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CAMPAIGN SUPPLEMENT:

GAZETTEER OF CALDERLAND

For Use with the Abbernoth Campaign Setting and Castles & Crusades 4th edition Roleplaying Game

By

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Between Reality and Dreams Lies the Realm of Our Imagination

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TABLE OF CONTENTS:

Gazetteer of Calderland	page 3
The Goths and the Teutons	page 3
Religion in Calderland	page 3
Languages of Calderland	page 3
Costume	page 4
The Ecosystem	page 4
Notable Locations	page 5
Ælfgard	page 5
Brandhæm	page 5
Brythæm	page 6
Calder	page 6
Drakenberg	page 7
Eldenbrand	page 7
Lýriagard	page 8
Oxenberg	page 8
Three Oaks	page 8
Veerastaad	page 9
Wighæm	page 9
Wodgard	page 9
Wulfenberg	page 9
Map of Calderland	page 10
Personalities of Calderland	page 11
Abelard of Calder, Prior of the Priory of St. Sebastian in Oxenberg	page 11
Albrecht Bergmann, Markgraf of Drakenberg	page 11
Beringer Falk, Graf of Oxenberg	page 12
The Bleiddiau, Drudion Arweinydd	page 12
Hans Vogler, Proprietor of the Green Man	page 13
Hildebrandus II, Patriarch of the Priory of the Eternal Flame	page 13
King Wulfgrim II, Sovereign of Calderland	page 13
Leopold O' Sevens	page 14
Johan Wexler, Graf of Wulfenberg	page 14
The Nacht Meister	page 14
Appendix I: A Concise Timeline of the Kingdom of Calderland	page 15
Appendix II: Hierarchy of the Priory of the Eternal Flame	page 16
Appendix III: Calderland Random Encounter Tables	Page 17
OGL	page 21

GAZETTEER OF CALDERLAND:

Official Name: The Kingdom of Calderland

Government: Limited Monarchy with increasing theocratic involvement from the Priory of the Eternal Flame

Ruler: King Wulfgrim II, Sovereign of Calderland, and Prince of Calder

Capital: Calder

Heraldry: Gules, a dragon rampant crowned or

Demographics: Human, with a very small minority of half trolls

Economy: Pastoralism

Major Exports: Furs, iron ore, livestock, peat, and weapons

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. It was Calder who united the warring tribes of the Goth and Teuton warlords under his banner, and it was with their aid that his dream of a kingdom was realized. Today, despite its relative size, Calderland is one of the most politically significant kingdoms in the Westerlands. 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.

The Goths and Teutons:

Prior to the conquest of King Calder in 95.2Ea.r. Calderland was a harsh wilderness. Two tribes of men fought to survive against hobgoblins, trolls, and each other. These tribes were the barbaric Goths, a slavic tribe who migrated from the north in the lands of modern day Arandane and Fadia, and the Teutons who descended from the tribes of the western Abborn.

Religion in Calderland:

Before King Calder crossed the seas, the tribes of the Goths practiced animism and ancestor worship, while the Teutons followed the ways of the Abborn, worshipping fey spirits, and the Old Gods of the elder races. King Calder brought the Norn Gods with him when he conquered the Goths and Teutons and many converted to the faith of their new king.

During the Second Troll War of 450-472.3Ea.r. a new faith emerged in Calderland heralded by the Prophet Sigismund that cast down the many gods of old, and in their place arose one true god; a god of mercy and of vengeance, the Eternal Flame in the Heavens. Today the Priory of the Eternal Flame is the dominant faith of Calderland with growing support across the Westerlands. For more information on the Priory of the Eternal Flame see page 38 of the *Abbernoth Campaign Setting*.

Languages of Calderland:

High gothic and low gothic are the official languages of the Kingdom of Calderland, both derived from the ancestral tongue of the Goth tribes of old. High gothic or king's gothic is the language of the gentry, used by scholars and poets, and the language used in religious services by the Priory of the Eternal Flame across the Westerlands. Low gothic or common gothic is the language of the peasantry, a more colourful and vulgar form of the gothic language, influenced by nornic, and old abborn.

Besides the gothic dialects, a number of languages are commonly heard in the streets of towns and cities across Calderland; nornic in the northwest most notably in Veerastaad, and Calder, old abborn in the southlands, and the trader's tongue is common enough among merchants and craftsmen across the entire country. The troll tongue can be heard spoken among those few half trolls who ebb out a pitiful existence in the gutters of cities and outskirts of society, and a pigeon form of the troll tongue is often learned by soldiers serving on the borders of Xax-Gro-Mar.

Costume:

For the better part of the year Calderland is an inclement place shrouded in mist, and people have always dressed accordingly. Caldermen commonly utilize linen, oiled leather, wool, fur, and for those who can afford it, sealskin is highly prized for its water resistance and is used to line tunics, boots, and cloaks. Men wear long woollen overtunics called *kyrtill* that are tight in the chest with broad skirts often decorated with a braid on the neckline and cuffs. Men who can afford it will often wear a long linen undertunic below the *kyrtill* for added warmth and as a symbol of status. Tight fitting linen or woollen trousers with belt loops and leather straps under the heels are worn to protect the legs often with the lower legs wrapped in woollen swathing bands for added warmth. Woollen socks, crafted using a complicated series of knots called *nálbinding*, are worn under fur-lined leather turnsole shoes, or calf-high boots. Heavy rectangular cut cloaks lined in sable or sealskin are worn over the shoulders, commonly secured by a penanular brooch of scrimshaw, copper, or gold. Fur-lined caps are worn on the head. Hats are so important to survival in the cold winter months that pulling a man's hat from his head is a criminal offense equivalent to assault and punishable by death.

Women wear ankle-length linen underdresses with the neck closed by a brooch, with a shorter length apron-like skirt called a *hangerock* worn over it. The front and back panels of the *hangerock* are connected at the shoulders by a pair of oval shaped brooches. Women often wear beaded necklaces strung between these brooches and carry commonly needed items like keys, scissors, knives, or whetstones on leather thongs around the neck. Like men, women wear heavy fur-lined cloaks often with wide cowls. Headdresses typically made of linen are common among the peasantry while more elaborate examples with fine embroidery are worn by women of standing.

Members of the nobility often wear very fine examples of traditional garments made with select fabrics and embellished with fine furs, intricate braid work and embroidery. Noblemen favour long and thin leather belts with intricate buckles and end weights, and wear tight fitting fur-lined jackets over their *kyrtill*. Noblewomen favour fur-lined gowns over traditional underdresses featuring intricate beadwork, with fine brooches crafted of silver or gold, and inlaid with precious stones. As a nod to tradition many noblewomen wear keys and delicate knives on silken thongs around their necks as charms serving as a reminder of their place in their husband's household.

The Ecosystem:

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 whose meat is 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, 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.

Notable Locations:

Ælfgard:

The castle of Ælfgard, meaning elf guard in high gothic, lies on the western edge of the Grey Valley where the fabled forest of Glamrielle gives way to the blanket bogs of Calderland. Originally completed in 198.3Ea.r. by King Adlar II during the wars with Rosalin and the elves of Glamrielle. Today Ælfgard has fallen into disuse and is little more than a ruin, reclaimed by the wilderness of the Grey Valley.

Ælfgard is a place avoided by the Caldermen and there are many superstitions and hearthside tales told about the old ruins of Ælfgard. They tell of strange shadows seen roaming about the parapets in the moonlight, of children who wandered too close never to be seen again, and of terrible beasts that prey upon hunters who wander too near. Most consider the stories about Ælfgard little more than cautionary tales told to children, but there is some truth in every tale and those told about the old castle are no different. In the past Ælfgard has acted as a hideout for bandits and outlaws, and there is no telling what monsters might have laired in those old stones over the centuries.

Brandhæm:

The walled town of Brandhæm lies in the moors in the east of Calderland near the border of the marshlands of Xax-Gro-Mar. Brandhæm has suffered greatly over the centuries at the hands of trolls and the townsfolk have become grim with a black humour towards death that comes with becoming accustomed to violence. They are possessed of a fervent devotion to the Priory of the Eternal Flame and are considered some of the most pious people in Calderland.

Brandhæm and its surrounding farmsteads subside off the land herding goats and sheep, and through the mining of peat which is used for fuel in the cold autumn and winter months. Brandhæm is also home to a number of skilled swordsmiths who have passed down the secrets of their trade from father to son for generations. Brandhæm swordsmiths are best known for their wavy-bladed zweihanders called flamberges, whose characteristic blades give these weapons a flame like appearance making them a symbolic and favoured weapon of warriors in the service of the Priory of the Eternal Flame.

At the heart of Brandhæm is the Priory of St. Gomic the Troll Slayer which was erected just after the Troll Wars in 474.3Ea.r. after the Priory's namesake slew the Troll King Gorgannon during the Battle of Brandhæm and effectively bring the conflict to an end. Since its construction the Priory has become the heart of the community and a sanctuary to questing templar in the borderlands. The current prior, a fiery man and ex-soldier in his late 40's named Hartwin, is the nominal leader of the people of Brandhæm, adjudicating disputes, and seeing to the townsfolk's physical and spiritual wellbeing. The borderlands are an unforgiving place and Hartwin keeps the peace by strictly enforcing the sacred laws of the Eternal Flame and punishing transgressions with severity. The prior cast out his own daughter when it was discovered she had conceived out of wedlock and condemned her and his unborn grandchild to exile. Despite the harshness of his justice Hartwin is well regarded by the people of Brandhæm who consider him a virtuous and just man who would unquestioningly lay down his life for his beliefs and the safety of his parishioners.

The Drudion:

Though it is widely believed outside of Calderland that the Priory's influence is absolute within the country there are those who oppose their god and refuse to abandon the Old Ways and they fight a hidden war in Calderland and across the Westerlands against the Priory and its intolerance. They call themselves the Drudion, meaning hero in tylwyth teg, and they fight to restore their country in the eyes of the gods. The Drudion are considered heretics and outlaws by the Priory's faithful but to those who follow the Old Ways they are looked upon as holy warriors and protectors.

The Drudion seek freedom to worship their gods and an end to the persecution of demihumans. They are a group of men, and demihumans united by their purpose and utterly dedicated to their cause.

The symbol of the Drudion is a sprig holly often taking the form of a simple pendant hidden under a tunic. When the Drudion strike they will often leave a circlet of holly upon the brow of the dead so that Moira may find their souls and lead them to Moorgail's judgment.

Brythæm:

The island city of Brythæm lies approximately 50 miles offshore in the Sea of Lÿria. The city is a hub for trade in the between Calderland and Lorn as well as merchants hailing from distant Keltis and the enigmatic isles of Kelengia-Oade. At the heart of Brythæm stands the *Brytturm*, meaning bright tower in high gothic, an ancient fortification dating back before the cataclysm, a remnant of the Cerilian Empire. The *Brytturm* is one of the strongest bastions in all of Calderland, perhaps even all the Westerlands. The ruin was refurbished under the reign of Adlar I and given over to the Priory under the rule of Wilhelm III in 500.3Ea.r. It is within the ancient *Brytturm* that the aforementioned king was laid to his eternal rest, and so will his son, King Wulfgrim II when his time comes, and all kings of Calderland forever after. It was also within the walls of the *Brytturm* that King Wulfgrim II was crowned by Patriarch Hildebrandus II of the Priory of the Eternal Flame in 543.3Ea.r.

Prior to the completion of the Cathedral of the Resplendent Flame in Calder in 558.3Ea.r., the *Brytturm* had been the seat of Priory power but since the cathedrals completion it has been given over to the paladins of the Brothers-Militant to act as a base of operations and fortress for the Grand Master Militant and his officers while the Patriarch, cardinals, and ecclesiastical staff have taken residence in the countries capital in hopes of making the heart of Calderland also the operational and spiritual heart of the faith.

At the top of the *Brytturm* stands a massive pyre that a sect of monks called the Keepers of the Tower, maintain perpetually in honour to their beloved deity. The fire atop the *Brytturm* can be seen for hundreds of miles around on a clear day and too many, is a powerful symbol of hope and the divine protection against the shadow bestowed upon his children by the One True God. The flame also serves a practical purpose as a beacon for ships negotiating the often treacherous waters of the Sea of Lÿria and in the event of invasion from the sea the Flame of Brythæm is doused as a warning to the mainland of the approaching danger. In the 60 years the Priory has held the tower and the flame has been tended it has never once died out or been doused.

Calder:

The city of Calder was once called *Nyrhöfen*, meaning new harbour in the Norn tongue, and is said to be the place where King Calder and his armies first landed in the early days of the Second Era. After King Calder's death in 118.2E.a.r. *Nyrhöfen* was renamed Calder in honour of the fallen King and has served as the kingdom's capital ever since. It has become a walled city of stone hewn from the Weardbergs and at its heart is the *Calderschloss* a massive fortress and the ancestral home of the Calderlandian Kings.

In the year 558.3Ea.r. construction of the Cathedral of the Resplendent Flame was completed and with it, Calder has become the spiritual heart and seat of power for the Priory of the Eternal Flame. The Cathedral was built in the south of the city over the Mausoleum of Kings where Calder and his entire noble house were laid to rest.

Calder is divided into three wards surrounding the *Calderschloss*; the Port Ward to the west overlooking the Bay of Calder, a bustling centre of trade where fishmongers sell the days catch, where pickpockets ply their trade, and the tall masts of coasters and galleys rise like a floating forest. The Priory Ward (formerly called the Old City) to the south of the *Calderschloss* is where townsmen and their families live out their lives in the shadow of the Cathedral of the Resplendent Flame, and where His Holiness the Patriarch Hildebrandus II leads the Priory as the One True God's representative in the mortal realm. The Caldergate lies to the east where the poor and downtrodden live in squalor amid stables taverns, and inns used by travellers and merchants visiting the city.

Arms and Armour in Calderland:

The people of Calderland have a long history of warfare and bloodshed. Whether commoner or noble every family has lost loved ones to the ravages of war. Most men and women have some concept of how to wield a bow, spear, or axe in the defence of their farmsteads and families, and many have served the Crown on the borderlands of Xax-Gro-Mar. Every man regardless of station is expected to be prepared to answer a call to war so weapons are common place even in the poorest household.

It is customary in noble houses to have children begin learning how to fight from as early an age as they can manage to heft a weapon. Tournaments between nobles are very common across Calderland. These tournaments are not the pageant affairs of the United Kingdoms but rather bloody events that are meant to prove a man's skill and courage. Killing a man during a tourney is unfortunate and looked on unfavourably but not a crime and some would hazard that many a feud between the nobility has been settled on the tourney field.

Caldermen rely on heavy round shields made of wood and reinforced with iron as their primary source of protection in battle.

Armour is a status symbol amongst soldiers in Calderland with men of common birth often wearing simple leather jerkins sometimes reinforced with iron rivets or studs, while mail hauberks and coats of plates are often worn by those fighting men of more affluent backgrounds.

Peace is kept in Calder by the Watch known as the King's Red Cloaks but with constant trouble from the *Drudion* and the *Nacht Dieb*, the thieves' guild operating in the city, the streets are far from safe at night. By royal edict a curfew has been in place for close to 15 years, the Caldergate is closed at dusk and any man caught in the streets after nightfall is subject to a fine of no less than 5 pfennig and imprisonment not to exceed two days.

Drakenberg:

The fortress city of Drakenberg stands on the western edge of the Gap of Calder and has been the gateway to Calderland since the days of King Calder the Conqueror. It is said that the massive walls of Drakenberg are nigh impenetrable and has survived many sieges during the years of war between Calderland and Rosalin and again during the Troll Wars in the blood drenched winter of 468.3Ea.r. It was from Drakenberg that King Adlar II led the ill-fated autumn campaign of 212.3Ea.r. when his forces were ambushed in the dark of night and the crown of Calderland was lost.

The sagas of the Teutons tell that Drakenberg was built upon the very ground where their legendary hero Alistair slew the dragon Sadrixillion who descended from Mt. Thorgarak upon his tribe when they first came to the lands west of the Grey Mountains. Within the *Drakenshloss* at the heart of Drakenberg is said to be a hidden catacombs where the Teutons buried Alistair with the bones of Sadrixillion.

Today Drakenberg is ruled over by His Grace the Markgraf Albrecht Bergmann. He is dark, brooding man with a mind for tactics, and a deep piety. He is more feared than loved by his people, but is regarded as a hero among soldiers and is a close childhood friend of King Wulfgrim II. Few forget that it was Albrecht's great grandfather Gomic who slew the Troll King Gorgannon in single combat on the fields of Brandhæm and has since been canonized by the Priory of the Eternal Flame as St. Gomic the Troll Slayer. Now coming into his 50th winter, Markgraf Drakenberg has finally left the front lines on the borderlands, leaving command to his twin sons Bertram and Dietrich so that he may focus his attentions on his people and, perhaps to take a hard earned rest.

Eldenbrand:

The castle of Eldenbrand stands resolute upon a craggy hill on the eastern borderlands northeast of the town of Brandhæm overlooking the marshes of Xax-Gro-Mar. Eldenbrand is the sister fortress to Wodgard in the north and has served as a stronghold against troll invasion for a little over 200 years. It is a stark place with little adornment simply built for the bloody purpose of war. In Autumntide of 472.3Ea.r. the fortress of Eldenbrand was sieged by an insurmountable force of trolls. It was here that the One True God revealed himself to the prophet Sigismund and where the Fires from the Heavens fell upon the assaulting trolls, burning them to cinders in a divine conflagration. In the last decade the fortress become the home to the templar knights of the Order of St. Edmund the Protector, an order of Priory knights who are pledged to defend the borderlands against the brutality of the trolls.

The current Castellan of Eldenbrand is his Royal Highness Prince Eugen Aedrick who was sent by the King to learn the ways of warfare and to grow into a man. Prince Eugen has taken up his father's challenge with the eagerness of youth, personally leading raids into Xax-Gro-Mar on numerous occasions at the council of the Lord Commander Erik Grimhild of the Order of St. Edmund. He is considered a brave man but many of the veterans under his command believe that his leadership has led to unnecessary deaths and have begun to secretly resent him and the Lord Commander who is goading him on.

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.

Lýriagard:

Lýriagard was built during the reign of King Calder the Conquer in order to guard the straights of Lýria against sea invasion and did so faithfully until its destruction by the navy of Lorn in 322.3Ea.r. during the war with the Elorian Usurper, the High King Edward I of the Royal House of Lark.

Today Lýriagard has been overtaken by saltwater marshes and has become home to all manner of beast. It is a place avoided by Caldermen. There have been rumours over the years that the ruins of Lýriagard are used by the *Drudion* as a hidden refuge, a place to mount their attacks against Calderland and the Priory of the Eternal Flame.

Oxenberg:

The city of Oxenberg lies on the border of Calderland and the Deeping Vale in the southwest of the country. Oxenberg is one of the oldest settlements of the Teuton tribes and has existed since before the coming of King Calder I, and the forging of the Kingdom of Calderland. The people of Oxenberg tend to have more in common with the folk of the Deeping Vale and their Abborn cousins than their kin to the north. To the Priory Oxenberg is a thorn in the side. The Graf of Oxenberg, an ancient man called Beringer Falk, still holds

to the Old Ways of his ancestors, and as long as he lives, so too will many of his subjects, limiting the Priory's influence in the city. Oxenberg is one of the few parts of Calderland where demihumans are tolerated by the people and not openly persecuted and followers of the Old Ways can be found practicing their beliefs openly.

Despite this the Priory still have a strong following in the city it's just far from the nigh absolute devotion the Priory enjoys in the rest of Calderland. Internecine strife between the Priory and followers of the Old Faith has tormented the city for close to two decades and with the emergence of *Drudion* activity within the city walls Graf Oxenberg fears that it is only a matter of time until there is bloodshed. If things end violently the King will no doubt side with the Priory condemning the old Graf and those who will not forsake their belief in the *Mlaenoriaid* with him, a resolution many would find rather desirable.

Three Oaks:

Three Oaks is a small town hidden in the alder and oak groves of southern Calderland. The town gets its name from three ancient oak trees that had been carved into likenesses of the three Mlaenoriaid, the greater gods and goddesses of the Ddwirnod and Naturiaeth; Aouragon Lord in the Heavens, Aluna the Fey-Queen, and Malcorr the Forest Father. The exact age of these living statues is unknown but many speculate that they were carved by ogres or perhaps gnomes or elves when the Deeping Vale was a part of the fey realm of Glamrielle before the cold and darkness of the Long Twilight fell upon the Westerlands.

lived far from the violence of the borderlands. The people of Three Oaks live as they always have, farming grains, and raising cattle, goats, and sheep. The town itself is small with perhaps only 800 people living within the town proper and another 200 families in the outlying farmsteads. A coaching inn, called the Green Man, that services travellers and merchants from Oxenberg and the Deeping Vale sits in Three Oaks' sleepy town square next to a small Priory to the Eternal Flame called St. Tibults. With the exception of the occasional visit from the Bailiff of Oxenberg to collect taxes and adjudicate disputes the people of Three Oaks are left to themselves.

The truth is that many folk in Three Oaks are *Drudion* sympathizers and a few go so far as to secretly aid them; offering weapons, medicine and supplies smuggled from Oxenberg and from The Deeping Vale. If any of these so-called "foxes" as *Drudion* sympathizers have become called after Patriarch Hildebrandus II referred to them as such in the inaugural sermon in the Cathedral of the Resplendent Flame saying "those who would harbour these shadow-touched brigands are foxes hiding amongst His flock; scheming, treacherous, and dangerous."

<i>The Rulers of Calderland:</i>		
<i>HOUSE OF CALDER:</i>		
<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>
<i>ERA OF FOUR KINGS</i>		<i>254-266.2Ea.r.</i>
<i>HOUSE OF AEDELRIK:</i>		
<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>Wullgrim 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>Wullgrim II</i>		<i>543.3Ea.r. -</i>

Veerastaad:

The town of Veerastaad lies within the saltwater marshes on the coast of the Sea of Lȳria approximately 25 miles southeast of the ruins of Lȳriagard. Originally a fishing village founded by the Norn who came across the sea with King Calder the Conqueror, today Veerastaad has grown into a large town and active port of call for ships making the voyage across the Sea of Lȳria to Brythæm and eventually Calder.

The people of Veerastaad have many superstitions and folk tales involving ghostly lights that haunt the marshes at night that are said to lead the lost and foolish to a watery grave. They also tell of monstrous fish men they call sahuagin who emerge from the depths to stalk the night in hopes of feasting on the sweet flesh of young children.

Wealdhæm:

The small fishing town of Wealdhæm sits upon the sea of Lȳria with the island city of Brythæm perhaps 50 miles offshore to the west. The small town is most notable in recent years as the place where pilgrims making their way to the *Brytturm* stay while seeking passage across to Brythæm as well a hub for trade between the merchants of Brythæm and those of the mainland. Wealdhæm experienced a lot of growth in the fifty odd years that the *Brytturm* was the seat of the Priory of the Eternal Flame, and was the port by which King Wulfgrim II made his way to and from his coronation in 548.3Ea.r.

Wighæm:

The mining town of Wighæm lies within the foothills of the Weardbergs in the north of Calderland. It is from the mines and smelters of Wighæm that the majority of iron and copper ore is produced each year making it one of the most economically pivotal locations in the entire kingdom.

Wighæm is the closest town to the castle of Wodgard in the borderlands and supplies the garrison with food, clothing, and weapons as well as many of the town's sons who proudly fought and died in the troll wars in the past and many who serve in the garrisons at Wodgard and Eldenbrand today. The people of Wighæm are miners or goatherds who enjoy the simple things in life and treat every day as a gift from the One True God.

Wodgard:

The sister fortress to Eldenbrand the castle of Wodgard was built to defend Calderland's northern borders against incursion from the trolls of Xax-Gro-Mar following the Battle of Wod where King Calder III was slain by the Troll King Morganax and the remnants of the troll army was scattered through the decisive leadership of Markgraf Aedelrick of Brandhæm who would come to be King Adlar I, the Unifier.

It is a haunted place of ill repute among soldiers who have been garrisoned there and many talk about ghoulish wolves that prowl the swamps at night, and tell tales of other foul creatures worse than trolls that inhabit that piece of the marshes. Many think the very ground around Wodgard was cursed the day King Calder III fell leaving a black stain upon a dark land. Whatever the case, men who have been garrisoned at Wodgard return changed and most would rather die than return to the accursed swamplands that surround Wodgard.

Wulfenberg:

Wulfenberg is situated in the blanket bogs that dominate south eastern Calderland within the shadow of the foothills of the Grey Mountains. Wulfenberg is a town of goatherds, miners, and shepherds who, like most in eastern Calderland have given much in the wars against the trolls. The mines of Wulfenberg are the greatest source of silver ore in Calderland, and the Wexler family, who have ruled Wulfenberg and the surrounding villages for nearly two centuries, are one of the wealthiest noble families in Calderland due entirely to the Wulfenberg silver mines. The current Graf Wulfenberg a young man, called Johan Wexler, who has begun to meet with a number of nobles from the United Kingdoms in hopes of making a number of investments in Eloria, and Gilsland, spreading his family's wealth and power beyond the borders of Calderland.

Wulfenberg is a large town of roughly 1,500 people and is the hub of trade for the surrounding villages and farmsteads. Every autumn Wulfenberg hosts an annual harvest festival, a celebration marked with song and dance, drinking of ale, and culminating with in a contest of arms where the young men from Wulfenberg and the surrounding villages try to prove their strength and valour in a variety of challenges, from foot races, to wrestling, and what the locals call the stone toss, an event where each challenger tries to hurl a massive hunk of masonry, referred to reverently by the people of Wulfenberg as the tossing stone, the furthest.

MAP OF CALDERLAND CIRCA 560.3E.A.R.



PERSONALITIES OF CALDERLAND:

Abelard of Calder, Prior of the Priory of St. Sebastian in Oxenberg:

Lawful Neutral, Human, 4th level Cleric of the Priory of the Eternal Flame

A hard man in his late 30th winter, Abelard of Calder stands a little less than 6 feet tall with the build of an erudite that has spent the majority of his youth within the walls of a Priory. His eyes are cold blue and he wears his thinning blonde hair in a braid that reaches to just below his shoulder blades. The Prior garbs himself in the garments of his office; a dalmatic bearing the Eternal Flame over faun white monastic robes. Abelard is of the belief that wealth is corrupting and eschews some of the more ostentatious ornaments many of his brethren will adorn themselves with; even his holy symbol is a practical and simple copper and brass affair.

Abelard spent the first decade as a full Prior overseeing the architects and master masons employed at the construction of the Cathedral of the Resplendent Flame. Abelard his one of the Archbishop of Calder's personal friends and the two have been close since the Archbishop took notice of him as an acolyte when Abelard presented his masters with designs to construct a massive domed ceiling for the nave of the Cathedral of the Resplendent Flame; a design that earned him the responsibility of overseeing the last phases of the Cathedral's construction and the implementation of a number of his architectural innovations. Abelard is a brilliant man and has a grasp of mathematics that few men in the Westerlands can match, and fewer still could hope to exceed, as well as an understanding of history, linguistics, and politics.

Since the completion of the Cathedral two winters ago, Abelard has been assigned to the southern diocese at the Priory of St. Sebastian in Oxenberg, at the behest of the Archbishop of Calder. Abelard was given a simple charge with his appointment; end the troubles in Oxenberg favourably. Abelard has, for the most part, been able to keep his flock in line and has avoided violence between the faithful and those misguided heathens who still clinging to "out-dated superstition". Abelard knows full well that if there is violence in the city it will be all the Patriarch will need to have the King intervene and force the Priory's agenda upon the people of Oxenberg. Abelard will not openly allow his beloved Priory or any on his ministry to be blamed for the consequences of the King's justice. Instead the Prior intends to bait the *Drudion* into taking first blood thus giving the Priory the high ground and rendering it blameless in the eyes of the faithful.

Albrecht Bergmann, Markgraf of Drakenberg:

Lawful Good, Human 8th level Knight

A veteran of a lifetime in the borderlands leading the King's men against trolls, bandits, and all manner of beasts Albrecht Bergmann is now entering his 50th winter and the rigours of a life on campaign have begun to wear this bear of a man down. Albrecht is a dark and brooding figure with deep set features and silvery-grey eyes. His face is scarred from scalp to chin from his youth when the now King of Calderland accidentally injured him in tourney, and he lost his left hand and a good bit of his left calf to a raging troll who tore him off of his horse in the borderlands going on two decades ago. Now after many decades the Graf Drakenberg has finally decided to retire to the Drakens Schloss and leave the campaigning to his twin boys Bertram and Dietrich so that he might focus on ruling his lands and caring for the wellbeing of his people, or at least that was the explanation Albrecht gave for his quasi-retirement. The truth is that the man is simply tired and his old wounds are starting to get the better of him.

Albrecht Bergmann dresses in clothing typical to his station as second most powerful noble of Calderland, in a *kyrtill* of fine materials lined in ermine or sable and a vest of the finest brocade, over which he wears is often seen wearing his favoured sealskin cloak that kept him dry over many decades while campaigning, and the old warhorse still wears his notched axe at his side along with a dagger secreted in his boot.

Beringer Falk, Graf of Oxenberg:

Lawful Good, Human, 7th level Fighter (specializing in the broad sword)

Beringer Falk, the Graf of Oxenberg is a man of tradition and one of the last lords in Calderland to keep to the Old Ways. He is a fair and honest man who is loved and respected by those Caldermen who follow the Old Faith. Followers of the Priory of the Eternal Flame see Graf Oxenberg as the last of a dying breed too old to realize the error of his ways. The Priory's cardinals consider Falk to be one of the last obstacles in the way of securing religious supremacy throughout the kingdom.

Now in his 78th year, Beringer Falk retains a keen mind that has not diminished so much as his enemies believe. He has always been possessed of a great political genius even if few of the nobility of Calderland have every truly realized it, and though his body begins to submit to age, he is far from dead.

Falk has begun to hunch over with the burden of his years, and all but a few wisps of hair have fled from his head. Despite his failing form Falk still wears a thick and long beard which he has cared for tenderly for close to twenty years, and his grey-blue eyes still retain the spark of intellect and keen awareness. The Graf dresses in heavy fur-lined robes and still wears his broad sword upon his hip even though the strength to wield it has left his arms a long time ago.

The current religious tension that hangs over the streets of Oxenberg is palpable and Beringer Falk has worked tirelessly for close to 20 years to keep the peace between the two factions but between the foolish violence of the *Drudion* and the Priory sending the firebrand of a prior, Abelard of Calder to attend the Priory of St. Sebastian in Oxenberg, the situation is close to boiling over. The Graf realizes that if things get out of hand and he cannot control his city, the King will be forced to intervene which will result in Falk meeting his end on a pyre and it will mark the end of the old traditions in Calderland. Falk suspects that the appointment of Abelard of Calder was done to intentionally tip the balance and the old Graf has begun to put the pieces in motion in case the worst should happen. Falk has been in contact with the Barons of the Deeping Vale who have promised his people sanctuary and shelter should they be forced to flee from a Priory headed pogrom in Oxenberg.

The Bleiddiau, Drudion Arweinydd:

Chaotic Good, Half-Troll (Human Lineage), 9th level Ranger

The Bleiddiau was born on the outskirts of Calderland, the bastard son of a raped mother and troll father during the later years of the Second Troll War. The ranger's exact age is unknown even to him but its guessed he is going on nearly 90 winters, still a young man by troll standards. He is the *Arweinydd*, meaning guide in the fey tongue, of the *Drudion*; those men and women of the Old Faith in Calderland who wage a secret war upon the Priory of the Eternal Flame. To the Priory faithful he is a crazed heretic, shadowspawn who murders innocents and profanes the holy places of the One True God. To those Caldermen who follow the Old Ways he is the glimmer of hope in an oppressively dark time.

Few have ever seen Bleiddiau in person even amongst the *Drudion* and few are even aware he is a half troll; most think he is of the fey or a human, a misconception The Bleiddiau is more than happy to perpetuate. The Bleiddiau only meets with his most senior lieutenants face to face and rarely stays in one place for extended periods, preferring instead to be continually on the move.

The Bleiddiau's tremendous size belies an incredible grace. The half troll stands close to 7 feet tall and weighs at least as much as a small horse. He is a creature of pure muscle and sinew whose thick, wind burned flesh displays the scars of a life in the wilds. He wears his dark hair closely cropped and his heavy set features are hidden behind a thick, wiry beard. The Bleiddiau prefers practical garb most often consisting of a heavy, weatherworn *kyrtill*, sealskin boots, and a thick, patched cloak.

Hans Vogler, Proprietor of the Green Man:

Neutral Good (Chaotic Tendencies), Half-Elf (Elvish Lineage), 7th level Cleric of the Mlaenoriaid/Illusionist

Hans Vogler has been the innkeeper of the Green Man in the quiet town of Three Oaks for a little over twenty years. He is a well read and devout man to and an active member of his congregation and community. Hans has even been named head of the town council. The man called Hans Vogler is an illusion, a well-crafted alias for one of the Ever-Queen Aeronwen's *Gwydih* who was sent to Calderland when the trouble with the *Drudion* began around 532.3Ea.r. and has been secretly aiding their efforts ever since.

To the townsfolk Hans Vogler is a heavy set man in his 40th winter with bright blue eyes and a thick bushy beard, and a bald patch that seems to be growing with each passing year. He is a kind and considerate man who has devoted himself to the people of Three Oaks and to the teachings of the One True God.

In reality Hans Vogler is a half elf called Braith, a man schooled in the secrets of fey magick and reverent practitioner of the Old Ways. Braith has used his considerable skill with illusions to confound his fellow townsmen and conceal his elvish heritage. He secretly has built a series of tunnels and store rooms below the Green Man to move supplies and foodstuffs into the forests south of Three Oaks without notice, and as a place to hide traveling *Drudion* from the Priory's eyes. Hans has organized the *Drudion* sympathizers within the town and surrounding farmsteads but even those closest to him still only know Hans the human innkeeper and councillor, not the full truth of his secret. The only man in Calderland who truly knows Hans for what he is the Bleiddiau who will likely take Hans' secrets to the grave.

Hildebrandus II, Patriarch of the Priory of the Eternal Flame:

Lawful Neutral, Human, 13th level Cleric of the Priory of the Eternal Flame

Hildebrandus II was elected as the second Patriarch of the Priory of the Eternal Flame in 540.3Ea.r. after the death of the first Patriarch Hildebrandus I and his reign has been marked by an incredible expansion of the faith across the Westerlands. To the faithful he is the epitome of what a servant of the One True God should be, uncompromising in his faith and a bulwark against the darkness and to the enemies of the Priory, Hildebrandus is looked on a grim despot and religious fanatic who's fiery sermons and patriarchal bulls have inspired the followers of the Priory to new levels of racial intolerance and violence against non-believers.

Hildebrandus is now approaching his 80th winter and those close to him fear he will be called to the side of the Creator of Man before the end of the coming year. His body has begun to fail him and his cardinals have advised the Patriarch to make few, if any, public appearances so as to not allow his enemies to see him in his weakened state. Despite his body's failings Hildebrandus is still sharp and his cold and calculating intelligence has yet to fade.

King Wulfgrim II, Sovereign of Calderland:

Lawful Neutral, Human, 9th level Fighter (specializing in the bearded axe)

Wulfgrim II is as strong and proud as any of the Kings of the House of Aedelrick and has proven to be a strong if hard ruler since his coronation 12 years ago in 548.3Ea.r. Wulfgrim II is the son of Wilhelm III the King whose early years were marked by the Second Troll War and the return of the One True God to the world. As such Wulfgrim is considered blessed by the Creator of Man and is a staunch ally to the Priory of the Eternal Flame whose continued expansion only solidifies the Crown of Calderland's power in the Westerlands.

Wulfgrim II is a tall and imposing figure in his early 45th year with a thick mane of greying blond hair and a thick beard in the style of Calderlandian nobility. Those who have met the King of Calderland all speak of his hard grey eyes. They say that his stare has a palpable weight to it and it is almost impossible to meet his gaze. Wulfgrim speaks with a deep and strong voice. He is impatient, simple and direct and has little time for flowery oratory and has been known to demand that even other monarchs to cease rambling and get to the point.

Leopold O' Sevens:

Chaotic Neutral (Evil Tendencies), Human, 5th level Bard

The poet and minstrel called Leopold O' Sevens is possibly the best known bard ever to hail from Calderland with innumerable works spanning a career of going on 30 years. He has performed for Grafs and for King Wulfgrim II on three occasions. A man with a quick wit and silvered tongue loved by the ladies and courtesans and tolerated by their husbands.

Leopold is a tall and handsome man coming into his 50th winter with long grey hair, bushy eyebrows and finely pointed moustaches which he fiddles with incessantly while thinking. He has kind grey eyes which often belie his selfish motives. Leopold O' Sevens dresses well if not a bit ostentatiously preferring bright colours and fine details and is rarely seen without his fine blue and ermine cloak gifted to him by the Princess Elzibet, daughter of Wulfgrim II after his first performance of *Nacht Nostrum*, a popular high gothic ballad about the infamous Nacht Meister at the Calderschloss in the spring of 556.3Ea.r.

Johan Wexler, Graf of Wulfenberg:

Neutral Evil, Human 6th level Cleric of the Bariaeth/Fighter (specializing in the bearded axe)

Johan Wexler is the young Graf of Wulfenberg who inherited the title from his late father who died in his sleep two years ago. Since becoming Graf and head of his family Johan has worked tirelessly to use his considerable wealth to expand his family's wealth beyond the borders of Calderland and into Eloria and Gilsland in the United Kingdoms. He is an ambitious man whose desires know no bounds.

Johan Wexler is a man of average height though well-muscled with strong features a sharp nose, and large dark eyes. He maintains his dirty blond hair at his shoulders and wears a well-trimmed, bushy beard like many Caldermen do. Wexler dresses himself as befits his station as Graf Wulfenberg and is never without a number of rings of silver on his fingers and his family's ancestral brooch bearing the wolf rampant of the House of Wexler.

Secretly Johan Wexler is a disciple of the *Bariaeth* and has dedicated himself especially to the god Ceroth Kin-Slayer for the promise of the power he so desires. It was Wexler who murdered his father to seal the pact with the Kin-Slayer and in doing so has become a willing slave. The only comfort left to Wexler is that he is not the alone in his damnation, and that there are many hidden throughout Calderland who have bent to the will of his new master.

The Nacht Meister:

Neutral Evil, Half-Troll (Human Lineage), 7th level Assassin

The Nacht Meister is the master of the *Nacht Dieb*, the guild of thieves operating in and around the city of Calder. He has been featured in stories and poems for close to 300 years, a quasi-folk character to the townsfolk, and most do not believe he ever truly existed. The Nacht Meister has taken on many roles in these stories, as a murderous cutthroat who haunted the streets of the Port Ward in the late fourth century of the Third Era, an adept cat burglar who once stole King Wilhelm the Lesser's signet ring to win a wager in 450.3Ea.r., and most recently the Nacht Meister has been portrayed by the bard Leopold O' Sevens as a horrid monster born of the sins of men in his popular high gothic ballad entitled *Nacht Nostrum* in 556.3Ea.r.

The truth of the matter is that there is some truth in all of the stories, each pertaining to different men who have held the office of Nacht Meister over the centuries. The current Nacht Meister is a half troll whose history is unknown to all but him. What is widely accepted is that he grew up in the shadowy alleys of Caldergate and was taken in by the *Nacht Dieb* when he was but a boy. The Nacht Meister rose to the office through cunning and a keen willingness to shed blood. He runs the *Nacht Dieb* with fear, and ruthlessness. He is a creature of cruel cunning and even the King's own Red Cloaks know to fear his retribution. Under his leadership the *Nacht Dieb* have come to own the streets of Calder after dark and have begun to expand their operation into Drakenberg, and Brythæm.

APPENDIX I: A CONCISE TIMELINE OF THE KINGDOM OF CALDERLAND

The following table outlines a concise history of Calderland from the time of Calder the Conqueror to present day.

95.2Ea.r. Calder the Conqueror unites the Goths and Teutons under the Dragon Banner forging the Kingdom of Calderland.
118.2Ea.r. Death of King Calder I, the Conqueror at the age of 63, his son Elrick is crowned King Calder II, called the Peacemaker.
198.2Ea.r. Death of King Calder II after 80 years of rule. The crown of Calderland passes to his son Hwrothgar who is known as the Warmonger.
200-214.2Ea.r. King Hwrothgar conquers the Abborn tribes in the Deeping Vale.
217.2Ea.r. King Hwrothgar crosses the Gap of Calder in hopes of conquering Rosalin and pillaging Glamrielle. His army is repelled in the foothills of Mt. Thorgarak by the Abborn Queen Delwyn at what is known as the First Battle of Bagnell.
222.2Ea.r. King Hwrothgar is assassinated in his sleep. His 4 year old son inherits the crown and becomes Calder III. Regency falls to Chancellor Joachim Reinhardt during the young king's minority. This time is referred to by historians as the Era of Regency.
240.2Ea.r. King Calder III reaches his majority and takes his father's throne.
251.2Ea.r. The Troll King Morganax leads an army of trolls across the borderlands razing villages and farmsteads beginning the First Troll War. Chancellor Joachim Reinhardt dies from illness at the age of 72 in the Calderschloss.
253.2Ea.r. King Calder III is killed in the Swamps of Wod in the last battle of the First Troll War without a son. The trolls are scattered by Markgraf Aedelrick of Brandhæm.
254.2Ea.r. without a legitimate line of succession four Graf name themselves king and Calderland falls into civil war a time historians refer to as the Era of Four Kings.
266.2Ea.r. Markgraf Aedelrick reunites Calderland and is crowned Adlar I, the Unifier after the siege of Drakenberg where the last of the four kings Argent Bergmann swears his fealty at the end of Aedelrick's blade.
355.2Ea.r. King Adlar I dies at the remarkable age of 104. Historians refer to him as the Undying posthumously. His eldest son Varin is crowned.
402.2Ea.r. King Varin I leads his armies through the Gap of Calder only to be defeated by the armies of the Ever-Queen Eirwen Half Elven aided by contingents of the Elf King Andurial in what is known as the Second Battle of Bagnell.
410.2Ea.r. King Varin is killed by a hippogriff while hunting near Calder. His son Cornel is crowned Varin II at the age of 15.
490.2Ea.r. King Varin the II dies at the age of 95 and his youngest son Theodrick is crowned Varin III.
552.2Ea.r. King Varin III dies during the Deeping Vale Rebellion at the age of 77. His son Agin is crowned. The Deeping Vale becomes and independent Barony after the king's death.
13.3Ea.r. King Agin dies at the age of 71 and his son Jakob is crowned Varin IV.
90.3Ea.r. King Varin IV dies to the pox plague with only a daughter Lydia. She becomes Queen Engelgard, called the Shieldmaiden, the only Queen ever to rule in Calderland.
175.3Ea.r. Queen Engelgard dies at the hands of a Nacht Dieb assassin, some say the Nacht Meister himself under contract by a cabal of nobles who believed it better a man wore the Crown of Calder. Her eldest son Landebert is crowned King Adlar II who summarily executes 12 minor nobles believed to be a part of the conspiracy to assassinate his mother, and strips their families of lands and titles.
198.3Ea.r. By order of King Adlar II the fortress of Ælfgard is completed.
212.3Ea.r. King Adlar II vanishes in the Gap of Calder along with the Crown of Calder while returning from the Third Battle of Bagnell. The King's son Reginhart is crowned King Wulfgrim I.
213.3Ea.r. The so-called "Wulfenberg Crown" is presented to King Wulfgrim I who officially proclaims it the new crown of Calderland and earning the Wexler family of Wulfenberg the hereditary title of Graf of Wulfenberg and increasing their lands to reward their service to King and Country.
300.3Ea.r. Death of Wulfgrim I, his son Wilhelm is crowned.
390.3Ea.r. Death of King Wilhelm I his son Hrudolf is crowned King Wilhelm II
422.3Ea.r. Fortress of Lýriagard razed by the armies of the Elorian King Edward I whose armies march north and east only to be turned back 10 miles west of the Caldergate by an army of Caldermen under the command of the Baron Mendicus Falk who is granted the title Graf Oxenberg and Warden of the Southlands for his service and valour.
450.3Ea.r. Beginning of the Second Troll Wars.
468.3Ea.r. The so-called "Bloody Winter" ensues. Drakenberg is besieged by the armies of the Troll King Gorgannon.
470.3Ea.r. Death of King Wilhelm II in Battle at in the borderlands near Eldenbrand. His son Hroch is crowned Wilhelm III
472.3Ea.r. The Siege of Eldenbrand. The One True God reveals himself to Sigismund and the Fire from the Heavens consumes the assaulting trolls.
472.3Ea.r. Troll King Gorgannon slain by Markgraf Gomic Bergmann of Drakenberg and his army is scattered on the fields of Brandhæm ending the second Troll War.
548.3Ea.r. Death of King Wilhelm III at the age of 66 who is interned in the Brytturm at Brythæm his son Manfried is crowned Wulfgrim II
558.3Ea.r. The Cathedral of the Resplendent Flame is completed in Calder marking the supremacy of the Priory of the Eternal Flame in Calderland. Abelard of Calder, the man responsible for the Cathedral's completion is reassigned to act as Prior in the southern diocese Priory of St. Sebastian in Oxenberg.
559.3Ea.r. The <i>Brytturm</i> is given over to the Brothers-Militant of the Priory of the Eternal Flame and the Patriarch, his cardinals and staff relocate to the Cathedral of the Resplendent Flame in Calder making the city both the political centre of Calderland and the spiritual heart of all of the Priory faithful in the Westerlands.
560.3Ea.r. Present Day.

APPENDIX II: 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. By proclamation of King Wilhelm the Sainted upon his death all kings of Calderland will be hereafter crowned by the reigning Patriarch of the Priory.

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 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. In many dioceses in Calderland the Right Brother Militant also acts as an official advisor to the local Graf or Baron in matters of defence and warfare, giving them authority over garrisons and militias of uninitiated soldiers as well as their paladins.

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.

Lay Brother/Sister “Brother or Sister”: The title given to those members of the Priory who act as administrators, assistants to Priors, and in some cases as Priors to smaller communities when a full Prior is unavailable. These devout followers of the One True God liver their lives piously, adhering to the Laws of the One True God but do not take the vows of a Prior, nor are these individuals taught the prayers and rituals that give fully invested members of the faith their theurgic powers.

APPENDIX III: CALDERLAND RANDOM ENCOUNTER TABLES

Table 01: Moorlands and Hills of Calderland	
Roll (2d10)	Encounter
2	1d4+1 Achaierai
3	2d6 Abbernothian Trolls
4	1d6 Cockatrice
5	3d12 Bugbears
6	1d4+1 Birds of Prey (Peregrine Falcons or Sparrowhawks)
7	4d6 Wolves
8	Pilgrims*
9	5d10 Giant Rats
10	Caldermen Patrol**
11	Brigands***
12	2d6 Sika Deer or Reindeer
13	Drudion Band****
14	3d10 Hobgoblins
15	2d6 Worgs
16	1d4 Giant Eagles
17	1d4 Hippogriffs
18	Chimera
19	1d4 Ettin
20	3d4 Blink Dogs

* Groups of pilgrims consist of 2d12 humans unarmoured and carrying quarterstaves, clubs, or slings. There will be 1 paladin of the Priory of the Eternal Flame of 1st-3rd level for every 8 pilgrims encountered. These paladins will be well equipped carrying either a broad sword or bearded axe and shield (60%), or a flamberge (40%) and armoured in a mail shirt (60%), mail hauberk (30%), or a coat of plates (10%). If 24 pilgrims are encountered there will also be a cleric of the Priory of the Eternal Flame amongst them of 1st-3rd level in traveling robes and carrying either a quarterstaff or dagger.

** Caldermen patrols consist of 3d12 humans led by a 1st-4th level human fighter. The patrol will be armed with spears, and hand axes, carry round shields, and are armoured in padded armour (60%), or leather armour (40%). There is a 50% chance the entire patrol is armed with short bows and hunting arrows in addition to their other equipment. The fighters leading these patrols are armed with either a broad sword or horseman's axe and shield, or a bearded axe, a dagger, and either leather (50%), a mail shirt (30%), or a mail hauberk (20%). There is a 1 in 10 chance that the entire patrol will be mounted on riding horses.

*** Groups of brigands consist of 3d10 humans with 1 in 10 being troll 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 (40%) armour, and armed with either hand axes, short swords, or spears, target shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows.

**** Drudion bands are composed of 3d8+2 individuals of whom 50% will be human with the remaining individuals being half-trolls (50%), Yfirkind dwarves (20%), elves of the Aelwyd Glamrielle (20%), ogres (10%), or half elves (10%). 80% of the patrol will be classless and the CK should refer to the appropriate monster entries in *Monsters & Treasure* or the *Abbernoth Campaign Setting*. The remaining Drudion will be 1st-4th level bards, rogues, fighters, rangers, clerics of the Mlaenoriaid, or magick users (illusionists 90% of the time and wizards or the white or grey orders 10% of the time.)

Table 02: Coastal Calderland

Roll (2d10)	Encounter
2	Roc
3	1d4 Lesser Abbernothian Shadows
4	1d6 Cockatrice
5	1d8 Wights
6	5d10 Giant Rats
7	1d4 Birds of Prey (Eagles, Hawks, or Sparrowhawks)
8	2d6 Wild Boars
9	Caldermen Patrol*
10	Pilgrims**
11	Merchant Caravan***
12	Herder and 1d100 Sheep or Goats
13	2d6 Sika Deer or Reindeer
14	2d12 Sahuagin
15	Highwaymen****
16	4d6 Wolves
17	1d4 Giant Eagles
18	Drudion Band*****
19	2d6 Blink Dogs
20	1d4 Manticores

* Caldermen patrols consist of 3d12 humans led by a 1st-4th level human fighter. The patrol will be armed with spears, and hand axes, carry round shields, and are armoured in padded armour (60%), or leather armour (40%). There is a 50% chance the entire patrol is armed with short bows and hunting arrows in addition to their other equipment. The fighters leading these patrols are armed with either a broad sword or horseman's axe and shield, or a bearded axe, a dagger, and either leather (50%), a mail shirt (30%), or a mail hauberk (20%). There is a 1 in 10 chance that the entire patrol will be mounted on riding horses.

** Groups of pilgrims consist of 2d12 humans unarmoured and carrying quarterstaves, clubs, or slings. There will be 1 paladin of the Priory of the Eternal Flame of 1st-3rd level for every 8 pilgrims encountered. These paladins will be well equipped carrying either a broad sword or bearded axe and shield (60%), or a flamberge (40%) and armoured in a mail shirt (60%), mail hauberk (30%), or a coat of plates (10%). If 24 pilgrims are encountered there will also be a cleric of the Priory of the Eternal Flame amongst them of 1st-3rd level in traveling robes and carrying either a quarterstaff or dagger.

*** 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. 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

**** Bands of highwaymen consist of 3d6+2 1st level fighters wearing leather (80%), or mail shirts (20%) and armed with short swords, horseman's axes, morningstars, or spears. Half of the highwaymen encountered will also have either a round shield or a short bow and hunting arrows. 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 a mail hauberk and armed with a spear, broad sword or horseman's axe (50% chance of either) and a round shield. The robber knight will be mounted on a light warhorse.

***** Drudion bands are composed of 3d8+2 individuals of whom 50% will be human with the remaining individuals being half-trolls (50%), Ylirkind dwarves (20%), elves of the Aelwyd Glamrielle (20%), ogres (10%), or half elves (10%). 80% of the patrol will be classless and the CK should refer to the appropriate monster entries in Monsters & Treasure or the Abbernoth Campaign Setting. The remaining Drudion will be 1st-4th level bards, rogues, fighters, rangers, clerics of the Mlaenoriaid, or magick users (illusionists 90% of the time and wizards or the white or grey orders 10% of the time.)

Table 03: The Borderlands

Roll (2d10)	Encounter
2	Allip
3	Hydra (6-12 HD)
4	Fleshcrawler
5	1d4 Manticores
6	Giant Constrictor Snake
7	5d10 Giant Rats
8	2d12 Abbernothian Trolls
9	Brigands*
10	2d12 Giant Frogs
11	2d12 Giant Ticks
12	1d4 Giant Toads
13	Borderlands Patrol**
14	2d6 Giant Lizards
15	2d10 Sturges
16	1d12 Wererats
17	1d6 Green Slime
18	1d3 Will-O-Wisps
19	Green Hag
20	1d6 Wyverns

* Groups of brigands consist of 4d10 humans with 1 in 10 being troll or half-troll (50% chance of either). 25% of the brigand band will be armed with clubs, quarterstaves, or the like and carrying either slings or short bows, with the other 75% being better armed. They will be wearing either padded (60%), leather (40%) armour, and armed with either bearded axes, hand axes, morningstars or spears, targe shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows.

** Borderlands Patrols consist of 4d10 1st level human fighters led by a 1st-6th level human fighter (40%), knight (30%), or a paladin of the Priory of the Eternal Flame (20%). There is a further 30% chance that the patrol will be accompanied by a 1st-4th level cleric of the Priory of the Eternal Flame armed with a light mace and round shield and wearing either leather armour or a mail shirt. Patrols are well equipped with 1st level fighters carrying broad swords or hand axes, spears, and round shields and wearing leather armour (50%), chain shirts (30%), and chain hauberks (20%). The men leading these patrols will be armed similarly and armoured in either chain hauberks or coats of plates and will be mounted on heavy warhorses. Additionally 50% of the men present will be equipped with either short bows and flight arrows, or light crossbows (50% chance of either). There is a 60% chance that patrols encountered will be mounted on light warhorses.

Table 04: The Thornwood and Southland Woods

Roll (2d10)	Encounter
1	4d6 Gnomes
2	1d4 Wereboars
3	1d6 Barghest
4	1d4 Brown (Grizzly) Bears
5	2d4 Wild Boars
6	3d6 Bugbears
7	10d2 Small Spiders
8	4d10 Ravens
9	Drudion Patrol*
10	Merchant Caravan**
11	2d6 Sika Deer or Roe Deer
12	Brigands***
13	Caldermen Patrol****
14	1d4+1 Medium Spiders
15	1d4 Owlbears
16	2d6 Wolves
17	1d4 Centaurs
18	1d6 Worgs
19	1d6 Ettercaps
20	Werebear

*Drudion bands are composed of 3d8+2 individuals of whom 50% will be human with the remaining individuals being half-trolls (50%), Yfirkind dwarves (20%), elves of the Aelwyd Glamrielle (20%), ogres (10%), or half elves (10%). 80% of the patrol will be classless and the CK should refer to the appropriate monster entries in *Monsters & Treasure* or the *Abbernoth Campaign Setting*. The remaining Drudion will be 1st-4th level bards, rogues, fighters, rangers, clerics of the *Mlaenoriaid*, or magick users (illusionists 90% of the time and wizards or the white or grey orders 10% of the time.)

** 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. 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

*** Groups of brigands consist of 3d10 humans with 1 in 10 being an Yfirkind dwarf 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 (40%) armour, and armed with either hand axes, short swords, or spears, targe shields, and short bows. Those brigands armed with bows will have quivers of hunting arrows. There is a 1 in 10 chance that the entire band of brigands will be mounted on riding horses.

**** Caldermen patrols consist of 3d12 humans led by a 1st-4th level human fighter. The patrol will be armed with spears, and hand axes, carry round shields, and are armoured in padded armour (60%), or leather armour (40%). There is a 50% chance the entire patrol is armed with short bows and hunting arrows in addition to their other equipment. The fighters leading these patrols are armed with either a broad sword or horseman's axe and shield, or a bearded axe, a dagger, and either leather (50%), a mail shirt (30%), or a mail hauberk (20%). There is a 1 in 10 chance that the entire patrol will be mounted on riding horses.

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