Royal Prince of Lordainia. While the boy is in his minority the Ever-Queen has personally stepped in and named the elf prince Allithadra, brother to Aderyn and half-brother to the Ever-Queen, Regent and Lord Protector of Lordainia.

The choice of Allithadra, as regent has caused some trouble in court, many support the new Lord Protector and hope to move away from this murder nonsense as quickly as they may, but a margin of Lordainian nobility support the claims of Prince Neirin, brother to Llywelyn and are displeased that proper protocol and his claim for regency was ignored by the Ever-Queen. Prince Neirin is a strong willed man, not used to being ignored. He has many influential supporters among the nobility of Lordainia and at the court of the Ever-Queen in Delwyncarteffi and he has quietly begun to assert that influence against Allithadra.

So far the political situation has not boiled over and an investigation into the murders of the former Royal Prince and his Lady are underway by the Ever-Queen's *Gwydih* but there is scarcely concealed discontent spreading through the nobility in Blaid Cas. Prince Allithadra has lived a long time and played the great game of princes and politics for many centuries. Thus far he has simply continued to rule Lordainia making no overt moves against Prince Neirin and his supporters, instead focusing his attention on the investigation into the murder of the Royal Prince and his sister, seeing to the care and safety of young Aled, and the governance of his people.

Castle Keeper's Notes:

In Lordainia the defence of towns, villages and towns is the responsibility of the ruling Baron with arms and training varying from settlement to settlement. The roadways and wilderness of Lordainia is the jurisdiction of the roadwardens, men and women in the service of the House Siorus who are the law in the countryside.

Roadwarden patrols consist of 2d10 human and half-elf (human lineage) fighters of 1st -4th level mounted on light warhorses and equipped with leather armour or ring mail, broad swords, shields, and short bows (in which they are specialized in the use of). For every 5 roadwardens present at one of them will be a ranger of 1st-4th level who will be armed identically to the rest of the patrol. There is a 20% chance that a cleric of 1st-3rd level will be accompanying a patrol of 5 or more roadwardens armed with a cudgel, or light mace and shield, or quarterstaff, wearing leather armour or ring mail, and mounted on a riding horse.

Arms and Armour in the Abberlands:

Weapons and armour are common in the Abberlands; threat from beasts, bandits, and war are ever-present realities and weapons play a daily role for its people. Different countries have different laws regarding weapons and military obligation. In Caerwen military service is determined by the value of land a man owns, in Aielwer every man is expected to be prepared to defend his family and home regardless of land value, in Lordainia towns and villages maintain militias at their expense, and in Rosalin men in the countryside have the right to arms but there are stringent restrictions within towns and cities regarding who may carry arms.

With the exception of Caerwen where swords are restricted to the Marchog, there are no laws restricting who is allowed to carry a certain type of weapon although there are clear differences in what a commoner can afford and the armaments of a baron.

The most common form of protection used in the Abberlands is shields crafted from hard wood and reinforced with leather and iron or steel. There are two forms Abborn shields take two forms; large kite shields, and smaller round shields with a central iron or steel boss.

Armour in the Abberlands is most often fashioned from leather and reinforced with plates, rings, or rivets of iron or steel. Given that the ore used in much of the Abberlands is imported from Fallrigh, or Calderland, armour crafted entirely of metal is not common and when available the cost is steep.

Notable Locations:

Blaidd Cas:

Blaidd Cas meaning “wolf castle” in old abborn, is the capital city of Lordainia. In ages past Blaidd Cas was the site of a terrible battle between the Aielmen and Lordainians in the summer of 192.3Ea. in which the city held but it was a bloody day for both sides with thousands dead. Today it is a centre of arts and learning with a growing economy and deep cultural roots. The city itself grew organically over the years around the fortress which lends its name to the city giving the Blaid Cas a maze like character with twisting streets, and dark alleyways.

The city has the largest demihuman population of any settlement south of Delwyncarteffi, with a thriving elvish and ogre community and a dwarven quarter where they practice their traditional crafts and are free to celebrate their cultures. Blaidd Cas is a diverse blend of art and tradition and is home to some of the most talented bards, and taletellers in the Westerlands, to the College of Lordainia an institution dedicated to the modern sciences of alchemy, anatomy, and astrology. The current headmaster of the college, a wizened sage called Callineb was, in his youth, the personal astrologer and soothsayer to the Ever-Queen Gwenyffer and it is speculated that he is a master of the alchemical sciences and a magician of some skill. There have been rumours for years throughout the city that Callineb is secretly the grandmaster of the Gwydih.

Blaidd Cas is divided into six districts; Wolf Gate which is built up around the north gate to the city bearing the same name and acts as the hub for trade and commerce in the city, Castle Grove where the nobility live their lives among ancient oaks and beautiful wild gardens, Harp Gate where the lower class live and practice their trades, the Dwarf Quarter located in west of the city where the dwarven population has their community, Old Grove located beyond Castle Grove in the northeast of the city where the elves live their lives and practice traditional arts, and the Scholars District dominated by the College of Lordainia and its various administrative buildings, dormitories, and libraries.

Brán Cilfach:

Brán Cilfach is a small town on the moors of eastern Lordainia. Its name is old abborn meaning “crow’s nook” due to the many crows that roost throughout the countryside. There are many stories told by the people of Brán Cilfach about the crows and their omens. They believe that they are the eyes to the spirit world and that a crow in your home is an omen of death. The people of Brán Cilfach are considered superstitious even by the Lordainian standards.

Despite its dismal reputation Brán Cilfach is important to trade from Ladoris in the Free-Cities up to the ports of Gwenporth to the north. The people of the town are mostly shepherds, and cattle farmers making their living through wool and wool goods.

Brán Cilfach is ruled over by His Lordship Roderick Kyffin, the Baron of Cilfach, an old man entering into his 60th year. It was said that in his youth the Baron Cilfach was well travelled and a swordsman of unsurpassed skill until he lost his hand in a duel with Grigor Eluned, now Baron Gwenporth over a woman. Today Baron Cilfach is a bitter, cold man who cares little for the affairs outside his shire and less about the current situation at court.

Caer-Duon:

Caer-Duon, meaning “castle black” in old abborn stands upon a high ridge overlooking the old dwarven high road in the Cairn Vale far into the west of Lordainia. It is an old fortress built upon the ruins of a long forgotten keep. It was built to stand guard against the trolls of the Black Marshes, and hobgoblin tribes from the Grey Mountains in the latter years of the Second Era.

The Ever-Queen’s Gwydih:

Gwydih, meaning “owl” in elvish, is the name given to a secret society of clandestine agents who answer only to the Ever-Queen herself. They are her eyes and ears across Abbernoth, often acting from behind the scenes to maintain the peace and unity that has blessed the Abberlands since the unification. Each of the Gwydih is invested with the power to speak with the Ever-Queen’s voice and act with her authority. The Gwydih need recognize no title save the Ever-Queens and even the most lauded prince must submit to their command.

There are innumerable tales regarding the exploits of Gwydih over the centuries some painting them as heroes concealed among the masses, other stories painting sinister and bloody portraits of these enigmatic figures. The truth is that Gwydih walk a winding path between both perspectives.

Caer-Maen:

The fortress of Caer-Maen was constructed before the unification during the years of war with Aielwer. It was the jumping off point of Lordainian raiding into northern Aielwer for years until it was captured in 214.3Ea.r. by the Aielmen and was later returned along with all captured territory north of the Aiel Marshes as part of the Treaty at Eyr Ffynon which ended the hostilities in the autumn of 232.3Ea.r. Today Caer-Maen serves as a base of operations for roadwardens, and as a resting place for merchants and travellers walking the Abber Road that runs across the Abberlands connecting the cities of Marchadwed, Lhandinas, Blaid Cas, and Delwyncarteffi.

Cafn Clwydydd:

Meaning “ferry gate” in old abborn, Cafn Clwydydd sits upon the southern bank of the river Arithin and, as its name implies, is a ferry point for goods moving down river to Ilan Maen, and across into Rosalin. It is a large town of close to 1200 with a noteworthy dwarven population. The ferrymen of Cafn Clwydydd know the Arithin like the back of their hands and have mastered its strong currents and harsh temperament with many being able to navigate its waters even during the darkest nights or most terrible rainstorms.

The townsfolk have many stories of river fairies causing mischief and harm to the unwary using their fairy glamour to seduce men and will them into a watery grave. The ferrymen believe these beings are terribly fearful of fire and will light small lanterns, called nixie lamps, around the edge of their vessels as afternoon becomes evening in hopes of warding them away. Many a widow in Cafn Clwydydd has lost their husband to the trickery of nixies.

Coins in the Abberlands:

There are innumerable coins in circulation across the Abberlands of various sizes and shapes that it can become very confusing quickly. Since the unification in 233.3Ea.r. coins have begun to become more standardized using a silver standard. Below is a list of the most common coins used in the Abberlands and their relative values:

- 2 farthings = 1 halfthistle*
- 2 halfthistles = 1 penny (1cp)*
- 3 pence = 1 thruppence*
- 6 pence = 1 sixpence or “tanner”*
- 10 pence = 1 shilling or “oak” (1sp)*
- 2 shillings = 1 florin or “two oak bit”*
- 5 shillings = 1 half mark*
- 10 shillings = 1 mark (1gp)*
- 5 marks = 1 half sovereign*
- 10 marks = 1 sovereign (1pp)*

Cain Ywen Forest:

Cain Ywen translates from old abborn as “fair yew”. It is an ancient forest of massive oaks, elms, and yew trees, a remnant of the days when Glamrielle covered all of the Abberlands. There are many legends associated with the Cain Ywen involving lumberjacks losing their way in the forest for what they swear had been days only to discover less than an hour had passed.

At the heart of the Cain Ywen is a handful of small gnome throps built under the roots of ancient oaks in virgin groves that they share with their fairy kin. There are many stories of hunters or lumberjacks from Gwyrdaid and surrounding villages becoming hopelessly lost in the deep woods only to stumble upon one of these settlements. From all accounts the gnomes of the Cain Ywen are very hospitable folk, sharing their stories and wine. Finally when the lost person has had their fill and told their tales the gnomes lead their guest to the forests edge and vanish back from whence they came.

Darker tales tell of haunting shadows stalking amid the boughs of trees. In these stories the lost hunters do not find an acorn cup of fairy wine and a kind smile to help them home but instead they meet their end forlorn and in the dark. These stories talk about an old hag they call Black Annis who haunts the deep forests. Some say she is the spirit of a witch run out of her home in ages past swearing a bloody oath of vengeance, others believe once she was a dark goddess from before the Long Twilight forgotten by the world. Black Annis is described as a wizened crone with immense strength, long black claws, tearing teeth, and a ghastly blue face. She hides in the branches of tall oak trees and waits for her prey, and only when the moment is right, she drops down from her perch to rend and devour the unwary. She is said to delight in all human flesh but she is especially keen to the taste of innocence and loves devouring children most of all. Black Annis hangs the flesh of her prey like grizzly trophies within a dark cave under the most ancient of oaks at the heart of Cain Ywen, called the *Derw Du*, the black oak.

Carw Cesail:

Carw Cesail, meaning “stag hollow” in old abborn, is a village on the east bank of the river Danwin and is the centre of trade in the Ceulan Vale, a deep forested valley between the Danwin and Dudwyfr rivers known for its abundance of game, and skilled bowyers. Bows crafted in the Ceulon Vale are sought after across Lordainia for their durability and surpassing accuracy.

The town has developed around an old monastery called Carw Abbey which is home to a small order of cloistered aesthetics dedicated the twin gods Bâlis, patron of healing, herbalists, and the arts, and Câlîs, the god of knowledge and divination. The monks of Carw Abbey are still a part of the community today although the order is dying out with fewer and fewer candidates making the journey to Carw Cesail each Beltane to take the cloth. The brothers of the Abbey are considered some of the most knowledgeable herbalists and healers in the Abberlands and it’s said that they have the ability to cure illnesses that mundane remedies have no effect on. It is rumoured that the healing powers of these monks are so great that they can go so far as to stave off death itself, Gods willing.

Ceulon:

Ceulon is a small town on the banks of the river Danwin roughly 50 miles north of where it splits into the river Cadno. Ceulon is a small town consisting mostly of cattle herders, and shepherds who tend their flocks in the hilly countryside surrounding the town. The people of Ceulon survive mostly from trading their wool goods and crafts with passing merchants going to and from the Deeping Vale via the Vale Pass in autumn and spring each year.

Ceulon itself has existed for a little over eight generations now and was originally little more than a walled coaching inn to service merchants and Grey Watchers traveling the Vale road. Today Ceulon has grown to a settlement of nearly 800 people. The Ceulon Inn still sits in the centre of town as it has for nearly 200 years. The inn is well known for its Ceulon Brown Ale, a hoppy brew, aged two years, with strong earthy undertones of oak and pepper that is made in the local style by the Awbrey family, the proprietors of the Ceulon Inn since its establishment in 411.3Ea.r.

Dafad Ffynon:

The small town of Dafad Ffynon lies on the eastern edge of the Cairn Vale where the Danwin splits into the Cairn River. Dafad Ffynon means “sheep’s well” in the traders tongue and is home to shepherds and vintners. The town is the centre of trade for the surrounding countryside and good heading to Caer-Duon are shipped by ferry from Dafad Ffynon.

The town’s centre has grown around the ruins of an old watchtower dating back to before the Long Twilight, all that remains today is the foundation and a deep pit resembling a well. The people of Dafad Ffynon have many stories about the “well” as they call it dating back as far as the town’s founding nearly 300 years ago. One story is told more than the rest and it speaks of a stone door at the very bottom of the well that cannot be opened. The people of Dafad Ffynon believe that it is a magickal gateway to *Tylwyth Teyrnas*, the realm of the fey. The story goes on to talk about strange lights flitting about, of fairy songs being heard on the wind on clear autumn evenings and the locals believe that on those nights the door at the bottom of the well opens revealing a path to the realm of the fey.

Eryr Ffynon:

Eryr Ffynon is the southernmost town of Lordainia located in the gentle hills on the eastern edge of the Ysgawen Forest. Eryr Ffynon grew around the castle of the same name which once stood guard against Aielwer invasion during the years of war the proceeded the unification. Today the castle serves as rest stop for roadwardens patrolling the countryside surrounding the Ysgawen Forest and roads south.

The castle at Eryr Ffynon was the site of the signing of the treaty that ended hostilities between the people of Lordainia and Aielwer in the autumn of 232.3Ea.r.

Gwenporth:

The city of Gwenporth lies on the southern banks of the Bay of Roses and is the port of origin for goods from the southern Abberlands and the Free-Cities going north to Letyr in Rosalin, and for merchant ships making the treacherous run across the Inner Sea to trade in the far-off Galeron Empire. The city itself is the largest in the southern Abberlands boasting a population of nearly 12,000. Often acting as an independent entity from the rest of Lordainia the Noble House of Eluned has ruled the city from their ancestral castle of Caer-Eluned for almost four centuries. It is a city of exotic splendours brought from across the Inner Sea and of dangerous intrigue with numerous merchant cartels and guilds vying for station, wealth, and power. Gwenporth has an ill reputation among the Abborn who regard the sprawling city more like one of the Free-Cities than one of their own. A corrupt deal is known across the Abberlands as a “Gwenporth promise”.

The current Baron Gwenporth is an utterly corrupt, callous and calculating man called Grigor, the patron of the Noble House of Eluned and close friend of Prince Neirin. Now in his 67th year Baron Gwenporth has grown ever more cynical and paranoid, so much so that in the last decade he has created his own network of spies who operate throughout the city and perhaps beyond. These spies have no official title but each carries a patent granting them the rights to act with the full authority of the Baron which they are known to misuse with impunity, and are often misconstrued with members of the Ever-Queen’s Gwydih a misconception these spies exploit to their advantage. These men are called Grigor’s Shadows by the people and are only spoken of in hushed, fearful whispers if at all.

Gwyradd:

Situated on the eastern edge of the Cain Ywen Forest the minor town of Gwyradd is home to lumberjacks and hunters who make their living from the forest. The town is the centre of trade for the hamlets and throps that dot the landscape between the Cain Ywen and the Ysgawen Forests.

Ilan Maen:

Meaning “monastery stone” in old abborn the town of Ilan Maen rests upon the shores of Lake Dalna and has developed around Maen Abbey, home to the monastic order of the Maen Mam, dedicated to the god of agriculture Iltyd.

Ilan Maen has a healthy economy based on trade from ferries coming down the river Arithin from Cafn Clwydydd to the northeast and the nearby lake communities. The port at Ilan Maen is a very prosperous place throughout the summer and autumn months before the storms make travel across the lake far too dangerous.

Magwyr Cadair:

Magwyr Cadair meaning “ruined seat” in old abborn is said to have been the ancient seat of power of the elves of Glamrielle before the cataclysm and the centuries of the Long Twilight. As the elves tell it, Magwyr Cadair was once called Thal-Aourai, the city of the Sun and was the last place to fall to the Witch King and his Morgar during the darkness of Long Twilight. They say that after the siege at Thal-Aourai the last of the elven survivors fled the burning forests and Morgar slavers to Thal-Iridis where the Elf King Andurial would rally his people for *Terfynol Rhyfeloedd*, the final war, the elvish notion of the end of the world.

Today the ruins of Magwyr Cadair are one of the most wretched places in all of Abbernoth and the lands surrounding its skeletal towers and crumbling walls never recovered from the fire brought upon it by the Morgar. Magwyr Cadair sits at the heart of a blasted waste of rock and ash that spans for miles around, a terrible, haunted place where the souls of those who were slain have never found peace. Feral Morgar are rumoured to still prowl the desolate halls of Magwyr Cadair awaiting the return of their wicked master to the mortal world. Legends say that in heart of fallen city the twisted spirit of Shargazon, one of the Witch Kings most feared lieutenants, is trapped until the time when shadow falls upon Abbernoth once more.

Thrax-Mora:

The Cerilian ruins of Thrax-Mora can be found about 30 miles south of the town of Gwyradd on the south eastern edge of the Cain Ywen Forest, its crumbling towers peering precariously through the tree line casting their skeletal silhouette over the countryside.

Legends tell of an entity haunting the ruins of Thrax-Mora that the elves name *Marwolaeth*, meaning “death”. They describe the *Marwolaeth* as a freezing, spectral wind that sweeps through the forsaken streets of Thrax-Mora devouring all life it touches. The *Marwolaeth* is believed to be the collective agony of every soul snuffed out when the city was destroyed during the cataclysm, an embodiment of suffering, and hateful of all life. First its victims notice a faint weeping or whisper on the wind which grows to maddening wails and tormented laments as the *Marwolaeth* approaches ever closer, and then all goes cold. Finally the shadow wind embraces its victims rending flesh and stripping bones. When it is over nothing but dust remains, the victim’s soul bound everlastingly to the *Marwolaeth*, another anguished wail to join the rest echoing through the desolate streets of Thrax-Mora.

Another story tells of the Shadow Man of Thrax-Mora who watches the city from atop ruined towers waiting for the credulous to cross the threshold of his domain. Tales say he was once a king in Thrax-Mora or a close advisor to the king whose soul was perpetually bound to the city at the time of its fall. He is described as wizened and crippled with age, dressed in a tattered and fading cloak of sable that envelops his decrepit form. He is able to travel throughout the city within the shadows like portals appearing or vanishing at his pleasure. When the Shadow Man finds his quarry he will observe them from the shadows; whispering secrets, taunting them, playing upon their desires, driving them ever deeper into Thrax-Mora, and ever closer to madness. When the torment is at it its sweetest the Shadow Man will devour his victims soul and take their body as his own. When the body begins to fail, the Shadow Man of Thrax-Mora will search for a new victim, a wicked cycle that has perpetuated his existence throughout the centuries and may do so forevermore.

There is a lot of speculation that the *Marwolaeth* and the Shadow Man are one in the same. Others conjecture that the Shadow Man controls the *Marwolaeth*. Whatever the case may be Thrax-Mora is a place marked by death and woe to any who dare its shadowy halls.

Ysgawen Forest:

Ysgawen means “elder-tree” in old abborn and is derived from the elvish word *ysgeifiog*. The Ysgawen, like the Cain Ywen was once a part of the Glamrielle, a survivor of Morgar torch and axe. It is a vast and wild place of ancient elms, and oaks, chestnuts, and hemlocks. The Ysgawen is home to many creatures both mundane and fey. It is a place of old majesty and has many tales associated with it. The Ysgawen is most well-known because it is one of the few remaining places which unicorns run free protected by the gnomes and centaur tribes who reside deep within the forest shielding these most precious beasts with their lives.

During the Long Twilight the Witch King had placed a high bounty on alicorns cut from unicorn mares in an attempt to wipe the species out entirely and stop the prophecy that would be his undoing, for it was with an alicorn that the Witch King was slain, it was the power of pure innocence that brought back the light of day to a frozen and dark world. Despite their survival the Morgar did their butchers work well and only two mares and a few dozen stallions remain in Abbernoth today.

At the heart of the Ysgawen grow the trees for which the forest gets its name, ancient trees who have existed upon the mortal realm since Malcorr first planted his seeds during the Time of Creation. They are called *ysgeifiog* by the elves and men of the Abberlands but are known by other names across Abbernoth. These *ysgeifiog* are sentient trees, the sons and daughters of Malcorr, and they are the mothers and fathers of the woods. It is from these creatures that all trees were born. Today they stand dormant, sleeping away the ages, only waking occasionally to tend to their wards and it has been nearly an entire era since the last of the *ysgeifiog* awoke in the Ysgawen.

Ysgeifiog are slow to act even by elvish or ogre standards, taking as long as a year to finish a sentence in their own language and taking decades to decide on a course of action. They are wise beyond belief and their memories span back to the beginning of time.

Rosalin and Glamrielle:

Official Name: The Queendom of Rosalin

Government: Absolute Monarchy

Ruler: Ever-Queen Aeronwen, Sovereign Protector of the Abberlands, Princess of Thal-Iridis

Capital: Delwyncarteffi

Heraldry: Vert, an oak tree argent crowned or

Demographics: Mostly human and half elves, with a large minority of elves, and small minorities of dwarves, ogres, and half ogres

Economy: Manorialism

Major Exports: Ale and beer, elvish crafts, grains, and livestock

To the north of Lordainia, across the river Arithin is the Queendom of Rosalin, the heart of the Abberlands and home of the Ever-Queen Aeronwen who has ruled all the Abborn people for a little over 400 years. Rosalin is a land of ancient elms, pines, and oaks, of babbling brooks, fertile rolling countryside, and serene glades hidden within the shadows of the fabled realm of Glamrielle.

It is from Rosalin that all of Abborn culture stems, they keep to the old ways taught by the elves but are not as traditional as Lordainians or superstitious as Aielmen, they are cautious of strangers but are never unwelcoming. They are gentle people but prove to be fierce opponents when threatened. Rosmen place high value on learning and are generally well tutored for their station. Even common children can often read and write in both old abborn and nua abber while high born children are required to study the elder languages of tylwyth teg and dvergr mál, often achieving proficiency in one of the two before the age of 12.

Caerfolk tend to look upon Rosmen as soft, people who have forgotten what it means to hold a spear and shield but consider them to be honest and Gods fearing if a little too full of themselves. Aielmen consider most of them respectable but incautious and far too hasty for their own good, and Lordainians have a tendency to feel obligated to remind traveling Rosmen of the old ways for lest they come to harm; to shun toadstool rings, and old oak trees, and to remember to leave brownies their due.

Castle Keeper's Notes:

Within settlements in Rosalin order is maintained by watchmen who are in the employ of the settlements ruling body be it a village council or baron. By royal writ every village, town, and city within the Ever-Queen's domain must train and equip watchmen. In cities like Ardporth or Delwyncarteffi watchmen travel in groups of 2d6 consisting of 1st level fighters led by a 2nd level sergeant equipped with leather armour, cudgels, spears and shields, while in more rural areas watchmen patrols number 1d4+1 men (statistics as human in *Monsters and Treasure*) armed with cudgels or quarterstaves. In a typical settlement the watch numbers approximately 20% of the total population with only half that number on duty at any given time.

Outside of settlements the defence of Rosalin falls solely on the shoulders of the rangers of the Grey Watch who patrol the wilds of Rosalin and all of the Abberlands in small bands for years at a time. These ranger bands are comprised of 1d6+1 rangers or 1st-4th level. Bands of Grey Watchers of 5 or more are led by a master ranger of 6th-10th level, men who have spent decades in the wilderness of Rosalin. Each ranger is armed and armoured uniquely but most carry a sword or axe of some kind and a shield, or fight with sword and dagger and carry either a long or short bow. Ranger bands are rarely mounted in the wild and are most often encountered on foot.

The Grey Watch:

The Grey Watch is a brotherhood of rangers who have sworn an oath to leave behind family and title to stand guard against beast and shadow. They originated during the early years of Rosalin. By royal decree of Queen Delwyn each first born son would swear an oath of chastity, honour, and duty eschewing their worldly titles to protect Rosalin against the beasts of the forest and guard against the threat of the Witch Kings return. Service in the Grey Watch is a lifelong commitment and desertion from the Watch is punishable by death. These are men who live out the majority of their lives in the wilderness, with little comfort and the perpetual risk of death. They are expert swordsmen, and crack shots with a bow. They are hard men, often grim and of few words.

It has not been a requirement to send men to the Grey Watch since the reign of the Ever-Queen Eirwen Half-Elven centuries ago. Today few choose to willingly give up the comforts of home for the hard life of the Watch. Many are forced to take the vows to avoid punishment for a crime, bastard sons of nobles are often sent to the Watch to save face, and others simply have nowhere else to go. Those few who willing choose a life in the Grey Watch bring honour to themselves and their families.

Ranger bands encountered within a day's ride of a Grey Watch garrison (Caer-Bogach, Caer-Cadair, and Caer-Glas) consist of 2d10 1st level rangers led by a ranger of 3rd-8th level. These are groups of less experienced rangers who have yet to earn the honour of joining a band in the wilds led by an experienced mentor, most often injured in the field or of an age where life in the wilderness is no longer feasible. In these cases there is a 20% chance that the entire group will be mounted on riding horses.

Notable Locations:

Ardporth:

Ardporth, meaning "high port" in old abborn, sits upon the tip of the Abber Straights leading into the Bay of Roses from the Inner Sea. Ardporth is a large and diverse city of nearly 10,000 residents and one of the wealthiest cities in the Abberlands. Ardporth is ruled over by the famously studious Baron Iolyn Atherton, an insular man known for his knowledge of history and linguistics. The city is home to large shipping operations with almost a quarter of the docks being leased out to foreign trade companies from the Free-Cities, as well as to trade interests from as far as the Galeron Empire. Ardporth harbour is a maze of warehouses, shipyards, shops, inns, and ale houses the locals refer to as the Labyrinth. The people of Rosalin have a saying "if you cannot buy it in Ardporth then you simply cannot buy it anywhere".

Ardporth is home of the acclaimed University of Ardporth which teaches the disciplines of astrology, cartography, geometry, and theology. It is nigh impossible to find a tavern within the city without a group of young would be scholars debating the credibility of one theory or another over a few pints of Ardporth Salt Ale.

Armoira:

The town of Armoira is situated deep within the northern borders of the Glamrielle upon the river Varia in the foothills of the Grey Mountains. Armoira is home to hunters, lumberjacks, and tanners. With little in the way of usable farmland for crops or cattle-rearing the people of Armoira rely upon trading their timber, furs, and leather goods at market down river in Claklyth during the autumn months.

Armoira is best known as the setting of an old abborn ballad called *The Lass in the Woods* which tells a tragic tale of romance and loss between an elf maid and her human lover. As the story goes the elf maid's lover passed to old age and she was so grief-stricken at the thought of eternity alone that she ended her own life, an unforgivable sin in the eyes of the elves.

The people of Armoira claim that the forlorn spirit of the Lass in the Woods still walks through bough and glade alone to this day and at least a handful of townsfolk every year will claim to have caught a glimpse of her while hunting in the woods, or while unaccompanied on a clear summer night. Some believe she waits for her love to return for her and see the Lass in the Woods as a testament to everlasting love, others believe that she was cursed by the gods for her sin, her spirit constrained to the forest, condemned to wait out eternity alone.

Bagnell:

Bagnell is a small town located on the eastern side of the Pass of Calder in the Grey Mountains near the base of Mt. Thorgarak. Bagnell is waypoint for merchants crossing the Gap of Calder and once a year in autumn dwarven traders come down from the Halls-Beneath-the-Mountains to trade silver, iron, and dwarven steel for grains, lumber, and wool.

The people of Bagnell have long ties to the dwarves of the Grey Mountains since the end of the Long Twilight when many dwarven refugees from the wars of that era came to live within the town, bringing with them their races talents for masonry and metalwork. Today the people of Bagnell are highly regarded for the skills the dwarves taught them and Bagnell made tools are considered some of the finest in the Abberlands.

The Death of King Adlar II:

There is one story I heard while in Calder, regarding the death of their old King Adlar II while he was marching home from the third battle of Bagnell back in 212.3Ea.r. As the story goes the King was asleep in his pavilion when the camp came under attack in the black of night. No sentries raised the alarm and no one saw the attackers enter the camp until it was far too late; the attack literally came out of nowhere. Before the Caldermen could mount a defence the attack ended just as suddenly as it began. Over half of their forces were slain in less time than it took most men to realize what was happening. The King was gone and the crown of Calderland stolen; only a blood stain remained to tell of his fate. With over half of the Caldermen lying bloody and dead they fled back through the Gap of Calder to Drakenberg without even breaking camp. To this day no one knows what happened that night or what fate truly befell King Alder II or his crown.

Many times in history the Pass of Calder has been the site of battle between the men of Rosalin and Calderland and is littered with thousands of unmarked graves and burial cairns from those bitter conflicts. There are many stories of spectres, and ghouls haunting the old battlefields of the pass and these places are avoided after night fall by the people of Calderland and Rosalin alike.

Over the last year the Priory of the Eternal Flame has begun to send missionaries from Drakenberg to Bagnell to try and secure a foothold in northern Rosalin. So far they have met with little success and on occasion outright hostility. Though nigh two generations since the last battle, the years of war fought in and around Bagnell against the Caldermen have not been forgotten and the townsfolk have little interest in the religious ramblings of their old foe.

Caer-Bogach:

The fortress of Caer-Bogach stands upon the hills overlooking the expansive marshes of Xax-Gro-Mar, the ancestral homeland of the trolls. Caer-Bogach was built during the last years of the Second Era to defend the north against troll invasion and serves the same purpose today. Caer-Bogach is an imposing citadel built upon the foundations of an ancient ogre fortress that fell before the cataclysm.

There are many stories told by soldiers garrisoned at Caer-Bogach of hidden doors in the lowest levels of the citadel leading into ancient catacombs within which there is said to be treasures and artefacts dating back to the First Era. From time to time adventurous soldiers will try and find the catacombs but there is no record of anyone actually finding the entrance, though there are a few old garrison stories that tell of soldiers who have gone looking for the catacombs never to be seen or heard from again.

Caer-Cadair:

The castle of Caer-Cadair stands stark against the northern moors overlooking the Fadian borderlands. The castle was built prior to the unification by the Grey Watch in the early years of the Third Era to defend against Fadian incursion after their conquest of Arandane in 208.3Ea.r.

Caer-Cadair is referred to as the accursed castle because Grey Brothers who remain stationed there long return changed, almost hollow, telling maddening tales of horrors witnessed in the bleak countryside of the Fadian border. If these stories are to be believed the dead do not rest peacefully in Fadia, they of skeletal soldiers patrolling the foggy moors, of blood drinking wolves, and of dark magick at work against them. It is widely believed that the isolation of Caer-Cadair plays tricks on the mind and that these poor souls and they take to imagining things that aren't there. Grey Brothers who have been there understand that the stories told by these unfortunate men are entirely true.

Claklyth:

The town of Claklyth rests upon the southern banks of the river Varia within the north eastern borders of Glamrielle. Claklyth is best known for hosting the autumn markets where farmers and craftsmen throughout the Varia river valley come to trade their goods and wares with merchants making the trek north through the Gap of Calder or south to Ardporth and Delwyncarteffi. The town is home to honest and hardworking craftsmen, farmers, and shepherds.

Delwyncarteffi:

Delwyncarteffi means Delwyn's Home in old abborn. It was the birthplace of Delwyn Llyr the first Queen of the Abborn and has been the capital of Rosalin since her coronation in 225.2Ea.r. Situated on the eastern borders of Glamrielle on the southern banks of the Unicorn Run the tall spires of Delwyncarteffi can be seen rising over the tree line for miles around.

Delwyncarteffi has grown over the centuries from a small farming community into a sprawling city of stone that elegantly intermingles with the surrounding forest. The city itself was laid out in such a way as to work around nature and not against it. Ancient oaks and ash trees stand proud across the cities wooded vistas and winding streets. At the heart of Delwyncarteffi upon the top of Delwyn's Hill stands the palace of Caer-Llyr the home of the House of Llyr and the Ever-Queen's seat of power.

Delwyncarteffi is perhaps the most diverse city in Abbernoth with large populations of elves, half elves, dwarves, and ogres. Delwyncarteffi is an amalgamation of each races architectural style; the clean geometry common to the dwarves intermingled with the tall delicate lines used by the elves, seamlessly incorporating the natural forms loved by ogres and the sharp roofed structures of men coming together to shape a unique and marvellous city. To a visitor Delwyncarteffi is truly breath-taking to behold.

The city itself is divided into five wards, the High Ward surrounding Caer-Llyr where the nobility reside surrounded by various and magnificent government buildings, the Low Ward or the Market Ward where the majority of craftsmen ply their trade and the masses make their home, River Gate where the common folk live out their lives on the banks of the Unicorn Run, Delwyn's Gate where the majority of the ogre population makes their living, and Dvergr Home built into the face of Delwyn's Hill where dwarves toil at forges, and raise their families while struggling to maintain their ancestral traditions in the world above.

Letyr:

Letyr is located upon the northern shores of the Bay of Roses in eastern Rosalin and is a major trade hub for goods coming in and out the country from Gwenporth and the surrounding bay communities. Most of the town is owned by various merchant cartels mostly out of Gwenporth and many of the towns inhabitants are in their employ. Letyr's reputation is only marginally more pleasant than that of Gwenporth and like anywhere where with a great deal of trade and wealth there is corruption and Letyr is no exception.

The streets and alleyways of Letyr are owned by the local thieves' guilds; the Black Cloaks of Letyr, and the Brotherhood of Night. The Black Cloaks originated in the docks of Letyr roughly 40 years ago founded by an enigmatic man known as Black Cloak Urien, and the Brotherhood of Night arrived in Letyr about 15 years back coming across the Bay of Roses from Gwenporth. Normally these two factions are at each other's throats but in the last year things have quieted down considerably. Some think that the Brotherhood has killed Black Cloak Urien and assumed control of his organization; other rumours indicate that the two guilds have called a truce in the face of a new threat. If these rumours are to be believed the Ministry of Shadows has begun to infiltrate Letyr and the local guilds are readying for the worst. If it's true there will soon be war in the streets and alleys of Letyr.

Llydantreff:

The town of Llydantreff is situated deep within the eastern borders of Glamrielle where the Unicorn Run splits into the river Clynnog close to the grove where Queen Delwyn met the ancient *ysgeifiog Hen Colfennau*. Llydantreff was originally a druid grove centred on a circle of standing stones sacred to the Old Gods. Today Llydantreff is a thriving town of perhaps 600 people including a number of elves, half elves, and ogres. The townsfolk make their living through hunting, wood crafts, and gathering herbs for poultices and remedies which they sell in Claklyth each autumn. The Stones of Llydantreff still stand today tended by the descendants of the druids who first settled here nearly 500 years ago.

The people of Llydantreff have a close relationship with the fey of the forest and on the evening of the summer solstice the townsfolk celebrate the traditional festival of *Alban* which honours the spirits of the forest with offerings of wine, holly, and mistletoe. It is a night of stories, of song and dance, of rejoicing in life and freedom. It is a night sacred to the goddess Aluna the Queen of the Fey, the Moon Maiden.

Caer-Glas:

The fortress of Caer-Glas stands defiantly upon the hills known as the Watchers. Completed in the year 225.2Ea.r. Caer-Glas has been the seat of the Commander of the Grey Watch for close to 1000 years. The castle is built into the hillside itself with numerous sublevels that penetrate deep into the earth. Caer-Glas is said to be one of the strongest fortifications in all of Abbernoth.

The Realm of Glamrielle:

The sylvan realm of Glamrielle dominates the west of Rosalin, covering almost 450 square miles from the shores of the Inner Sea all the way into the foothills of the Grey Mountains. Once Glamrielle spanned thousands of miles but the forest suffered tremendously during the cataclysm and again at the hands of the Morgar during the cold darkness of the Long Twilight. What remains today is but a shadow of what the forest once was.

Glamrielle exists betwixt worlds, partway between the mortal realm and *Tylwyth Teyrnas*. Because of this the rules of the mortal realm are malleable in the deepest glades and oldest groves. Time runs differently within Glamrielle waxing and waning with the Flow of Magick which permeates everything from stones and leaves to babbling brooks and ancient trees. It is no surprise that since men first came to Glamrielle's borders they have looked upon it with both awe and fear.

The boughs of ancient Glamrielle are home to a myriad of fey and magickal beings both malicious and benign. It's a place where sprites hide in hollows, and pixies dance in toadstool rings, where ferocious worgs haunt the shadows and monstrous owlbeats hunt for prey. It is the realm of Malcorr the Forest Father and Aluna the Fairy Queen, it is a place of magick and wonder, a realm of mystery and ancient secrets, and it is a place of incredible danger for those who wander too deep.

Delwyn and Andurial:

There was not always peace between the Abborn and elves of Glamrielle. During the earliest years the two races fought one another in bloody war. In the years following the Long Twilight the Abborn began to encroach deeper and deeper into the borders of Glamrielle, clearing land for their settlements unaware of the forests nature or of its inhabitants.

The Elf King Andurial was the first to act hoping to bring about a quick resolution to the problem by driving the Abborn from the borders of Glamrielle with a series of sudden raids, razing villages and burning fields. The elf king's tactic was a successful one and the Abborn fled Glamrielle. However what Andurial had not anticipated was man's determination in the face of adversity. The Abborn clans returned to Glamrielle to take back what they had lost. What ensued was years of bloodshed that took a terrible toll on both men and elves.

It was sometime during this period of war that a young girl called Delwyn Llyr was separated from her family after an elvish raid. The details of her time lost within Glamrielle are unclear and there are many variations of the tale. What is known is that a band of elves came across the human child deep within an ancient grove where she was pleading with an oak tree asking it how to find her way home. The elves watched in awe from a distance as the ancient tree began to stir from its age long slumber at Delwyn's behest. The tree was in reality called *Hen Colfennau* by the elves, one of the most ancient *Ysgeifiog* of Glamrielle. It had become apparent to the Gwydih that the race of men was not intrinsically destructive if they were born with such innocence and that it was ignorance, not malice that drove them to harm Glamrielle.

The elves escorted young Delwyn to Thal-Iridis, the elvish city at the heart of Glamrielle, where her story was told to King Andurial who took the child into his home for one year and a day. During this time she learned the ways of the forest and of elves, of the Old Gods, and spirits of the woods. Delwyn was returned to her people and she revealed to them all she had learned of elves and the fey, and of ancient Glamrielle.

It wasn't soon after Delwyn's return that the elves and Abborn came together and Andurial, some say the most mighty of Elf Kings, bonded himself in the ancient elvish rite, to a human child who would be the first Queen of the Abborn. In the years that followed there would be a child, the daughter of Delwyn and Andurial, called Eirwen Half-Elven, who would become the first Ever-Queen, forever binding the royal houses of Rosalin and Glamrielle as one

Castle Keeper's Notes:

PC's traveling through the depths of Glamrielle without an elf of the *Aelwyd Glamrielle* or a creature of *Tylwyth Teyrnas* to guide them will quickly become turned around or hopelessly lost. For every day spent traveling off the beaten path through Glamrielle there is a 5 in 10 chance that the pcs have travelled in a complete circle and end up where they began the day before and there is a 1 in 10 chance that the PC's are actually 2d10 miles away from their intended location in a random direction. Without a guide it is impossible to stumble upon the elvish cities of Thal-Aluna and Thal-Iridis.

Furthermore time within the depths of Glamrielle is fluid following the tides of the flow of magick. For every days travel into Glamrielle there is a cumulative 10% chance that the PC's will experience some degree of time distortion so the deeper into the forest they travel the more likely time will distort. If time is distorted roll on the table below. Note that the effects of the distortion table are cumulative.

Dice Result (on 1d4)	Effect:
1	Time is sped up. The day was actually 1d4+1 days
2	Time is slowed down. The day was actually 2d12-1 hours
3	Time is sped up. The day was actually 1d8+1 days
4	Time is slowed down. Subtract 1d4 days to a minimum of 1.

Due to the magickal nature of Glamrielle a wizard or cleric employing a detect magic spell will be able to see a vibrant, glowing, chromatic mist flowing throughout the forest. This is the barrier between the mortal realm and that of *Tylwyth Teyrnas*. This mist will obscure the ability of the spell caster to accurately detect magickal auras within the forests borders. This mist is referred to by the fey as the *r caddug*, meaning simply the fog.

The elves of the *Aelwyd Glamrielle* maintain patrols throughout their forest realm traveling in small bands of 3d4 3rd-5th level elvish rangers wearing elven chainmail and cloaks of elvenkind and armed with long bows, and lleasclatau or long spears. Patrols numbering 5 or more elves will be accompanied by either an illusionist (20%) of 2st-5th level, or a cleric (80%) of 2nd-9th level. These patrols will most likely help lead lost travellers to the road or nearest human settlement but will attack hostile or irreverent trespassers without hesitation or mercy. Lost travellers refusing aid will be left to their fate.

Notable Locations:

Thal-Aluna:

Hidden deep within the trees of southern Glamrielle is the elvish city of Thal-Aluna, the city of the moon. It is built high within the branches of tall and ancient oaks that were coaxed over the centuries by fey magick to grow to incredible size and strength. This art is known by elves as *Colfen Caneuon*, tree song, a gift taught to them by the *ysgeiflog*. Those few elves with the gift are able to shape living wood like clay with their songs, melding branches with their will.

Thal-Aluna was the destination for many refugees during the years of the Long Twilight and acted as King Andurial's base of operations during the last battles against the Witch King. Today the city boasts a small but growing population of ogres, descendants of those that fled the cataclysm and the armies of Morgarath.

At the heart of Thal-Aluna stands the *Cwmselystafell* a dome of sung wood under which the annual council between the Ever-Queen and Elf King takes place. It was within the *Cwmselystafell* that King Andurial planned his war against the Morgar during the Long Twilight, and it was here that his ashes were laid to rest.

Thal-Iridis:

Thal-Iridis, the veiled city, hidden deep within the north of Glamrielle is considered the heart of elvish culture. It is a city of sung wood and slender towers of stone constructed when Glamrielle was young and ran the length and breadth of western Abbernoth. Thal-Iridis is the home of the Elf King Byrllandwil son and Andurial who has ruled his people from the spiralling towers of the *Elyllbrenhinoedd* for close to 900 years.

Thal-Iridis is called the veiled city it is concealed by Glamrielle itself, existing like much of the forest between the mortal world and *Tylwyth Teyrnas*. Thal-Iridis can only be found by those of fey blood and only by those who know the way. To this day the only human ever to set foot within Thal-Iridis was Delwyn Llyr, the first Queen of the Abborn.

PERSONALITIES OF THE ABBERLANDS:

Allithadra, Prince of Thal-Iridis, Lord Protector of Lordainia:

Neutral Good, Elf (Aelwyd Glamrielle), 8th level Fighter/Illusionist (specializing in the *lleascledau*)

Prince Allithadra of Thal-Iridis is the half-brother of the Ever-Queen, and his sister was the murdered Lady Aderyn, Princess of Lordainia. Allithadra has been named Lord Protector of Lordainia and guardian to the Royal Prince Aled during his minority. Allithadra is considered hasty by elvish standards, hot tempered and quick to act but has thus far been able to subdue his passion and keep a cool head during the investigations into his sister and the Royal Prince Llywelyn's murder. Allithadra shares the Ever-Queen's suspicions regarding the guilt of Prince Neirin and has been quietly scrutinizing his movements, waiting for him to make a mistake. Allithadra has played the great game at court for many centuries and is confident that Neirin will slip before he does, and when that day comes all of the repressed emotions burning within the elf prince will come to the surface and his fury will know no bounds.

Allithadra is of average height and size for his race with sharp, comely features, with long dark hair that he wears loosely about his waist, and vibrant lavender eyes. The elf prince moves with preternatural grace and noble bearing. He is a renowned master of the *lleascledau*, the elvish long blade, and skilful practitioner of the elvish style of *Saethudawnsuwr*, or fire dancer style, that is based upon the traditional elvish dance of the same name and characterized by swift, flowing movements, with precisely timed feints and counter-strokes.

Allithadra dresses in the traditional fashion of his people preferring, loose garments embellished with intricate vine and leaf motifs, soft, knee high boots, and fine cloaks. As befits his station, Allithadra wears his *lleascledau*, known as *Cysgod Melltith*, the Shadow Bane, in its scabbard wrought of finely tooled leather inlaid with mythril scroll work, whenever in public.

Aeronwen Llyr, Ever-Queen of Rosalin, and Sovereign of the Abberlands:

Chaotic Good, Half-Elf (Elvish Lineage), 17th level Cleric of the Mlaenoriaid/Illusionist

Aeronwen Llyr, eldest daughter of the Ever-Queen Gwenyffer and the Elf Prince Delûgeni, unified the Abberlands and has ruled her people as Ever-Queen for the last 381 years. Aeronwen was schooled, as all women of her family, in the ways of the Old Gods by the *Cyfriniwr*, elvish clerics of the Naturiaeth at Thal-Aluna. She is a woman of surpassing intellect juxtaposed by a childlike naiveté born from an incredibly sheltered life spent entirely at court. Aeronwen is a woman who knows what it is to rule, and entire nations are beholden to her will.

The Ever-Queen is a woman of gossamer, almost ethereal beauty, the kind that that overwhelms an onlooker, most who have stood before her cannot recall the details of her countenance, but can only describe the combined feeling awe, exultation, and fear of being in the presence of such a magnificent being. Aeronwen is a tall woman, lithe, and willowy when she moves, as if walking on air. Her emerald eyes are said to glow with the light of innocence but are at the same time burdened with the weight of duty. Her silvery blond hair flows to her feet adorned with hundreds of delicate braids, and her skin is like purest alabaster. Upon her brow Aeronwen bears the weight of Delwyn's Crown, a gift from the Elf King Andurial to his love. It is a tiara of purest mythril crafted to resemble a wreath of vines and oak leaves, and at its heart is a crescent moon inlaid with three star sapphires. Legends tell that the crown is in truth an artefact from the First Era and possessed of incredible enchantment.

Baldomar Hludmund, Provost of the Priory of the Eternal Flame:

Lawful Evil, Human, 8th level Cleric of the Priory of the Eternal Flame

Provost Hludmund has the honour of administrating the Priors activities in Caerwen and Aielwer. He is a zealous believer in the strict adherence to the laws of the Eternal Flame and staunch supporter of the Patriarch Hildebrandus II and hopes that his dutiful service in his current capacity will lead to his promotion to the rank of bishop. Hludmund is a firebrand and talented orator. When Hludmund preaches he captures his audience, and inspires men to see the truth in his sermon. Believers see Provost Hludmund as a man of righteousness, a beacon of light shining brightly in the face of the shadow. To those who oppose the Priors beliefs Hludmund is a dangerous demagogue who spreads a dogma of intolerance and suspicion. Regardless of the side they are on all men agree that the Provost is an utterly dedicated man who has the power to compel and inspire.

Contrary to his commanding personality, Baldomar Hludmund is not an imposing man. An aging man in his early 60's, He is of average height and has the build of an aesthetic that has spent more years in study and contemplation than brandishing arms. His bespectacled, wizened face, tonsured wispy hair, sharp stare and prominent hooking nose give the Provost an almost vulture like countenance which is usually half hidden under the heavy hood of his ermine frock. The Provost has the right to bear two badges of office which he displays prominently; the Flame of Truth, a golden brooch shaped in the image of a hand shrouded in flame and adorned with a string of 12 fire opals each representing a heretic he has driven to confess in his years as an Inquisitor, and the Provostal Staff, a 6' ash pole with a stylized topper shaped in the image of the Eternal Flame.

Baldomar Hludmund grew up much like Sir Erimgard as an orphan in the care of the Priory of the Eternal Flame. The novice who would become Provost trained under the watchful brothers at the *Brytturm* in the city of Brythæm, the former spiritual heart of the Priors faith until the completion of the Cathedral of the Resplendent Flame in 558.3Ea.r. Even as a novice his faith was inscrutable and his determination obvious. Hludmund holds himself to a near unattainable standard and has been prone to penance through self-flagellation when he feels he has fallen short and holds his Priors to the same standards. He is a man of single-minded determination and unshakable resolve.

Previous to his appointment in the Abberlands, Hludmund was one of the most successful of the Priors Inquisitors rooting out heresy and corruption within the church, hunting down and ending the debasement of non-human influence, and burning magick-users for their sins against nature. Since taking command in the Abberlands Hludmund has realized the need to take on a more moderate persona and has restrained his fanaticism for the sake of his mission, biding his time until the Priors position in the Abberlands is secure. Hludmund waits patiently until Sir Erimgard is named Marshall of Caerwen and commands the country's Marchog. Once the Priory has total influence over Caerwen's knights he can resume his good works in rooting out false superstitions and the corruption of non-humans from the Abberlands.

Black Cloak Urien, Guildmaster of the Black Cloaks of Letyr:

Neutral, Human, 9th level Rogue

Little is known concerning Black Cloak Urien's origins and his story changes with each telling. Some say he is was the son of a nobleman who was disenchanted with life at court; others believe Black Cloak Urien was born in Letyr to a merchant who lost his life in a deal gone sour. The truth of the matter will probably never be brought to light, nor does it really matter, today the man they call Black Cloak Urien is the Guildmaster of the Black Cloaks of Letyr and perhaps the most renowned thief in the Abberlands.

Black Cloak Urien is tall for a half elf, standing just shy six feet. He has the countenance of a kindly old man, with soft blue-grey eyes, bushy white eyebrows, and a well sculpted beard. With the exception of a deep scar running just under his left eye and across his nose, there is nothing about Urien that would suggest the violence he is capable of. Urien always garbs himself in simple clothing with little adornment and is never without his namesake black cloak. Urien's cloak is rumoured to be a magickal garment that allows wearer to alter his appearance at will.

Urien has always been hard to read, making him an exceptional gambler and liar, the former a vice that has caused him nothing but trouble, the latter a talent that has quite possibly allowed this rogue to be as successful as he has been and to survive as long as he has. To those who don't know who they are dealing with, Black Cloak Urien comes across as a kind, grandfatherly figure, the type of person who you instinctively trust. Some who truly have known Urien say that the kind old man is his true façade and the cruel, calculating, killer in him is the mask crafted to survive in the harsh underworld of Letyr.

Urien and his thieves have controlled the docks of Letyr for close to 40 years now. Going on 15 years ago the Brotherhood of Night moved into Letyr from Gwenporth and what began was what locals call the "Rivalry of Black and Night", a bloody war for territory in the underbelly of Letyr. Urien and his Black Cloaks have always maintained the upper hand over the Brotherhood of Night but the cost in lives has been great and Urien lost his taste for it a long time ago. Now a new threat to his territory is looming on the horizon, Urien's sources in Gwenporth say that the Ministry of Shadows has begun to quietly move into Letyr over the last few months. Urien has facilitated a truce between his Black Cloaks and Brotherhood of the Night in order for two guilds to come together to face the serious threat the Ministry presents to both guilds.

Callineb, Headmaster of the College of Lordainia

Lawful Good, Human, 12th level Wizard of the White Order

The sage called Callineb, in his youth, served the Ever-Queen Gwentyffer as her personal astrologer, and soothsayer. He was one of the tutors of the Ever-Queen Aeronwen, and has served her and the Abberlands in the capacity of Grandmaster of the *Gwydih* for close to 350 years. Now Callineb is in the twilight of his years, living far longer than he feels he had any right to, and has retired from service to Blaid Cas where he oversees the College of Lordainia as its headmaster. Finally he has had the time to begin writing his book where he plans to publish his research into the sciences of alchemy, and astrology, as well his theories regarding the nature of magick.

Callineb is an ancient man with a wizened, but not unkind face, shrouded beneath an enormous, unkempt beard and moustaches, and bright grey eyes. He wears his hair as long and wild as his beard and is incessantly puffing a pipe given to him by the ogre Seodag, his long-time friend and assistant. Callineb wears the long robes made from brocade lined with ermine, and the mantle of his office.

Grigor (Neifion), Eluned Baron Gwenporth:

Neutral Evil, Vampire (Sanguine Prince), 13th level Wizard of the Black Order

The creature that calls itself Grigor Eluned has existed for nearly 800 years and has ruled over the city of Gwenporth as its baron for close to 400 years. In truth the Baron Gwenporth is a powerful vampire called Neifion with connections to the Ministry of Shadows, some say he is in fact one of the mythic Shadow Ministers, the secret masters of the secretive organization. Neifion has lived in the guise of Grigor for nearly 67 years and has called himself many different names over the centuries; he was Mabon during the reign of Eirwen Half-Elven, he was called Iorwerth at the dawn of the Third Era, and Cadell when Aeronwen was crowned Ever-Queen. Neifion is an utterly evil creature possessed of a cruel cunning, and a faultless attention for detail. As Grigor, Neifion plays the role of the callous, paranoid, cynic which has served him well. His agents the locals call Grigor's Shadows do not know the truth of their master's identity and have done well to silence any threats to his secret, they keep his subjects in line, and give the vampire a way to gather prey without having to risk exposure by actively hunting.

Neifion is not the only vampire among the House of Eluned and many of his family have been made his thralls over the centuries, the most notable being his daughter Elain who has stood loyally by his side for close to 200 years. For every vampire among the House of Eluned there are three mortals who remain ignorant of the truth. Neifion has always taken a mortal wife with every persona he has donned, never turning them, allowing them to live out their lives oblivious to the monstrous nature of their lover. For this reason, and with continuous caution and restraint, the House of Eluned has been able to avoid detection over the centuries.

Like many of his age and power, Neifion has the ability to manipulate his appearance through magickal means. In his current guise as Grigor, Neifion appears as a once handsome man who has begun to truly fall under the weight of time, with proud features and cold eyes. Grigor's right leg was "crippled" from a wound received in a duel some 30 years ago against Enfys Blackwell, the young scion of a lesser family of Gwenporth, over the hand of his last wife, Gwen, and has required the aid of a cane ever since. In his declining state Grigor has taken to wearing loose garments made of warm materials, favouring fur lined robes of sable with fine embellishments in silver and gold.

Neifion has never found much enjoyment in physical confrontation and has always left wet work to those more suited for it, preferring instead to deal with his opponents indirectly with the aid of his supernatural abilities and, if pressed, with his considerable magickal skills.

Meuric Awbrey, Proprietor of the Ceulon Inn:

Neutral Good, Half-Elf (Human Lineage), 3rd level Fighter (specializing in the broad sword)

Meuric Awbrey was a restless Rambler in his youth traveling the length and breadth of the Abberlands in search of what he called his purpose, hoping against hope that there was more to his destiny than inheriting his families Inn and living out the rest of his days as his father, and grandfather had before him, in the quiet of Ceulon. It turned out that the Awbrey family tradition was more than that of simple innkeepers and brewers, in truth Meuric's father and grandfather before him, all the way back as could be remembered were actually members of the Ever-Queen's Gwydih and the Ceulon Inn has traditionally been a safe house for members of that enigmatic organization since its construction 200 years ago. Once Meuric was privy to the truth, everything came together in one great epiphany. He looked back on his youth; all the travellers, and his father's "old friends", all the strange, cryptic conversations, the odd rhymes, and puzzles he was taught as a child came together for the first time. Meuric Awbrey was being trained to take over the family business alright, but not in the way he had imagined, he was being prepared to become a member of the Gwydih.

That was nearly a decade ago and since then Meuric's father passed away silently in the night. On his death bed Meuric's father handed Meuric a small silver ring in the shape of an owl in flight and with that, left the world. Meuric has taken to his new role with pride and determination, if still a little baffled at how he could have missed so much for so long.

At the age of 42 Meuric is still a young man by half elf standards though the first grey hairs have begun to show through his shoulder length auburn hair. He has the sharp features and pointed ears inherited from his mother and grandmother, and wide hazel eyes that the ladies claim to be the source of his charm. He isn't a terribly imposing man but carries himself well with the natural grace of his fey kin, and is a fine musician and spinner of tales. A consummate romantic with a penchant for delicately avoiding the constraints of monogamy without breaking too many hearts, Meuric has a carefree outlook toward life, and a compelling personality. Though not likely to willingly rely on it, Meuric has become a fairly accomplished swordsman during his travels and is capable enough with a blade when pressed but prefers to talk his way out of a situation, or if that fails, to run away. Meuric Awbrey has been known to defend his manhood on numerous occasions by citing the famous Lordainian proverb, "discretion is the better part of valour".

Neirin Siorus, Prince of Lordainia:

Neutral Evil, Human, 5th level Cleric of the Bariaeth/Fighter (specializing broad sword)

Neirin Siorus is the brother of the murdered Royal Prince Llewellyn of Lordainia and uncle to the babe heir Aled. Neirin is a cautious calculator, and incessant schemer, and his thirst for power borders on the neurotic. Despite the monster within, Neirin is a charismatic man, well-schooled in the ways of court, and manages to hide behind a mask of courtesy and feigned sincerity, the very definition of a wolf amongst sheep.

Neirin Siorus is an imposing man standing a head taller than most men with broad shoulders and muscular frame honed by years of training with sword and spear. He has the strong features that favour the royal line of Lordainia, he wears his dark hair long and loose, and his brown eyes shine with ambition. Like all noblemen of Lordainia he is an accomplished harpist and is regarded for his strong singing voice and effortless charm. Never a man for modesty, Neirin garbs himself as befits his station, preferring tight garments of dark, luxurious fabrics, and always in taste with current court fashion. Neirin has always fancied himself a warrior and is rarely seen without his favoured bastard sword, ironically dubbed "Honour", sheathed at his side.

Over the last decade Neirin's neurosis has reached new heights and he has sold his very soul to the Shadow for the promise greater power. Neirin forsook the light and dedicated himself to the dark gods of the Bariaeth. Unknown to most of Lordainia there is a growing cult dedicated to the goddess Sin, the Mistress of Lies, festering within the echelons of the nobility with Prince Neirin at its head, and it was by his command that his brother and sister-in-law were murdered in an attempt to seize the throne for himself. To his growing frustration the Ever-Queen foiled his plans by sending Allithadra to take the mantle of Lord Protector instead of following tradition which would have the regency bestowed upon Neirin, placing yet another obstacle in the way of the Princes ambitions.

Neirin is not a fool and realizes the danger Allithadra presents, and the implications of his presence which has forced him to bide his time until he can safely take action against his new foe. Despite the setback, Neirin and his followers have not lost sight of their goal and will not rest until Allithadra has been dealt with and Neirin sits upon the Lordainian throne.

Sir Erimgard of Calderland, Paladin of the Priory of the Eternal Flame:

Lawful Good, Human, 6th level Paladin of the Priory of the Eternal Flame

The paladin, Sir Erimgard hails from the city of Oxenburg in distant Calderland, an orphan who grew up in the care of the Priors of the Priory of St. Sebastian. Erimgard's entire life has been one of service and pious devotion. He is a charismatic figure whose presence is palpable, and words inspire. To the public Erimgard is a leader, a man of action, and peerless swordsmen, but in truth he is a man of quiet piety that takes pleasure in scholarly pursuits, he is a bit of a poet, and a dabbler in history.

Sir Erimgard is a tall and well-built man in his mid 30's. He is a handsome despite a number of scars, with chiselled features, closely cropped greying hair, with a piercing stare and bright blue eyes. Erimgard walks with a natural grace and beauty that belies the paladin's sheer strength. Erimgard always wears his pendent of the Eternal Flame, a beautifully crafted holy symbol of engraved gold inlaid with brass and copper, and is rarely seen without his sword, at his side.

Sir Erimgard has spent the last year at court at Marchadwedd and enjoys the favour of Her Majesty, the Royal Princess Anwen who values his council and company. Despite rumours that have ignited in court, Sir Erimgard has not forsaken his vows and taken the Royal Princess to bed, although the tension between the two is obvious. Erimgard is the Royal Princess' favourite to be the next Marshall of the Marchog, an immensely unpopular decision amongst Caerwen nobility who see this as selling their countries most lauded title for personal gain. Erimgard is torn between doing what he thinks is right by declining the position and leaving Caerwen, escaping before he is consumed by his desire for the Royal Princess, and doing what is best for his Priory by becoming Marshall of the Marchog and firmly securing the Priory's place in Caerwen.

Trahaearn Ithell, Commander of the Grey Watch:

Lawful Good, Human, 12th level Ranger

Trahaearn Ithell was born the eldest son of the House of Ithell, a lesser noble family of Ardport and was forced to join the Grey Watch after an indiscretion involving another man's wife. He served as a ranger in the north of Rosalin for over 20 years before being voted into his current role of Commander of the Grey Watch by his brothers in 540.3Ea.r. Since taking command of the Grey Watch Trahaearn has proven himself on numerous occasions, most notably in thwarting troll raiders along the northern borders of Rosalin and uncovering the Fadian plot driving them. He is a grim man, hardened by decades in the wild. He is a man of few words and brave action. Now in his 66th year, Trahaearn has retired to Caer-Glas where he has taken to overseeing the training of novices, and has laboured diligently to return the brotherhood of the Grey Watch to its former honour.

Commander Trahaearn is an imposing figure with hard, weather-worn features marred by the scars earned fighting beasts, and trolls in the harsh north. His right eye is nothing more than a milky sphere, blinded by the claws of an owl bear during his early years as a Grey Brother, his remaining eye is slate blue and still looks out upon the world with the longing of a warrior who has come to accept that age has finally caught up with him and his story is all but at its end. Trahaearn still wears the trappings of a ranger, sturdy weatherworn garments and a coat of rings that has been patched dozens of times, and his trusted, battle-worn swords hang at his waist, all hidden under the folds of the same weather stained, grey cloak that he first donned upon taking the Grey Vows nearly 40 years ago.

APPENDIX I: EQUIPMENT, ARMS AND ARMOUR OF THE WESTERLANDS

The following tables detail the armour, weapons, and equipment and relative availability of these items in the Westerlands. These tables supersede those presented on pages 43-46 of the *Player's Handbook*.

Table 11: Helms

Item	Cost	AC*	Weight	EV	Availability
Bacinet	15gp	+4	7lbs	1 (w)	Uncommon (abundant in the United Kingdoms)
Coif, Chainmail	15gp	+4	5lbs	1 (w)	Uncommon
Coif, Leather	4gp	+1	2lbs	1 (w)	Abundant
Helm, Camail	3gp	+4**	3lbs	1 (w)	Uncommon
Helm, Great	20gp	+7	8lbs	2 (w)	Scarce (uncommon in the United Kingdoms)
Helm, Norm	8gp	+3	7lbs	1 (w)	Scarce (uncommon in Calderland and Lorn)
Helm, Pot	5gp	+2	6lbs	1 (w)	Abundant

* *Armour Class only applies to strikes against the head, and do not otherwise adjust Armour Class*

** *Armour Class only applies to strikes against the neck and must be attached to a bacinet, or helm.*

Table 12: Horse Barding

Item	Cost	AC	Weight	EV	Availability
Padded	20gp	+1	25lbs	5	Uncommon (abundant in the United Kingdoms)
Leather	50gp	+2	50lbs	5	Uncommon
Ring Mail	145g	+5	80lbs	5	Uncommon (abundant in the Free-Cities)
Studded Leather	100gp	+3	60lbs	6	Scarce (uncommon in the Free-Cities)
Laminar	150gp	+3	65lbs	6	Scarce (abundant in Dalamath and Fadia)
Chainmail	500gp	+6	70lbs	6	Very Scarce (uncommon in the United Kingdoms)
Plate Mail	1200gp	+7	125lbs	6	Very Scarce (Scarce in the United Kingdoms and Fallrigh)

Table 13: Armour

Item	Cost	AC	Weight	EV	Availability
Padded Armour	5gp	+1	10lbs	2 (w)	Abundant
Leather Armour	10gp	+2	15lbs	2 (w)	Abundant
Ring Mail	30gp	+3	20lbs	3 (w)	Uncommon
Hide	20gp	+3	25lbs	4 (w)	Scarce (abundant among the Cerilian plainsmen)
Studded Leather	25gp	+3	20lbs	3 (w)	Uncommon (abundant in the Free-Cities and United Kingdoms)
Laminar, Leather	55gp	+3	25lbs	2 (w)	Very Scarce (abundant in Dalamath and Fadia)
Mail Shirt	100gp	+4	25lbs	3 (w)	Uncommon
Scale Mail	50gp	+4	30lbs	4 (w)	Very Scarce (abundant in Fadia)
Brigandine	85gp	+4	25lbs	4 (w)	Scarce (uncommon in the Free-Cities)
Mail Hauberk	150gp	+5	35lbs	4 (w)	Uncommon (Scarce in the Abberlands)
Coat of Plates	100gp	+5	45lbs	4 (w)	Scarce (Uncommon in Calderland and the United Kingdoms)
Plate Mail	600gp	+7	45lbs	4 (w)	Very Scarce (uncommon in Fallrigh, Scarce in the United Kingdoms)

Table 14: Shields

Item	Cost	AC	Weight	EV	Availability
Buckler/Targe	2gp	+1*	2lbs	2	Abundant
Shield, Small Steel	9gp	+1*	5lbs	2	Uncommon
Shield, Small Wooden	3gp	+1*	3lbs	2	Abundant
Shield, Kite Wooden	5gp	+1**	6lbs	3	Uncommon
Shield, Heater Wooden	8gp	+1**	5lbs	3	Uncommon (abundant in the United Kingdoms)
Shield, Heater Steel	15gp	+1**	10lbs	3	Scarce (uncommon in the United Kingdoms)
Shield, Dwarven Skjoldr	20gp	+1**	6lbs	2	Very Scarce (uncommon among Dwarves)

* *Armour Class bonus is applicable against one foe per round.*

** *Armour Class bonus is applicable against two foes per round.*

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Table 15: Weapons

Item	Cost	Damage:	Range:*	Weight	EV	Availability
Axe, Battle	10gp	1d8	-	7lbs	3	Uncommon
Axe, Bearded ^{1**}	20gp	3d4	-	15lbs	4	Uncommon
Axe, Hand/Throwing	4gp	1d6	10 ft.	4lbs	2	Uncommon
Axe, Horseman's (light)	5gp	1d8	-	6lbs	3	Scarce
Axe, Pole ^{**}	30gp	1d10	-	18lbs	4	Scarce
Bardiche ^{**}	15gp	2d4	-	10lbs	4	Scarce (uncommon in United King.)
Bec de Corbin ^{**}	60gp	1d10	-	4lbs	5	Scarce (uncommon in the Free-Cities)
Bill ^{**}	12gp	2d4	-	6lbs	5	Scarce (uncommon in Maidinfall)
Club	-	1d6+1	10ft	3lbs	2	Abundant
Crowbill	15gp	1d6	-	3lbs	2	Uncommon
Dagger	2gp	1d4	10ft	1lbs	1	Abundant
Dirk	3gp	1d4+1	-	1lbs	1	Uncommon
Fauchard ^{**}	6gp	1d6	-	6lbs	5	Scarce (uncommon in the Free-Cities)
Fauchard Fork ^{**}	15gp	1d8	-	6lbs	5	Very Scarce (scarce in the Free-Cities)
Fist	-	1d2	-	-	-	-
Flail, Heavy ^{**}	15gp	1d10	-	20lbs	4	Uncommon
Flail, Light	8gp	1d8	-	5lbs	3	Uncommon
Flamberge ^{**}	75gp	2d4+2	-	12lbs	4	Very Scarce (uncommon in Calderland)
Fork, Military ^{**}	10gp	1d8	-	7lbs	5	Scarce
Gauntlet, Spiked	5gp	1d3	-	2lbs	1 (w)	Very Scarce
Glaive ^{**}	8gp	1d8	-	15lbs	5	Scarce
Glaive Guisarme ^{**}	15gp	2d4	-	8lbs	5	Scarce (uncommon in the Free-Cities)
Godentag	15gp	1d6+3	-	7lbs	3	Uncommon
Guisarme ^{**}	10gp	2d4	-	15lbs	5	Scarce (uncommon in the Free-Cities)
Halberd ^{**}	10gp	1d10	-	15lbs	5	Scarce (abundant in the Free-Cities)
Hammer, Light	1gp	1d4	20ft	2lbs	2	Abundant
Hammer, War	6gp	1d8	-	8lbs	4	Uncommon
Jambiya	4gp	1d4	-	1lbs	1	Very Scarce (abundant in Dalamath)
Katar	3gp	1d4+1	-	1lbs	2	Very Scarce (uncommon in Dalamath)
Knife	3sp	1d2	10ft	1lbs	1	Abundant
Lance, Light ²	6gp	1d6	-	5lbs	5	Scarce (uncommon in the United King.)
Lleasclatau (elf longblade)	125gp	2d4+2	-	4lbs	2	Very Scarce (uncommon among elves)
Lucerne Hammer ^{**}	60gp	1d12	-	8lbs	5	Very Scarce (uncommon in Fallrigh)
Mace, Footman's (heavy)	12gp	1d8	-	12lbs	4	Scarce
Mace, Horseman's (light)	5gp	1d6	-	6lbs	3	Scarce
Main Gauche ³	25gp	1d4+1	-	1lbs	2	Very Scarce (Scarce in the Free-Cities)
Maul ^{**}	12gp	1d10	-	15lbs	5	Uncommon
Morningstar	8gp	2d4	-	8lbs	3	Scarce
Partisan ^{**}	10gp	1d8	-	5lbs	5	Scarce (uncommon in the Free-Cities)
Pick, Heavy	8gp	1d6	-	6lbs	4	Scarce
Pick, Light	4gp	1d4	-	4lbs	3	Scarce
Pike ^{**}	5gp	1d8	-	14lbs	6	Scarce (uncommon in the Free-Cities)
Poniard	25gp	1d4+1	-	1lbs	1	Uncommon
Quarterstaff	-	1d6	-	4lbs	4	Abundant
Ranseur ^{**}	8gp	2d4	-	15lbs	5	Scarce (uncommon in the Free-Cities)
Sap	1gp	1d3	-	1lbs	1	Abundant
Scythe ^{**}	12gp	2d4	-	12lbs	4	Abundant
Sickle	6gp	1d4	-	3lbs	3	Abundant
Spear ²	1gp	1d6	20ft	3lbs	2	Abundant
Spear, Long ⁴	5gp	1d8	-	9lbs	4	Uncommon
Spear, Wolf (boar)	3gp	1d8	10ft	4lbs	3	Uncommon
Staff Sling	10cp	1d6(1d4 missile)	75ft	4lbs	4	Uncommon
Sword, Bastard ⁵	25gp	1d10	-	10lbs	4	Scarce
Sword, Broad	12gp	2d4	-	8lbs	3	Uncommon
Sword, Konchar	25gp	1d6+2	-	4lbs	2	Very Scarce (Scarce in Fadia)
Sword, Myech	18gp	1d8	-	4lbs	3	Very Scarce (uncommon in Fadia)
Sword, Rapier	20gp	1d6	-	2lbs	3	Very Scarce (Scarce in the Free-Cities)
Sword, Sabre	17gp	1d6+1	-	5lbs	2	Very Scarce (uncommon in Fadia)
Sword, Short	10gp	1d6	-	3lbs	2	Uncommon
Sword, Two-Handed ^{**}	30gp	2d6	-	15lbs	5	Very Scarce
Tulwar	8gp	1d6	-	2lbs	2	Very Scarce (uncommon in Dalamath)
Voulge ^{**}	8gp	2d4	-	6lbs	5	Scarce (uncommon in the Free-Cities)

* *Melee weapons with noted range can also be used as missile weapons 1- A bearded axe may be wielded in one hand by a character with strength of 16 or greater.*

2- *Deals double damage if used from a charging mount. 3- This weapon can be used as a melee weapon or confer +1 to AC. Choice must be made at start of round.*

4- *Deals double damage if firmly set to receive a charge. 5- A bastard sword wielded with two hands deals 1d12 damage.*

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Table 16: Missile and Ranged Weapons

Item	Cost	Damage:	Range:	Weight	EV	Availability
Arrows, Hunting (20) ¹	2gp	as bow	-	3lbs	2	Abundant
Arrows, Sheaf (12) ²	3gp	1d8	-	2lbs	1	Scarce
Arrows, Flight (20)	2gp	as bow	-	23lbs	2	Uncommon
Arrows, Flight (12)	15sp	as bow	-	23lbs	2	Uncommon
Arrows, Silver (2)	2gp	as bow	-	0.2lbs	1	Very Scarce
Blowpipe	1gp	1	10ft	1lbs	1	Very Scarce (abundant among gnomes)
Bolts (12)	1gp	as crossbow	-	1lbs	1	Scarce
Bow, Long	75gp	1d6	100ft	3lbs	4	Scarce
Bow, Short	30gp	1d6	60ft	2lbs	3	Abundant
Bow, Short Composite	75gp	1d8	70ft	2lbs	3	Very Scarce (Uncommon in Fadia)
Crossbow, Light	35gp	1d6	80ft	6lbs	4	Scarce
Crossbow, Hand	100gp	1d4	30ft	3lbs	2	Very Scarce
Crossbow, Heavy	50gp	1d10	120ft	9lbs	5	Very Scarce
Dagger, Throwing	5gp	1d4	10ft	1lbs	1	Scarce
Dart	5sp	1d3	20ft	0.5lbs	1	Scarce
Harpoon	1gp	1d6	20ft	4lbs	5	Scarce
Javelin	1gp	1d4	30ft	2lbs	3	Very Scarce
Rock	-	1d2	30ft	-	-	Abundant
Sling	-	1d4	50ft	-	1	Abundant
Whip	1gp	1d2	15ft	2lbs	2	Abundant

1- If a hunting arrow strikes metal armour, it does 1 hit point less damage than rolled; including none at all if a 1 is rolled before the penalty.
 2- Sheaf arrows gain +2 to hit versus metal armour. Sheaf arrows are designed to be fired from a long bow and if used with any other bow, a -2 to hit is suffered though damage remains the same.

Table 17: Transport and Tack

Item	Cost	Weight	EV	Availability
Bit and Bridle	1gp	1lbs	2 (w)	Abundant
Boat, Long	500gp	-	-	Very Scarce (Uncommon among Norsemen)
Boat, Row	50gp	75lbs	25	Uncommon
Boat, Skiff	300gp	-	-	Scarce
Boat, Small	250gp	-	-	Uncommon
Caracole	35gp	40lbs	20	Scarce (abundant in the Abberlands)
Cart	15gp	200lbs	-	Abundant
Coach	200gp	-	-	Scarce (uncommon in Dalamath, the Free-Cities, and the United Kingdoms)
Donkey	8gp	-	-	Abundant
Feed (per day)	5cp	10lbs	2	Abundant
Harness	1gp	2lbs	2	Abundant
Horse, Draught	200gp	-	-	Abundant
Horse, Riding	75gp	-	-	Uncommon
Mule	25gp	-	-	Abundant
Ox	18gp	-	-	Abundant
Pony	30gp	-	-	Abundant
Raft	100gp	100lbs	-	Uncommon
Saddle	20gp	30lbs	5 (w)	Abundant
Saddlebags	4gp	8lbs	3 (w)	Abundant
Saddle Blanket	5sp	1lbs	1	Abundant
Sled	20gp	300lbs	-	Scarce
Wagon	35gp	400lbs	-	Abundant
Warhorse, Heavy	400gp	-	-	Very Scarce
Warhorse, Light	150gp	-	-	Scarce
Warpony*	100gp	-	-	Very Scarce (scarce among halflings)
Yoke, Horse	3gp	15lbs	5 (w)	Abundant
Yoke, Ox	1gp	20	5 (w)	Abundant

* Barding for a pony is 1/2 the cost and 2/3 the weight of horse. Barding. Reduce EV by 1 as well.

Table 18: Equipment					
Item	Cost	Weight	EV	Capacity	Availability
Armour and Weapon Oil	1gp	1lbs	1	-	Uncommon
Awl	1gp	0.5lbs	1	-	Abundant
Backpack	2gp	2lbs	2 (w)	8	Abundant
Bagpipes	35gp	8lbs	4	-	Very Scarce
Bandages (2 wounds)	1sp	0.5lbs	*	-	Abundant
Barrel, Large	4gp	45lbs	9	9	Abundant
Barrel, Small	2gp	30lbs	6	6	Abundant
Basket	4sp	1lbs	2	2	Abundant
Bedroll	1sp	5lbs	3	-	Abundant
Bell	1gp	-	*	-	Scarce
Belt Pouch, Large ²	1gp	1lbs	1 (w)	2	Abundant
Belt Pouch, Small ²	5sp	0.5lbs	*	1	Abundant
Belt Pouch, Spell Component ¹	10gp	0.5lbs	2 (w)	-	Very Scarce
Blanket, Winter	5sp	3lbs	2	-	Abundant
Block and Tackle	5gp	5lbs	3	-	Uncommon
Bottle	2gp	0.5lbs	1	1	Abundant
Broom	5cp	1lbs	3	-	Abundant
Bucket	5sp	2lbs	2	3	Abundant
Candle (5 sticks)	5cp	0.1lbs	*	-	Abundant
Case, Map or Scroll	1gp	0.5lbs	1 ¹	10 sheets	Scarce
Casket	2gp	15lbs	4	6	Abundant
Chain (20 feet)	2gp	4lbs	12	-	Uncommon
Chalk (per piece)	1cp	0.5lbs	1	-	Scarce
Chest, Large	5gp	40lbs	12	8	Uncommon
Chest, Small	2gp	25lbs	4	6	Uncommon
Chisel	1gp	0.5lbs	1	-	Uncommon
Cord (50 feet)	5gp	8lbs	2	-	Uncommon
Crowbar/Prybar	2gp	5lbs	2	-	Uncommon
Cutlery, Silver	8sp	0.1lbs	-	-	Scarce
Cutlery, Wooden	1cp	0.1lbs	-	-	Abundant
Drum	9gp	8lbs	5	-	Scarce
Dust, Bag of	-	1lbs	1	-	Abundant
Fife	2gp	1.5lbs	1	-	Scarce
File	1gp	0.5lbs	1	-	Scarce
Firewood, Per Day	1cp	20lbs	8	-	Abundant
Fishing Gear (hook, line, etc.)	5sp	1lbs	2	-	Abundant
Flask	3cp	0.1lbs	1 ¹	1 pint	Uncommon
Flint and Steel	1gp	0.5lbs	*	-	Uncommon
Flute	15gp	0.5lbs	1	-	Scarce
Grappling Hook	1gp	4lbs	2	-	Scarce
Grease, Crock (per pound)	2cp	1lbs	1	-	Abundant
Healer's Bag ³	6gp	3.5lbs	3	-	Scarce
Hammer	1gp	2lbs	2	-	Uncommon
Hammer, Sledge	6gp	8lbs	4	-	Uncommon
Hammock	8gp	8lbs	4	-	Scarce
Harp	35gp	4lbs	4	-	Scarce
Harp, Lordainian	350gp	4lbs	4	-	Very Scarce (scarce in the Abberlands)
Holy Symbol, Silver	25gp	1lbs	1	-	Very Scarce
Holy Symbol, Wooden	1gp	0.5lbs	1	-	Abundant
Holy Water, Flask	30gp	1lbs	1 ¹	-	Very Scarce
Hook, Iron	1gp	0.5lbs	1	-	Uncommon
Incense, Stick	1gp	-	*	-	Very Scarce
Ink (1 ounce)	8gp	0.1lbs	*	-	Scarce
Kettle, Iron	1gp	4lbs	3	-	Abundant
Lamp, Open	3gp	4lbs	2	-	Uncommon
Lantern, Bullseye	12gp	3lbs	2	-	Scarce
Lantern, Hooded	7gp	2lbs	2	-	Scarce
Lodestone	25gp	1lbs	1	-	Very Scarce
Magnifying Glass	100gp	1lbs	1	-	Very Scarce
Manacles	15gp	2lbs	1	-	Uncommon
Mandolin	10gp	4lbs	2	-	Very Scarce

Table 18: Equipment (Continued)

Item	Cost	Weight	EV	Capacity	Availability
Mandolin, Lordainian	100gp	4lbs	2	-	Very Scarce (scarce in the Abberlands)
Marbles (pouch of 25)	1gp	0.1lbs	*	-	Uncommon
Mirror, Small Steel	10gp	0.5lbs	1	-	Scarce
Mortar and Pestle	3gp	2lbs	2	-	Abundant
Mug or Tankard	2cp	0.5lbs	-	-	Abundant
Nails, Iron (50)	5sp	1lbs	1	-	Uncommon
Oil, Flask of	1gp	1lbs	1 ¹	1 pint	Uncommon
Pack, Shoulder	2gp	2lbs	3 (w)	10	Abundant
Padlock and Key	25gp	1lbs	1	-	Very Scarce
Panpipes	11gp	1lbs	1	-	Scarce
Paper (10 sheets)	10gp	-	*	-	Very Scarce
Parchment (10 sheets)	5gp	-	*	-	Very Scarce
Pickaxe, Miner's	3gp	10lbs	4	-	Uncommon
Pipe	5gp	0.1lbs	*	-	Uncommon
Piton/Spikes (5)	5sp	2lbs	1	-	Scarce
Pole (10 foot)	2sp	8lbs	5	-	Abundant
Pot	3gp	8lbs	4	-	Abundant
Prayer Beads, Priory	2gp	-	*	-	Abundant (Scarce in the Abberlands)
Quill	1gp	-	*	-	Scarce
Quiver, Dozen	2gp	1lbs	2 (w)	12 arrows/bolts	Abundant
Quiver, Score	4gp	1lbs	2 (w)	20 arrows/bolts	Abundant
Razor	5sp	-	*	-	Uncommon
Rogue's Tools	30gp	1lbs	1	-	Very Scarce
Rope, Hempen (50 feet)	1gp	15lbs	3	-	Abundant
Rope, Silken (50 feet)	10gp	5lbs	2	-	Very Scarce (Scarce in Dalamath)
Sack, Large	5sp	1lbs	2	10	Abundant
Sack, Small	1sp	0.5lbs	1	6	Abundant
Saw, Metal	5gp	1lbs	2	-	Uncommon
Sealing Wax	1gp	0.1lbs	*	-	Scarce
Sewing Kit (needle, thread, etc.)	5sp	1lbs	*	-	Abundant
Shovel	2gp	8lbs	3	-	Abundant
Signet Ring/Personal Seal	8sp	-	*	-	Scarce
Soap (per bar)	5sp	1lbs	1	-	Scarce
String (50 feet)	4sp	1lbs	2	-	Abundant
Tent, Large	45gp	50lbs	10	5 persons	Scarce
Tent, Medium	25gp	30lbs	7	3 persons	Scarce
Tent, Small	10gp	20lbs	4	1 person	Uncommon
Tinder Box (10 fires)	1gp	4lbs	2 ¹	-	Abundant
Tongs	6cp	1lbs	1	-	Uncommon
Torch	1cp	1lbs	1	-	Abundant
Trap, Large Animal, Metal	35gp	25lbs	9	-	Scarce
Trap, Medium Animal, Metal	15gp	12lbs	6	-	Scarce
Trap, Small Animal, Metal	7gp	3lbs	3	-	Uncommon
Trunk, Travel	2gp	10lbs	3	5	Uncommon
Vellum (10 sheets)	15gp	-	*	-	Very Scarce
Vial (1 ounce)	1sp	0.1lbs	*	1 ounce	Scarce
Wineskin (1 gallon)	1gp	4lbs	3 ¹	1 gallon	Abundant
Wedge, Splitting	2cp	-	*	-	Abundant
Whetstone	1gp	0.5lbs	1	-	Abundant
Whistle	5gp	-	*	-	Scarce
Wolvesbane (Belladonna)	2gp	0.1lbs	*	-	Uncommon

Items marked with an * have no appreciable EV. If carried in bulk (more than 10) treat the EV value as 1 per 10 items carried.

1- The EV for these items is listed as if they were full. If they are empty, reduce the EV by 2, to a minimum of 1.

2- A human sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell components pouch in size.

3- A healer's bag consists of 30 bandages, 20 feet of rolled gauze, a tiny metal mixing bowl, a ceramic mortar and pestle, and 10 small jars of various herbs useful to a healer. The kit also contains three curved needles (often made of gold to prevent rust) and a spool of white or black thread for stitching wounds. Some kits may include several ceramic vials to be filled with clean water.

Table 19: Clothing				
Item	Cost	Weight	EV	Availability
Apron, Cloth	5sp	1lbs	1 (w)	Abundant
Apron, Leathern	8gp	3lbs	1 (w)	Uncommon
Baldric, Leathern (bandoleer)	7gp	1lbs	*	Uncommon
Baldric, Ornamental	30gp	1lbs	*	Very Scarce
Belt	6sp	1lbs	*	Abundant
Boots, Heavy	1gp	4lbs	1 (w)	Uncommon
Boots, Soft	4sp	2lbs	*	Uncommon
Breeches	2gp	2lbs	*	Scarce (abundant in the Dales)
Caftan	3sp	2lbs	1 (w)	Very Scarce (abundant in Dalamath)
Cap/Hat	4sp	-	*	Abundant
Cap, Dwarven Hattr	8sp	-	*	Very Scarce (abundant among Dwarves)
Cassock	8gp	4lbs	2 (w)	Uncommon
Caul	3gp	-	*	Scarce
Chemise (undertunic)	1gp	1lbs	*	Uncommon
Cloak, Baladrana	7sp	3lbs	1 (w)	Uncommon
Cloak, Fur-lined	25gp	5-12lbs	3 (w)	Scarce
Cloak, Mantle	4sp	3-5lbs	1 (w)	Abundant
Coif, Cloth	1gp	-	*	Uncommon
Dalmatic, Priory	5sp	4lbs	2 (w)	Scarce (uncommon in Calderland)
Doublet	4sp	3-5lbs	1 (w)	Scarce
Frock, Common	5sp	1-10lbs	2 (w)	Uncommon
Frock Coat, Halfling	3gp	3-4lbs	2 (w)	Very Scarce (abundant in the Dales)
Garnache	8sp	2-4lbs	1 (w)	Scarce (uncommon in the United Kingdoms)
Girdle	1gp	3lbs	1 (w)	Scarce
Gloves, Cloth	2sp	-	*	Scarce
Gloves, Leather Archery	4gp	-	*	Scarce
Gloves, Leather Common	8sp	-	*	Uncommon
Gloves, Leather Falconers	3gp	-	*	Scarce
Gloves, Ornate	25gp	-	*	Very Scarce
Gown	1gp	5-20lbs	4 (w)	Very Scarce
Hood	4sp	-	*	Abundant
Hose	2sp	-	*	Scarce (uncommon in the United Kingdoms)
Jewellery	varies	-	*	varies
Leggings (trews)	5sp	0.5lbs	2 (w)	Abundant
Liripipe	7sp	-	*	Scarce (abundant in the United Kingdoms)
Robes, Common	1gp	4lbs	2 (w)	Scarce
Robes, Ornamental	20gp	4lbs	2 (w)	Very Scarce
Scarf	5cp	0.5lbs	*	Uncommon
Shoes	2sp	1lbs	1 (w)	Abundant
Skirt, Hangerock	4sp	0.5lbs	1 (w)	Scarce (abundant in Calderland)
Surcote	7sp	2-6lbs	1 (w)	Scarce
Sveigja, Dwarven	12gp	6lbs	2 (w)	Very Scarce (abundant among Dwarves)
Tabard	6sp	1-4lbs	1 (w)	Uncommon
Trousers	4sp	0.5lbs	1 (w)	Scarce
Tunic, Common (léine or kyrtil, or tunica)	3sp	0.5lbs	1 (w)	Abundant
Tunic, Ornate	3gp	0.5lbs	1 (w)	Scarce
Vest, Common (jacheta)	2sp	0.5lbs	1 (w)	Uncommon
Vest, Ornate	10gp	0.5lbs	1 (w)	Uncommon
Vest, Elvish Nghrys (elvish brocade)	25gp	0.5lbs	1 (w)	Very Scarce (abundant among Elves)

Table 20: Provisions, Lodging, and Services

Item	Cost	Weight	EV	Availability
Ale, Mug	5cp	1lbs	1	Abundant
Bath	3cp	-	-	Abundant
Beer, Mug	2cp	1lbs	1	Abundant
Cheese, Block	2sp	1lbs	1	Abundant
Clerk (per letter)	3sp	-	-	Scarce (uncommon in cities)
Doctor's Ministrations (per day)	3gp	-	-	Scarce (uncommon in cities)
Grains, Bag	4sp	5lbs	3	Abundant
Grain and Stabling (per day)	5sp	-	-	Abundant
Guide, City (per day)	2sp	-	-	Uncommon
Guide, Rural/Trail Guide (per day)	1sp	-	-	Uncommon
Lantern or Torchbearer in City (per night)	1sp	-	-	Uncommon
Laundry (by load)	1cp	-	-	Uncommon
Liquor, Cask	25gp+	½ gallon	5	Scarce
Liquor, Shot	2sp	-	-	Uncommon
Lodging, Common Inn	5sp	-	-	Abundant
Lodging, Good Inn	2gp	-	-	Uncommon
Lodging, Poor Inn	1sp	-	-	Abundant
Mead, Mug	2sp	1lbs	1	Scarce (Abundant in Calderland and Lorn)
Messenger, In City (per message)	1sp	-	-	Abundant
Minstrel (per performance)	1-3gp	-	-	Uncommon
Pipeweed, Common (20 pinches)	8sp	-	*	Abundant
Pipeweed, Halfling (20 pinches)	25gp	-	*	Very Scarce (Abundant in the Dales)
Rations (1 day)	5sp	1lbs	1	Abundant
Rations (tenday)	4gp	10lbs	5	Abundant
Room and Board, City Common (per month)	10gp	-	-	Uncommon
Room and Board, City Poor (per month)	6sp	-	-	Abundant
Tavern Meal, Common	2sp	-	-	Abundant
Tavern Meal, Good	1gp	-	-	Uncommon
Tea Leaves (1lbs)	5sp	1lbs	1	Uncommon
Teamster with Wagon (per mile)	1sp	-	-	Abundant
Wine, Common (bottle)	2sp	1lbs	1	Abundant
Wine, Fine (bottle)	10gp	1lbs	1	Scarce

APPENDIX II: MONSTERS OF THE ABBERNOTHS

The game statistics of new monsters presented in the *Abbernoth Campaign Setting* are detailed below. Each entry is formatted identically to those found in *Monsters and Treasure*.

Dragons in Abbernoth:

In Abbernoth a dragon's colour does not dictate its alignment, but rather each beast is unique unto itself. Abbernothian dragons are mighty beasts that have existed for thousands of years, whose wings span such a distant as to block out the sun itself when one of these beings takes to flight. All dragons that still exist within the Westerlands are the survivors of the Long Twilight who now slumber away the centuries. Some such as mighty Agronthraxias exist in a state of eternal longing and regret, hating himself for the part he played in the breaking of the world. Other ancient wyrms have grown bitter and hateful, their souls utterly and irrevocably lost in shadow. It should be noted that there are no "young" dragons remaining upon the face of Abbernoth, and only about a score of dragons still exist at all. Any dragon encountered will be at the very least, age category 9 and more than likely age category 10 or 11. Agronthraxias is the only known age category 12 dragon in the Westerlands.

Morgar:

	Common:	Feral:
No. Encountered:	2-20	3-30
Size:	Medium	Medium
HD:	3 (d8)	3 (d8)
Move:	30ft	30ft
AC:	12 + armour worn	14
Damage:	Weapon (+2 damage)	2x claws (1d4+2), bite (2d4+2), or weapon (+2 damage)
Special:	Dark Vision 120ft, Sunlight Vulnerability, Twilight Vision	Brutal Grapplers, Dark Vision 120ft, Sunlight Vulnerability, Twilight Vision
Saves:	P	P
Int:	Average to High	Low
Alignment:	Neutral Evil	Chaotic Evil
Type:	Humanoid (shadowspawn)	Humanoid (shadowspawn)
Treasure:	2	1
XP:	30+3 (330+6 for dreadlord)	45+3 (80+4 for feral chieftains)

Common Morgar:

The twisted race known called Morgar are the remnants of those Cerilians who sided with the Witch-King and the Queen of Oblivion. They are known by many names across the Westerlands; shadowspawn shades, forsaken. No matter the name they are all synonymous with treachery and wickedness.

These creatures are immense beasts whose humanity has all but faded leaving nothing but dread and wickedness in its wake. These wretched creatures have heinous bone spurs that project from their leathery hides, with those with the greatest might having crowns of thorn-like bone projecting about their brows. Morgar have human-like faces distorted by cruel cunning and savagery with dreadful fangs, stringy white hair, and pupil-less eyes that resemble buffed obsidian.

Morgar encountered in groups of 10 or more will be one with maximum hit dice and a +3 to hit (strength 18). If more than 15 are encountered there is a 30% chance they will be led by a Dreadlord, a morgar of 6HD with an 18 AC, and the ability to cast the following clerical spells 1/day: *cause fear* and *darkness*.

Combat: Morgar are creatures of cunning and will attack with surprise whenever able, giving their targets little or no warning. Once combat begins Morgar are brutal adversaries who have no concept of mercy and, unless driven off, will leave no survivors.

Sunlight Vulnerability: If a Morgar is ever exposed to true sunlight, or any effect creating true sunlight, it is instantly turned to stone.

Feral Morgar:

The term feral morgar refers to those shadowspawn who have been long separated from the draconian rule of the Dreadlords and the Cabal of Nine and have since reverted into an animalistic existence. These creatures exist in the dark places of the world, hidden within crumbling ruins or deep within the earth, and have been the enemy of the dwarves of

the Halls-Beneath-the-Mountains for countless centuries. Feral morgar are physically similar to their kin in Morgarath with a few notable exceptions; feral morgar have more and longer bone spurs projecting

from their joints which are commonly used as weapons with brutal efficiency. Furthermore feral morgar have long and vicious claws at the tips of their fingers and toes, and their bodies have become far shaggier. These creatures have lost much of their intellect, but remain able to communicate with one another through a debased form of the black tongue, *Chysgoda Balog*, and anyone able to understand that language can make out what these creatures are saying to a point. Despite their lack of intelligence, feral morgar are possessed of a cruel, animal-like cunning making them brutally dangerous predators.

Unlike their kin, feral morgar no longer manifest the powers that make a dreadlord what it is, though they are still led by those with the greatest crowns of horns and the largest in size. Anytime a group of feral morgar are encountered in bands greater than 12 there will be at least one among them who is of maximum HD and has a +3 bonus to damage due to its strength (18). If a band numbering 20 or more is encountered they will be accompanied by a feral morgar chieftain who is significantly larger than his kin, possessing 4 (d8)HD, and dealing 1d6+3 (18 strength) damage with its claws and 2d6+3 damage with its bite.

Combat: As explained above, feral morgar have little intelligence but possess a certain low cunning. Feral morgar attack using pack-like tactics, surrounding their prey and attacking in numbers. Feral morgar will sit and wait, or even go so far as to shadow their prey until they are in a position where the terrain is advantageous to their numbers and provides their prey few, if any, routes of retreat. Once battle is joined, feral morgar go into a blood lust and are very hard to break. Unless they sustain hideous casualties (75% or more), feral morgar packs will never flee from an enemy they outnumber.

Brutal Grapplers: Feral morgar are covered in sharp bone spurs which they have become exceptionally proficient at using as weapons. If a feral morgar grapples with, or is grappled their opponent suffers 1d4 points of damage per round the grapple is held. This damage occurs on the feral morgar's turn and is suffered regardless of whether or not the hold is then broken. Furthermore, feral morgar are considered to have strength as a prime characteristic (16 strength) for the purposes of grappling.

Sunlight Vulnerability: If Greater Dreadlord is ever exposed to true sunlight, or any effect creating true sunlight, it is instantly turned to stone.

Morgar, Greater Dreadlord:

No. Encountered: 1

Size: Medium

HD: 8 (d8)

Move: 30ft

AC: 12 + armour worn

Attacks: 3x weapon (+3 damage)

Special: Dark Vision 120ft, Sunlight Vulnerability, Spells, Twilight Vision

Saves: P+M

Int: High

Alignment: Neutral Evil

Type: Monstrous Humanoid (shadowspawn)

Treasure: 4

XP: 700+8

Greater Dreadlords are the chieftains and military leaders of Morgar society who answer only to the Cabal of Nine. They are the rulers of the tribes of Morgarath and the most blessed attendants of the *Bariaeth*. Across the Westerlands the name of dreadlord is as feared and taboo as naming the Queen of Oblivion herself.

Greater Dreadlords can be distinguished by the wicked thorn-like crowns of bone that project from their brows, might horn-like protrusions reaching up to foot in length. Greater Dreadlords are armed and armoured in the finest and most elaborate armour that is belched from the forges of Thrax-Ghar, often being garbed in blackened plate and heavy mail and bearing brutal curved blades enchanted with the black magicks of maleficium.

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Greater Dreadlords have a 50% chance to be armed with a magick weapon of +1 enchantment or greater, those who do not carry a magick weapon will either wield a scimitar (1d6), or a bearded axe (3d4). Greater Dreadlords cast spells as if they were clerics of the *Bariaeth* of 8th level. Greater Dreadlords may also use the following clerical spells once per day; *cause fear*, and *darkness*.

Combat: A greater dreadlord is never encountered alone and will either be attended by a cabal of 1d4+1 personal bodyguards (teat as morgar with maximum HD and an 18AC.) or at the head of a morgar war party consisting of 20-50 morgar. When engaged in combat a Greater Dreadlord is a brutal and calculating opponent who will use both his physical might and magickal ability to the greatest manageable effect. Like all Morgar a Greater Dreadlord has no concept of compassion or mercy and will annihilate his foes with callous disregard for both his men and his enemies.

Sunlight Vulnerability: If Greater Dreadlord is ever exposed to true sunlight, or any effect creating true sunlight, it is instantly turned to stone.

Ogre, Abbernothian:

No. Encountered: 1-4, 10-40

Size: Large

HD: 4 (d8)

Move: 30ft

AC: 10 + armour worn

Attacks: Slam (1d10), or weapon (+3 damage)

Special: Nature Empathy, Twilight Vision, Spells

Saves: P

Int: High

Alignment: Any Good

Type: Fey

Treasure: 3

XP: 80+4

Ogres are a race of large and cumbersome fey whose overall size belies a natural gentleness and grace. They are a highly wise people who live exceptionally long lives despite their mortality and possibly due to this, their minds are careful and methodical. They are slow of speech and choose their words carefully and come across as somewhat formal and reserved even when among close friends and relations. Ogres are the children of Silvain the Princess of Wildflowers and Bâlis the White Brother, they are cousins of elves and gnomes and most often live amongst these races. Ogres generally portray the virtues of the gods whose dreams bore them; they are calm, generous, and generally passive creatures who delight in tending gardens and roaming the wild places of Abbernoth, though if threatened their sheer strength and unexpected speed makes them incredibly dangerous opponents.

Ogres are on average approximately 7 to 8 feet in height, with strong, well-muscled bodies weighing more than 400lbs, thick necks, and heavy set faces with long pointed ears. These creatures are not ugly per say but rather have a certain humble magnificence about them with skin the colour of rich soil, large eyes of lavender, emerald, or sage, and thick fur-like hair with a tendency toward thick sideburns and tufts of fuzz growing from their ears. Many older ogres wear thick and luxurious beards much like their distant dwarven cousins. Unlike dwarves however, ogre women do not grow facial hair and tend to be much smaller and more comely than their male counterparts.

Ogres, like all fey creatures have some grasp of magick and are capable of using each of the following druidic spells once per day: *purify food and drink*, *entangle*, and *pass without trace*. An ogre can cast *warp wood* once per tenday.

Combat: Ogres are loathe to take part in violence and only do so when there is no alternative and the lives of themselves or that of another is at stake. When pushed to fight ogres are powerful opponents using their size and surprising agility to quickly subdue any would be assailants. Most commonly ogres will be armed with thick walking staves which act as quarterstaves in combat (1d6), and many are skilled hunters with slings (1d4). In the cast of both weapons the ogre gains a +3 to damage rolls due to their incredible physical strength.

Nature Empathy: Ogres closeness to nature and growing things allows them a sort of empathic communication with plants and trees. This ability manifests itself as more of an ability to feel the emotions of the natural world around them than true communication that allows an ogre to instinctively feel simple emotions such as fear or sadness, or it can be as simple as knowing what a plant requires such as sunlight or water. This ability does not allow an ogre to discern more than basic feelings and could not for example be used to determine is a creature had passed recently or to discern the exact nature of what might be causing a tree to feel uneasy.

Shadow, Lesser Abbernothian:

No. Encountered: 1-4

Size: Medium

HD: 3 (d12)

Move: 30ft, 40ft (fly)

AC: 13

Attacks: Incorporeal touch (1d4)

Special: Create spawn, strength damage, darkvision 60ft. incorporeal, blend, sunlight vulnerability

Saves: M

Int: Low

Alignment: Chaotic Evil

Type: Extraordinary Undead (shadowspawn)

Treasure: 3

XP: 80+3

Lesser shadows are a form of incorporeal undead native to *Ebergofiant* and often stalk the mortal realm wherever the veil is weak, most commonly in locations where wicked deeds took place. They are creatures born of darkness; some say they are the spirits of morgar who have returned from the grave to serve their Queen of Oblivion in death as they did in life. Others believe that shadows are the manifestations of those who perpetuated great evils in life. Perhaps both have a bit of truth to them, regardless lesser shadows come in two forms; they are either the aforementioned spirits, or they are thralls created and bound to darkness by another shadow. When encountered in the mortal realm 1-4 lesser shadows will be found haunting the same environ. Lesser shadows have an overwhelming hatred for all things living, and the presence of life drives these creatures of darkness to kill.

Combat: Lesser shadows will use their lack of solidity to their advantage. They will walk through walls, crawl up through floors, and attack from the shadows that give them their name. They are incorporeal and are only affected by physical attacks made with a magickal weapon.

Create Spawn: A creature reduced to 0 strength by a shadow's strength drain attack is slain. The deceased will raise again as a lesser shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a lesser shadow is forever dead, and cannot be restored to life by any means short of *wish* spell.

Strength Drain: The touch of a shadow is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1 point of strength; creatures without strength scores instead suffer a -1 to attack rolls, effectively loosing 1 HD (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities). If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns (2-8 minutes).

Blend: In darkness, a shadow is virtually undetectable, It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magickal light is cast forth, a shadow can be seen and combated normally.

Sunlight Vulnerability: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

Shadow, Greater Abbernothian:

No. Encountered: 1

Size: Medium

HD: 6 (d12)

Move: 30ft, 40ft (fly)

AC: 18

Attacks: Incorporeal touch (1d8)

Special: Create spawn, strength damage, darkvision 60ft. incorporeal, blend, sunlight vulnerability

Saves: M

Int: Average to High

Alignment: Chaotic Evil

Type: Extraordinary Undead (shadowspawn)

Treasure: 6

XP: 480+6

Greater shadows are those shadows that have existed since the terrible years of the Long Twilight. These are ancient spirits of spite and malice who seek to extinguish the flame of life wherever they find it. These maleficent shades resemble twisted, incorporeal humanoids, often hunched with terrible long, arthritic fingers ending with claws. Greater shadows haunt the most ancient places of the Westerlands, deep within ruins long forgotten, or within the fallen halls of the dwarven kings. Greater shadows are always attended by 2-20 lesser shadows who are the thralls they have created over their centuries of existence.

Combat: Much like lesser shadows, greater shadows will utilize their etherealness to their greatest advantage. Furthermore, greater shadows are very intelligent and cunning spirits and are incredibly patient. They will often wait for the best chance to strike and will rarely face a foe on their terms. Given their extreme age and high intelligence, greater shadows have a propensity toward self-preservation and they often prefer to have their lesser shadow thralls engage an enemy, only coming to the fore to deal the killing blow.

Create Spawn: A creature reduced to 0 strength by a shadow's strength drain attack is slain. The deceased will raise again as a lesser shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a lesser shadow is forever dead, and cannot be restored to life by any means short of *wish* spell.

Strength Drain: The touch of a greater shadow is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 2 points of strength; creatures without strength scores instead suffer a -2 to attack rolls, effectively losing 2 HD (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities). If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns (2-8 minutes).

Blend: In darkness, a shadow is virtually undetectable, It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magickal light is cast forth, a shadow can be seen and combated normally.

Sunlight Vulnerability: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

Sprites, Abbernothian:

	Atomie	Bramble:	Brownie:	Gorse:	Sprite:
No. Encountered:	20-80	2-16	4-16	4-40	10-60
Size:	Small	Small	Small	Small	Small
HD:	1 (d4)	1 (d4)	1 (d4)	1 (d4)	1 (d4)
Move:	20ft, 60ft (fly)	10ft	30ft	20ft, 80ft (fly)	20ft, 60ft (fly)
AC:	16	18 (12 no armour)	17	14 (18 if flying)	14
Attacks:	weapon	weapon	1-2 points	1 point	weapon
Special:	see below	see below	spells	see below	see below
Saves:	M	M	M (as 9 HD)	M	M
Int:	Average	Average	Average	Average	Average
Alignment:	CN	NE	LG	N	NG
Type:	Fey	Fey	Fey	Fey	Fey
Treasure:	1	1	2	1	1
XP:	25+1	19+1	15+1	16+1	20+1

Atomies:

Atomies have four-dragonfly like wings and possess delicate elvish features with pale skin that hints at a sylvan green undertone. Atomie are innately magical sprites who avoid most serious minded creatures, preferring to live deep within sylvan glades and deep glens where they fraternize with elves and more especially gnomes whom they have a great deal in common. If atomies are encountered there is a 30% chance that they will be found in the company of gnomes.

Atomies have exceptional hearing and are able to hear up to twice the distance as a human. Furthermore, atomies have darkvision up to 60ft and possess twilight vision. Atomies speak with a very high pitched almost buzzing like voice and can understand the trader's tongue as well as being fluent in the fey language of *tylwyth teg*.

Combat: Atomies attack as if they were 3HD creatures. About 20% of atomies carry tiny crossbows and spears. Atomie crossbows have a 3ft range and inflict 1d3 points of damage. Atomie spears cause 1d4 points of damage. The remaining atomies will be armed with either spears (40%), or sprite swords which cause 1d4 points of damage (40%). Atomies have the following spell-like abilities which are cast at the 5th level of ability which can be used once per round; *blink*, *invisibility*, *pass without trace*, *speak with animals*, and *summon swarm*.

Brambles:

Brambles are among the most aggressive and malicious of all faeries. They are ill tempered beings are rumoured to have once been gorse fairies who were exiled from the fey realm for their wickedness.

Brambles resemble other faeries although their skin resembles crumbling, dried leaves and their fingers are elongated and arthritic in appearance, each ending in a sharp claw. A bramble's most distinctive physical trait is that they have a brace of spines running down their backs where wings should be. Under normal circumstances brambles wear suits of spiked plate and mail with holes to accommodate their razor sharp spines. Brambles speak the fey tongue as well as the black tongue of *Chysgodu Balog*.

Combat: Their spine-covered armour is a brambles best defence as well as his most effective weapon. Bramble plate mail affords them an AC 18 (a bramble is AC 12 without armour), and the fairy's barbs prevent any animals from coming to close to it; any animal that attempts to bite or eat a bramble suffers an automatic hit for 1d4 points of damage, as would any humanoid trying to pick a bramble up.

To attack with its spines, a bramble merely needs to hurl itself at an opponent, using normal attack and damage rolls. A bramble will grapple with opponents close to its own height (1ft or less), causing 1d2 points of damage per round in addition to the grappling result.

Furthermore, brambles often use badgers, hedgehogs or porcupines as mounts, making a wandering band of brambles look like a group of fairy knights. They control their mounts with a *charm monster* spell that each bramble can cast once per day. Mounted brambles carry barbed spears which cause 1d6 points of damage. Treat bramble mounts as *wild cats* for statistical purposes (page 15 of *Monsters and Treasure*).

Poison: 1 bramble in 10 wields poison. The back spines of these brambles secretes a strong poison that causes extreme irritation and burning. Treat bramble poison as type III as described under the assassin class on page 17 of the *Player's Handbook*.

Brownies:

Brownies are small, benign fey creatures who may be very distant relatives to gnomes or even halflings (though halflings think the idea to be utter rubbish). Peaceful and friendly, brownies live in pastoral regions, foraging and gleaning for food.

Brownies stand no more than 2 feet tall, making them the largest of fairy kind. Brownies are exceedingly nimble creatures who resemble small, thin elves or gnomes. Brownies wear brightly coloured garments made for wool or linen with gold ornamentation. They normally carry small pouches with tools to repair leather, wood, and metal goods.

Brownies most often live in small burrows or abandoned buildings. They often live close to farms, as they are fascinated by farm life. Brownies subsist off of harvested wild fruits and gleaning grains from a farmer's fields. Being honest creatures to their core, a brownie will always perform some kind of service in exchange for what he has taken. A brownie might milk the farmer's cow and only take a small amount in payment.

Some brownies go so far as to become what are known as "house brownies". They will observe the families in a given area, and if one meets their high moral standards, they will secretly enter the family's home. During the evening, while the family sleeps, the brownies will secretly perform a variety of helpful household tasks; spinning blankets, baking bread, repairing a broken loom, keeping foxes from the hen house, etc.

All brownies ask for in exchange is a little milk, some bread, and occasional bits of fruit. Etiquette demands that the residents take no notice of the brownies presence and not boast of them, else they will vanish.

Combat: Brownies loathe engaging in combat, and only doing so if threatened and having nowhere to run. Angry brownies rarely meet their opponents in close combat, instead relying on magick to defeat their enemies. Since their senses are so keen it is impossible to surprise a brownie. They are superb at blending into their surroundings and can become all but invisible whenever they choose. This, combined with their preternatural agility gives them an AC 17.

Brownies use magick to harass and drive enemies away. They can use the following spells once per day as if they were of the 3rd caster level; *protection from evil*, *dancing lights*, *continual flame*, *mirror image*, *confusion*, and *dimension door*. If cornered and without the ability to employ their magick, brownies will resort to fighting with short swords.

Gorse:

Gorse are the smallest of the fairy folk, and in many respects the most beautiful. These tiny creatures are known by elves and other fey as the handmaidens of the Fey Queen, as the gorse serve Aluna and often act as her messengers among her subjects both in the *Tylwyth Teyrnas* and the mortal realm. Gorse live within the green, thorny, bushes from which they take their name. Due to their minute size, gorse fairies must be secretive and unobtrusive in order to survive.

Gorse have the physical attributes and proportions of androgenise elvish children, though they are fully mature, with the only real differences being their small stature, and their gossamer wings. Gorse prefer to garb themselves in shades of green and yellow, if they garb themselves at all, and enjoy loose, free flowing garments.

Combat: Gorse use a number of weapons which they craft from the bushes in which they tend. They have tiny bows with a 30ft range, miniature spears with a 10ft range, and miniscule swords all of which inflict 1 point of damage. The weapon's fine points combined with the skill in which the gorse wield them grants these tiny fey a +2 bonus to attack rolls. Gorse arrows will be coated with a weak poison that causes *confusion* as per the spell for 2d4 rounds unless a successful constitution save with a challenge level of 3 is successfully made.

In addition to their weapons gorse have a number of minor magickal abilities. Each day a gorse can cast *mirror image* and may also use any 4 illusion cantrips of their choice as if they were a 2nd level illusionist

Sprites:

Sprites are reclusive and shy fairy folk who are closely related with brownies, gnomes, and ogres. Of all fairy folk sprites are perhaps the most commonly encountered in the Westerlands. These creatures look very much like miniature elves, standing just over a foot in height, with very long, sharp ears, and wings that either resemble those of a butterfly or a dragonfly. These creatures are kind hearted and reclusive preferring woodland groves and wide open fields where they frolic and dance.

Combat: Sprites hate evil and ugliness above all else and are vehement opponents of creatures touched by shadow. Despite their size and stature, sprites can put up a stout defence in the face of danger. Sprites fight with long, slim swords which cause 1d4 points of damage, and carry small short bows with half the range of a human bow and dealing half the damage (1d3 points). Sprites coat their arrows in a special fey ointment that causes any creature struck regardless of race or magick resistance to fall asleep for 1d6 hours unless a successful constitution saving throw with a challenge level of 3 is passed. Normally sprites will only disarm their foes and leave them in a place very far away, though shadowspawn or other creatures of evil may be killed outright.

Sprites can become *invisible* at will as per the spell and can *detect chaos, evil, good, or law* within 50 yards, so they are very difficult to deceive, evade, or capture. When invisible sprites get a +2 bonus to attack rolls while their opponents receive a -4 penalty to attack the sprites back in return.

Treant, Abbernothian (Ysgeifiog):

No. Encountered: 1

Size: Large

HD: 7 (d8)

Move: 10ft

AC: 20

Attacks: 2x Slam (2d8)

Special: Blend, Animate Trees, Trample, Twilight Vision, Vulnerability to Fire

Saves: P

Int: Genius

Alignment: Neutral Good

Type: Plant

Treasure: 6

XP: 585+7

Treants have existed since Malcorr first planted his seeds during the Time of Creation. They are called *ysgeifiog* by the elves and men of the Abberlands but are known by other names across Abbernoth. These *ysgeifiog* are sentient trees, the sons and daughters of Malcorr, and they are the mothers and fathers of the woods. It is from these creatures that all trees were born. Today they stand dormant, sleeping away the ages, only waking occasionally to tend to their wards.

Ysgeifiog are slow to act even by elvish or ogre standards, taking as long as a year to finish a sentence in their own language and taking decades to decide on a course of action. They are wise beyond belief and their memories span back to the beginning of time.

Combat: *Ysgeifiog* are never far from their sylvan homes and resent any aggressive intrusion and will not tolerate creatures of evil to walk among their boughs. In battle *ysgeifiog* use the forest itself as a weapon, rousing other trees to fight at their side and crushing their foes beneath the weight of flailing branches.

Blend: *Ysgeifiog* are virtually undetectable when in their native forest. It is considered invisible to all but fey beings unless it chooses to reveal itself. Any fey creature may notice an *ysgeifiog* if they succeed at a wisdom check with a challenge level of 5.

Animate Trees: If threatened, the average *ysgeifiog* can animate 1-12 trees. The effect is treated as the spell *animate object*, but *ysgeifiog* may only affect trees. More ancient *ysgeifiog* such as the legendary *Hen Colfennau* are capable of animating many more than 12 trees.

Trample: An *ysgeifiog*'s footfall can be devastating due to its heavy trunk and massive root network. Any creature caught in the path of an *ysgeifiog*'s movement must make a successful dexterity save to avoid taking 4d4 points of damage.

Special: Fire attacks inflict double damage upon an *ysgeifiog*.

Troll, Abbernothian:

No. Encountered: 2-12, 20-60

Size: Large

HD: 6 (d10)

Move: 30ft

AC: 14 + armour worn

Attacks: 2 claws (1d4), bite (2d6), or weapon (+3 damage)

Special: Rend, Darkvision 60ft, Twilight Vision, Regeneration 2

Saves: P

Int: Average

Alignment: Neutral (evil tendencies)

Type: Monstrous Humanoid

XP: 360+6

Trolls are a race of bestial warriors of unmatched ferocity. They are beasts born of violence whose tribes have carved out an existence within the crucible of the marshes of Xax-Gro-Mar since time immemorial. Many troll warlords hire out their warriors as mercenaries to those who can afford their services across the Westerlands, especially in Fadia and the Free-Cities. Trolls are the sworn enemy of the kings of Calderland and the Priory of the Eternal Flame who believe that they are the greatest enemy of men and their One True God.

Trolls are immense humanoids, standing more over 7 feet tall with warty, mottled flesh, elongated facial features, sharp boar-like tusks protruding from their thick lower jaws, and razor sharp claws. They are hunched beasts with sanguine almost wine coloured eyes Trolls have thick, wiry black hair growing over their bodies and their sweat has an unsettling sulphur-like scent to it, making trolls rather unpleasant to be around. Trolls are most often garbed in heavy armour crafted from tanned hides and chain and wield simple but well-crafted weapons, favouring axes, and javelins.

Rend: if a troll successfully hits with both of its claw attacks on the same opponent, it is able to make a fierce dig with those claws to rip the victim's flesh. This attack automatically hits causing 1d4+1 points of damage.

Regeneration: Three rounds after a troll suffers damage, its body begins to repair itself. Trolls regenerate at a rate of 2 hit points per round. Trolls cannot heal damage caused by fire or acid. Unless a troll is scorched with flame or dissolved by acid, it is not permanently dead. A troll that falls in battle will reform 3d6 rounds after falling, and will continue to fight. Total physical destruction is required; even a fingertip that survives destruction will allow a troll to reform, at the location of the piece that survived. Note that trolls cannot be "farmed". If a troll is cut into a dozen pieces those pieces will attempt to re-join to reform the original troll. However, if those pieces are prevented from re-joining the whole, they will simply die, and the largest piece of the troll will begin to regenerate a single troll.

Troll, Half:

No. Encountered: 1-4

Size: Medium

HD: 2 (d10)

Move: 30ft

AC: 10 + armour worn

Attacks: 2 claws (1d4), or weapon (+1 damage)

Special: Half Troll traits

Saves: P

Int: Low to High

Alignment: Chaotic Neutral

Type: Humanoid

XP: 17+2

Half trolls are perhaps the most pitiable race in all of Abbernoth. They are creatures descended from both humans and trolls, most often a forced union imposed upon a human slave, though others are born from rape. In either case these poor offspring are forced to live on the edge of society, little cared for by humans, trolls, or anyone else. In the Westerlands half trolls find themselves afforded varying degrees of acceptance, from cautious suspicion by the folk of the Abberlands, to persecution and outright hatred by the men of Calderland.

Physically half trolls are massive creatures by human standards standing between 6 ½ and 7 ½ feet tall with the strength and resilience granted to them by the troll blood in their veins. Regardless their size and impressive physique half trolls combine the worst physical traits of both men and trolls, often having thick necks and large hooking noses, rough cracking flesh, massive jawlines, and deep, receded brows. Their bodies are more often than not covered in thick wiry fur and most male half trolls tend to wear thick, gnarly beards to better hide their wholly unpleasant features. Half troll flesh varies a great deal, with some having skin that closely resembles their human parent, albeit dry and leathery to the touch, while others will have the dark olivine complexion typical to full blood trolls. Like their flesh tone, half troll eyes run the gamut from the natural colours common to men all the way to the sanguine, wine coloured eyes that trolls possess, it all depends on the half troll in question. Half trolls who are closer to their human lineage typically do not possess true claws though their nails are exceptionally thick and grow swiftly, nor do they grow horns typical to full blood trolls. Half trolls whose blood runs in line with their troll lineage do however grow claws sufficient enough to use as weapons as well as minor horns, though nothing like those grown by their full blooded kin. All half trolls possess, to some degree, a preternatural regeneration rate and are able to suffer gruesome wounds that would kill a lesser creature or in some cases even regrow lost limbs.

Regeneration: Half Trolls of troll lineage possess a preternatural vitality which allows them to heal at a significantly increased rate even compared to half trolls of human lineage. Half trolls regenerate at a rate of 1 hit point per turn, and will eventually regenerate lost limbs and organs. Half trolls must still make a constitution save if poisoned, as the poison will simply keep killing the half troll over and over again until the toxin is removed. This ability cannot be aided by any heal spells and is continuously active. Subdual (non-lethal) damage heals at a rate of 1 point of damage every round. Acid, fire, or similar damage cannot be regenerated.

Worg, Shadow:

No. Encountered: 1 or 2-12

Size: Medium

HD: 4 (d12)

Move: 50ft

AC: 13

Attacks: Incorporeal bite (2d4)

Special: Blend, Create Spawn, Darkvision 60ft, Scent, Track, Strength Drain, Incorporeal, Sunlight Vulnerability

Saves: M

Int: Low

Alignment: Chaotic Evil

Type: Extraordinary Undead (shadowspawn)

Treasure: 0

XP: 180+4

Shadow Worgs appear as large black wolves formed entirely of gossamer threads of darkness and shadow with eyes that burn with a blue-white fire. These beasts are nocturnal hunters existing between the veil of the Æther and the mortal realm. As all shadows, shadow worgs hate all life and their eyes glow with ghastly flame as they approach their prey.

Combat: Shadow worgs tend to attack from ambush when at all possible, using darkness and shadows to their advantage. They will come upon their prey from hiding, or by leading them into a shadow laden clearing where the rest of the pack eagerly awaits the kill.

Create Spawn: A creature reduced to 0 strength by a shadow worg's strength drain attack is slain. The deceased will raise again as a lesser shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a lesser shadow is forever dead, and cannot be restored to life by any means short of *wish* spell.

Strength Drain: The touch of a shadow worg is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1 point of strength; creatures without strength scores instead suffer a -1 to attack rolls, effectively loosing 1 HD (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities). If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns (2-8 minutes).

Blend: In darkness, a shadow is virtually undetectable, it is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magickal light is cast forth, a shadow can be seen and combated normally.

Sunlight Vulnerability: If a shadow worg is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

APPENDIX III: ABBERLANDS RANDOM ENCOUNTER TABLES

Roll (2d10)	Encounter
2	1d4 Bodaks
3	Green Hag
4	1d4 Lesser Shadows
5	5d6 Pixies
6	4d6 Wolves
7	5d10 Giant Rats
8	1d3+1 Birds of Prey (Hawks or Falcons)
9	Merchant Caravan***
10	Aielmen Patrol*
11	Herder and 1d100 Sheep or Cattle
12	2d6 Red Deer
13	Bandits**
14	4d10 Ravens
15	2d6 Worgs
16	3d4 Hobgoblins
17	1d3 Werewolves
18	Banshee
19	2d4 Shadow Mastiffs
20	3d10 Feral Morgar

* These patrols are comprised of militia and consist of 2d12 humans mounted on riding horses and armed with either cudgels, hand axes, or spears, daggers, and shields with 50% carrying slings or short bows. These patrols are led by 3rd level fighters who wear padded or leather armour and are armed with broad swords, spears, and shields.

Patrols out of Lhandinas consist of 3d10 2nd level fighters in leather armour armed with spears (in which they are specialized), short swords and shields, mounted on light war horses led by a 3-5th level fighter equipped with ring mail, broad sword, spear, and a shield. 50% of the fighters in these patrols will also be armed with short bows.

** Bandit bands consist of 3d10 humans with 1 in every 10 being a half elf or half troll (50% chance for either). These brigands will be armed with simple and inexpensive weapons they will be armed with any of the following; clubs, daggers, spears, slings, or short bows. 25% of the brigands will also carry large shields, and a further 10% will possess padded armour, leather armour, or ring mail. For Every 10 bandits encountered, 1 will be a 1st level fighter or rogue equipped with leather armour or ring mail, a short sword or broad sword, large shield, and either a sling or a short bow. If more than 20 brigands are encountered they will be led by a robber knight of 1st-4th level equipped with ring mail, a broad sword, spear and a kite shield, mounted on a light warhorse.

*** A merchant caravan will consist of 4d10 individuals, of which 10% will actually be merchants with 10% being drovers and the remaining men being hired mercenaries. Of the mercenaries there is a 25% chance that 1 in 10 are trolls. Trolls will be armed with bearded axes or morningstars and shields and wearing leather or ring mail. The rest of the mercenaries will either be mounted (50%) and equipped with leather armour, spears, horseman's axes or short swords, and kite shields, of they will be on foot (50%) equipped with leather armour, spears or pole arms, and short swords or maces. 20% of those on foot will be armed with light crossbows or short bows in place of spears.

Table 22: The Aiel Marshes

Roll (2d10)	Encounter
2	Hydra
3	1d3 Will-O-Wisps
4	1d3 Wererats
5	1d6 Barghest
6	1d4 Phase Spiders
7	3d10 Striges
8	2d12 Giant Frogs
9	1d10 Skeletons*
10	1d100 Giant Rats
11	2d10 Red or Roe Deer
12	4d6 Hobgoblins
13	Venomous Snake
14	2d12 Ghouls*
15	2d6 Worgs
16	2d8 Brambles
17	2d10 Morgar
18	1-4 Shambling Mounds
19	1d4 Behirs
20	Annis

* These are the cursed spirits of those Aielmen and Lordainians who perished in the marshes centuries ago and many still bear the trappings and tattered heraldry of their former homelands. Skeletons will be armed with either rusted old spears, broad swords and small shields, or bearded axes.

Table 23: The Caerwen Countryside

Roll (2d10)	Encounter
2	5d6 Pixies
3	4d4 Blink Dogs
4	Fleshcrawler
5	1d4 Wereboars
6	2d6 Worgs
7	2d12 Hobgoblins
8	1d3+1 Birds of Prey (Hawks or Falcons)
9	Merchant Caravan***
10	Marchog Patrol*
11	Herder and 1d100 Sheep or Cattle
12	Bandits**
13	2d10 Travellers/Pilgrims
14	1d12 Wild Boars
15	4d6 Wolves
16	1d6 Wyverns
17	3d6 Werewolves
18	1d6 Griffons
19	Ghost
20	2d10 Morgar

* Marchog patrols consist of 2d10+10 1st level knights wearing ring mail and carrying broad swords, spears, short bows, and shields, mounted on light war horses. Marchog patrols are led by 3rd level knights and have a 20% chance of being accompanied by at 5th-8th level "marchog'n dal". Patrols out of Blaenstead, Caer-Marchog, and Marchadwedd have a 30% chance of being accompanied by a 1st-3rd level cleric of the Prioery of the Eternal Flame equipped with a mail hauberk, a light mace and shield and mounted on a light war horse.

** Bandit bands consist of 3d10 humans with 1 in every 10 being a half elf or half troll (50% chance for either). These brigands will be armed with simple and inexpensive weapons they will be armed with any of the following; clubs, daggers, spears, slings, or short bows. 25% of the brigands will also carry targe shields, and a further 10% will possess padded armour, leather armour, or ring mail. For Every 10 bandits encountered, 1 will be a 1st level fighter or rogue equipped with leather armour or ring mail, a short sword or broad sword, targe shield, and either a sling or a short bow. If more than 20 brigands are encountered they will be led by a robber knight of 1st-4th level equipped with ring mail, a broad sword, spear and a kite shield, mounted on a light warhorse.

*** A merchant caravan will consist of 4d10 individuals, of which 10% will actually be merchants with 10% being drovers and the remaining men being hired mercenaries. Of the mercenaries there is a 25% chance that 1 in 10 are trolls. Trolls will be armed with bearded axes or morningstars and shields and wearing leather or ring mail. The rest of the mercenaries will either be mounted (50%) and equipped with leather armour, spears, horseman's axes or short swords, and kite shields, of they will be on foot (50%) equipped with leather armour, spears or pole arms, and short swords or maces. 20% of those on foot will be armed with light crossbows or short bows in place of spears.

Table 24: The Lordainian Countryside

Roll (2d10)	Encounter
2	5d6 Pixies or Sprites
3	1d4 Lesser Shadows
4	1d4 Dwarves***
5	3d6 Werewolves
6	Werebear
7	2d6 Hobgoblins
8	1d4 Owlbears
9	2d4 Roe Deer
10	Roadwarden Patrol*
11	Brigands**
12	Merchant Caravan*****
13	4d6 Wolves
14	1d4 Black Bears
15	2d6 Worgs
16	2d6 Elves****
17	1d4 Giant Eagles
18	Dryad
19	Banshee
20	Basilisk

* Roadwarden patrols consist of 2d10 human and half-elf (human lineage) fighters of 1st -4th level mounted on light warhorses and equipped with leather armour or ring mail, broad swords, shields, and short bows (in which they are specialized in the use of). For every 5 roadwardens present at one of them will be a ranger of 1st -4th level who will be armed identically to the rest of the patrol. There is a 20% chance that a cleric of 1st -3rd level will be accompanying a patrol of 5 or more roadwardens armed with a cudgel, or light mace and shield, or quarterstaff, wearing leather armour or ring mail, and mounted on a riding horse.

** Groups of brigands consist of 3d10 humans with 1 in 10 being either an Yfirkind dwarf, half-elf, or half-troll. 50% of the brigand band will be armed with clubs, quarterstaves, or the like and carrying either slings or short bows, with the other 50% being better armed. They will be wearing either padded (60%), leather (30%), or ring mail (10%) armour, and armed with either short swords, hand axes, or spears, targe shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows.

*** Dwarves encountered in Lordainia will be wandering Yfirkind dwarves (90%), or a merchant and his guards from the Haladoror hold of Karak-Dor. If the dwarves are Yfirkind they will be armed with daggers, spears, small steel shields, and slings. If the dwarves are Haladoror they will be wearing either leather armour (60%) or chain hauberks (40%), and armed with short swords, spears, and skjoldr with 50% of the dwarves present also carrying short bows.

**** Groups of elves encountered will always be of the Aelwyd Glamrielle, most often being the retinue of a dignitary travelling between Thal-Aluna or Thal-Iridis and Blaid Cas. These retinues are comprised of the dignitary, who will be either a cleric of the Mlaenoriaid or lighter/illusionist of 2nd -8th level, with half the remaining elves being 1st -3rd level fighter/illusionists armed with long bows, long spears, and lleascledau, wearing elven chainmail and cloaks of elvenkind. The remaining elves are the dignitary's personal retainers and hangers on.

***** A merchant caravan will consist of 4d10 individuals, of which 10% will actually be merchants with 10% being drovers and the remaining men being hired mercenaries. Of the mercenaries there is a 25% chance that 1 in 10 are trolls. Trolls will be armed with bearded axes or morningstars and shields and wearing leather or ring mail. The rest of the mercenaries will either be mounted (50%) and equipped with leather armour, spears, horseman's axes or short swords, and kite shields, or they will be on foot (50%) equipped with leather armour, spears or pole arms, and short swords or maces. 20% of those on foot will be armed with light crossbows or short bows in place of spears.

Table 25: The Caen-Ywen Forest

Roll (2d10)	Encounter
2	2d6 Shadow Worgs
3	1d6 Barghest
4	1d4+1 Large Spiders
5	5d6 Pixies
6	4d6 Gnomes
7	1d8 Ghouls
8	1d4 Wereboars
9	2d4 Roe Deer
10	3d12 Bugbears
11	1d6 Brown Bears
12	2d6 Wild Boars
13	4d6 Wolves
14	2d6 Worgs
15	1d6 Ettercaps
16	1d4 Centaurs
17	3d6 Werewolves
18	Dryad
19	4d6 Griggs or 4d10 Gorse
20	Night Hag*

* The night hag encountered is the powerful and treacherous *Black Annis*. *Black Annis* is a *Night Hag* with 10 HD (80hp) and is worth 2480 XP.

Table 26: The Ysgawen Forest

Roll (2d10)	Encounter
2	Unicorn
3	2d4x10 Atomies
4	Werebear
5	5d6 Pixies
6	4d6 Gnomes
7	2d4+1 Satyrs
8	2d6 Giant Ticks
9	1d6 Brown Bears
10	4d6 Wolves
11	2d4 Roe Deer
12	2d6 Wild Boars
13	2d6 Worgs
14	1d4 Owlbears
15	1d6 Barghest
16	2d4 Centaurs
17	4d6 Griggs
18	Dryad
19	2d10 Feral Morgar
20	Ysgeifog

Table 27: The Rosalin Countryside

Roll (2d10)	Encounter
2	1d3 Nymphs
3	2d10 Feral Morgar
4	Werebear
5	5d6 Pixies
6	2d6 Worgs
7	1d4 Giant Toads
8	1d4 Owlbears
9	3d4 Red Deer
10	Grey Watch Patrol*
11	Herder and 1d100 Sheep or Cattle
12	Merchant Caravan**
13	2d6 Wild Boars
14	Brigands***
15	4d6 Wolves
16	2d6 Elves****
17	1d6 Ankheg
18	1d4 Bodaks
19	1d6 Barghest
20	2d6 Shadow Worgs

* These ranger bands are comprised of 1d6+1 rangers or 1st-4th level. Bands of Grey Watchers of 5 or more are led by a master ranger of 6th-10th level, men who have spent decades in the wilderness of Rosalin. Each ranger is armed and armoured uniquely but most carry a sword or axe of some kind and a shield, or fight with sword and dagger and carry either a long or short bow. Ranger bands are rarely mounted in the wild and are most often encountered on foot.

Ranger bands encountered within a day's ride of a Grey Watch garrison (Caer-Bogach, Caer-Cadair, and Caer-Glas) consist of 2d10 1st level rangers led by a ranger of 3rd-8th level. These are groups of less experienced rangers who have yet to earn the honour of joining a band in the wilds led by an experienced mentor, most often injured in the field or of an age where life in the wilderness is no longer feasible. In these cases there is a 20% chance that the entire group will be mounted on riding horses.

** A merchant caravan will consist of 4d10 individuals, of which 10% will actually be merchants with 10% being drovers and the remaining men being hired mercenaries. Of the mercenaries there is a 25% chance that 1 in 10 are trolls. Trolls will be armed with bearded axes or morningstars and shields and wearing leather or ring mail. The rest of the mercenaries will either be mounted (50%) and equipped with leather armour, spears, horseman's axes or short swords, and kite shields, or they will be on foot (50%) equipped with leather armour, spears or pole arms, and short swords or maces. 20% of those on foot will be armed with light crossbows or short bows in place of spears.

*** Groups of brigands consist of 3d10 humans with 1 in 10 being either an Yfirkind dwarf, half-elf, or half-troll. 50% of the brigand band will be armed with clubs, quarterstaves, or the like and carrying either slings or short bows, with the other 50% being better armed. They will be wearing either padded (60%), leather (30%), or ring mail (10%) armour, and armed with either short swords, hand axes, or spears, targe shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows.

**** Groups of elves encountered will always be of the Aelwyd Glamrielle, most often being the retinue of a dignitary travelling between Thal-Aluna or Thal-Iridis and Delwyncartelli. These retinues are comprised of the dignitary, who will be either a cleric of the Mlaenoriaid or fighter/illusionist of 2nd-8th level, with half the remaining elves being 1st-3rd level fighter/illusionists armed with long bows, long spears, and lleasledau, wearing elven chainmail and cloaks of elvenkind. The remaining elves are the dignitary's personal retainers and hangers on.

Table 28: The Rosalin Coastlands

Roll (2d10)	Encounter
2	Roc
3	2d12 Nixies
4	2d4 Wights
5	2d6 Worgs
6	1d4 Giant Eagles
7	2d12 Giant Frogs
8	2d4 Gnolls
9	Grey Watch Patrol*
10	Merchant Caravan**
11	Brigands***
12	4d10 Ravens
13	1d4+1 Birds of Prey (Hawks or Falcons)
14	1d100 Giant Rats
15	Highwaymen****
16	4d6 Wolves
17	3d10 Sahuagin
18	1d8 Ghouls
19	2d6 Shadow Worgs
20	1d6 Barghest

* These ranger bands are comprised of 1d6+1 rangers or 1st-4th level. Bands of Grey Watchers of 5 or more are led by a master ranger of 6th-10th level, men who have spent decades in the wilderness of Rosalin. Each ranger is armed and armoured uniquely but most carry a sword or axe of some kind and a shield, or fight with sword and dagger and carry either a long or short bow. Ranger bands are rarely mounted in the wild and are most often encountered on foot.

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** A merchant caravan will consist of 4d10 individuals, of which 10% will actually be merchants with 10% being drovers and the remaining men being hired mercenaries. Of the mercenaries there is a 25% chance that 1 in 10 are trolls. Trolls will be armed with bearded axes or morningstars and shields and wearing leather or ring mail. The rest of the mercenaries will either be mounted (50%) and equipped with leather armour, spears, horseman's axes or short swords, and kite shields, or they will be on foot (50%) equipped with leather armour, spears or pole arms, and short swords or maces. 20% of those on foot will be armed with light crossbows or short bows in place of spears.

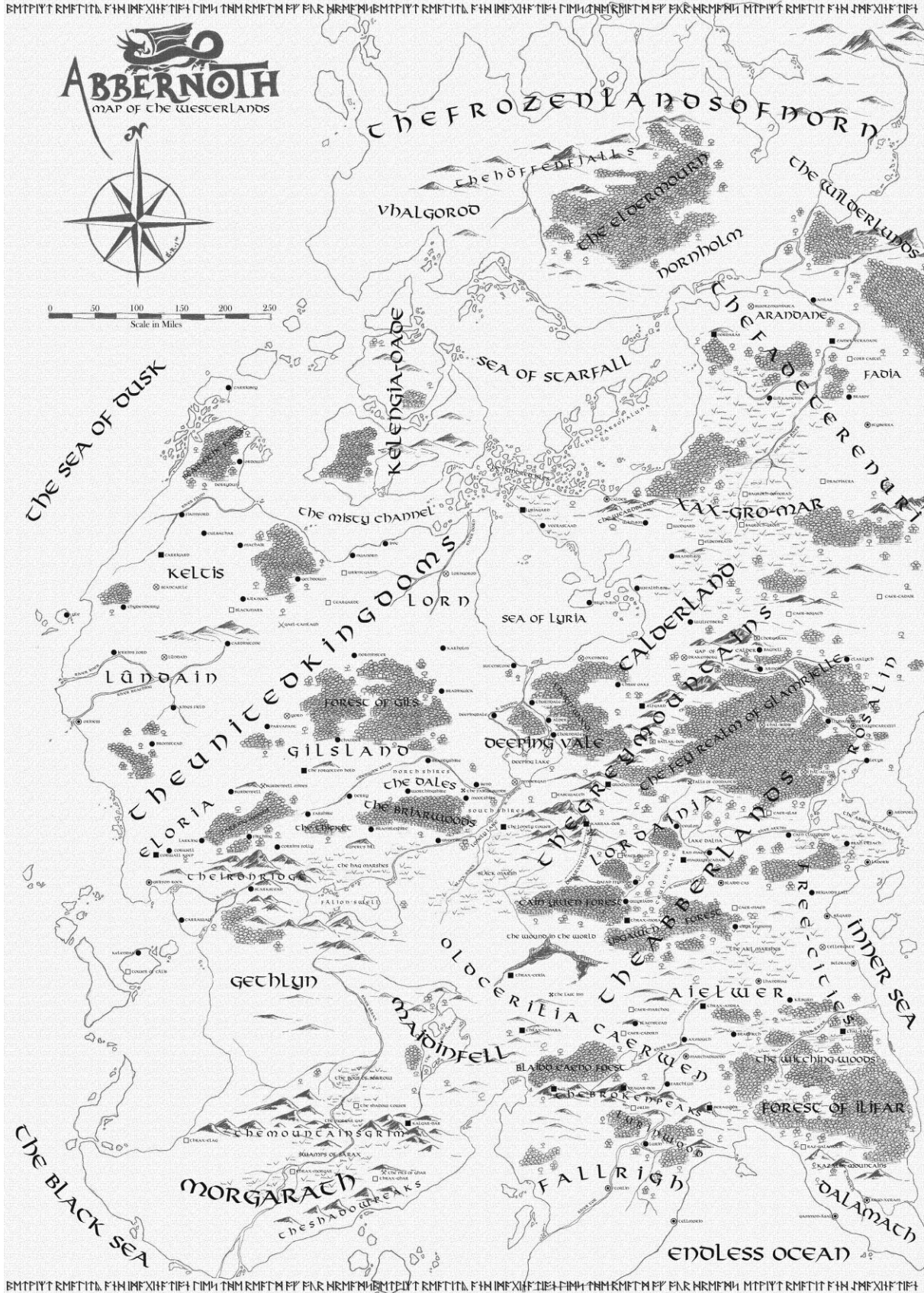
*** Groups of brigands consist of 3d10 humans with 1 in 10 being either an Yfirkind dwarf, half-elf, or half-troll. 50% of the brigand band will be armed with clubs, quarterstaves, or the like and carrying either slings or short bows, with the other 50% being better armed. They will be wearing either padded (60%), leather (30%), or ring mail (10%) armour, and armed with either short swords, hand axes, or spears, targe shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows.

**** Bands of highwaymen consist of 3d6+2 1st level fighters wearing leather (80%), or ring mail (20%) and armed with short swords, horseman's axes, morningstars, or spears. Half of the highwaymen encountered will also have either a targe shield or a short bow. Highwaymen will be mounted on riding horses 25% of the time. If 10 or more highwaymen are encountered they will be led by a robber knight of 2nd-5th level wearing ring mail and armed with a spear, broad sword and kite shield. The robber knight will be mounted on a light warhorse.

Table 29: Glamrielle

Roll (2d10)	Encounter
2	1d2 Ysgeifiog
3	2d4x10 Atomie or 1d4x10 Gorse
4	1d6 Barghest
5	1d3 Nymphs
6	1d20 Purple Fungus
7	Werebear
8	1d4 Giant Toads
9	4d6 Centaurs
10	4d6 Red or Roe Deer
11	4d6 Wolves
12	1d3 Giant Lynx
13	Elven Patrol*
14	2d4+1 Satyrs
15	Basilisk
16	1d3 Will-O-Wisp
17	2d12 Griggs or 2d8 Brambles
18	3d6 Werewolves
19	Dryad
20	1d4 Unicorns

* The elves of the Aelwyd Glamrielle maintain patrols throughout their forest realm traveling in small bands of 3d4 3rd-5th level elvish rangers wearing elven chainmail and cloaks of elvenkind and armed with long bows, and lleascledau or long spears. Patrols numbering 5 or more elves will be accompanied by either an illusionist (20%) of 2nd-5th level, or a cleric (80%) of 2nd-9th level. These patrols will most likely help lead lost travellers to the road or nearest human settlement but will attack hostile or irreverent trespassers without hesitation or mercy. Lost travellers refusing aid will be left to their fate.



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