

Gäzëttëër of Äddëñshirë

by Gary Van Binsbergen



Gazetteer of Addenshire

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The Kingdom of Addenshire is built on the ruins of the past. These fertile lands have always produced the greatest crops, making this territory the most embattled region in all Darknoth.

In a time before realms, when all races were primitive, halflings, gnomes, and humans shared the great hills of central Draconia. Over time, the humans began raiding the halflings and gnomes. With their food, supplies, and livestock dwindling, the halflings and gnomes chose to leave.

Making their way eastward, they settled in the grasslands. The grasslands were divided by several rivers, providing plenty of fertile land. In time, the halflings and gnomes developed methods of agriculture that surpassed all other races. Here, the halflings and gnomes lived in relative peace for well over 3,000 years.

As time passed, kingdoms began rising across the land. In 1378 D.C., the halflings and gnomes established their first realms: the gnomish territory of Eribus and the halfling province called the Golden Savanna of Ellryn.

In 1789 D.C., the Heights of Theressia, a land in the far southwest, suffered from overpopulation and starvation. King Richmond III of Theressia made attempts to acquire food from Eribus and Ellryn, but his trade offers were less than suitable. After two years of unsuccessful negotiations, King Richmond III chose to invade Eribus and Ellryn and take the

food he demanded. In 1791 D.C., this sparked the First Humanity War. The halflings and gnomes were completely unprepared for the invasion; in 1799 D.C., the nations of Eribus and Ellryn fell.

Hundreds of thousands of halflings and gnomes were slaughtered during the First Humanity War. Thousands were captured and enslaved while others fled to the Great Olde Wood and sought refuge in the Green Dragon Province.

King Richmond III gave the lands to his eldest son, Prince Richmond IV. The lands of Eribus and Ellryn were renamed the Golden Lands of Crymea. Slaves within their own land, the remaining halflings and gnomes labored in the fields, carting their crops to far-off Theressia.

During the rule of King Richmond IV, great wealth was discovered buried in the northeastern Highland Peaks of Crymea. Gnomes and halflings found themselves pressed into service as miners in brutal, often fatal conditions.

The actions of the human kings did not go unnoticed. The most powerful beings in Darknoth, the dragons, were enraged by the hardships the halflings and gnomes had endured at the hands of humans during the First Humanity War and bore seething witness to the atrocities that followed. In 2302 D.C., the dragons declared war on all of Draconia's evil human realms: Theressia, Crymea, and Bycentia. The war lasted for seven years, until, in 2309 D.C., Crymea, Theressia,

and Bycentia fell to the dragons and their allies. This was known as the Second Humanity War.

With the destruction of the evil human realms, the halflings and gnomes returned to their beloved grasslands. Peace was once again established among the ruins of the former realms. For the next 1,500 years, halflings and gnomes lived well under the guidance and protection of the dragons.

The humans who survived the Second Humanity War found their communities broken and shattered. They would spend the next several generations simply recovering from the damage wrought by the war.

Over the centuries, new realms arose throughout the land. The Majestic Lords of Saulania make their home south of the halfling and gnome territories. Under the guidance of the dragons, all seemed well.

Mining in the Highland Peaks

The gnomes and halflings excavated the old Crymean mines in the Highland Peaks for the next 300 years. When the mines dried up, they searched for more, but had little success. After a century of fruitless digging, the Highland Peaks were declared to be empty of mineral wealth.

Yet over the next several centuries, occasional rumors arose of rich veins of silver and gold being discovered in the Highland Peaks. Yet it seems that these rumors were not based in fact, for history records no significant finds.

However, in 3177 D.C. a group of gnomes established a small community in the east-central region of the hills. During this time, new mines were discovered. This created a financial boon for the next 250 years.

In 3718 D.C., gnomes once again discovered mines. A group of gnomes passing through the northeastern Highland Peaks, along the Ore River, was attacked by orcs. When the orcs fled, the gnomes pursued them, eventually leading into a cavern system. The gnomes got lost in a network of tunnels. When the ground collapsed underneath them, it opened into a vast cavern where the walls were lined with silver veins. Glistening gemstones shined in the light of their torches.

The newly discovered mines were the largest since the days of Crymea. New trade routes were established to accommodate these mines. Their continuous success gave rise to several small mining communities in the area.

City of Adwick

Established in 3840 D.C., Adwick developed along the Gnome's Victory River to secure the mining trade routes. Though older, smaller communities were closer to the mines, they were not well protected and maintained low populations.

Adwick was intended to become a well-fortified town with a large population to support the small mining communities. As a result, craftsmen were hired to travel to Adwick and build it up rather than allowing Adwick to naturally develop like most communities.

Adwick was originally built as a community for 2,000 citizens. Once the majority of the town was built, gnomes and halflings settled in. Specialized craftsmen were brought in to ensure that Adwick had the professions necessary for the town to thrive.

Prior to the establishment of Adwick, miners had to make lengthy trips across the grasslands to exchange their gems for coin. No communities were close enough to the mines to support this type of service; as such, it was to be one of Adwick's primary responsibilities.

Adwick was to also serve as a military outpost to protect miners from monstrous raids and bandit activity. Regularly scheduled patrols of the nearby trails and hills would ensure the safety of the mines and the small communities that surrounded them.

Mining increased with the establishment of Adwick and further fueled the growth of the community. With gemstones being cut right in Adwick, it was not long before it gave rise to well-made jewelry that featured gold and silver from the mines.

Adwick exported jewelry and gemstones to the many of the halfling and gnome regions. Many of these stones and mined metals, made their way to nearby realms.

The majority of the gold and silver was transported to the gnome and halfling communities to the east to be minted. Gold coins received a halfling stamp, while those made of silver displayed a gnome. On the back of both coins were shafts of wheat to represent the region's agricultural history and wealth.

The quality of the gemstones was good enough to please the elvish realm of Elshivan and the Empire of Saulania. These realms mostly purchased cut, polished stones, many already fashioned into jewelry. In addition, both nations purchased raw precious metals necessary to create coins of their own.

As the mining flourished and Adwick grew in size, it too began printing its own coins, using the same designs as the rest of the halfling and gnome territories.

Adwick received a considerable amount of goods from the eastern communities. Mining supplies, livestock, linens, woodwork items, and more were brought in for the miners and their families.

At its height of mining, 125 years ago, Adwick boasted a population of nearly 6,000 residents. Since then, the gems and precious minerals produced from the mines have dwindled considerably. Adwick now maintains a steady population of 2,300 people.

With the slow decline of Saulania, the halflings and gnomes began to feel the threat of the once-mighty human empire once again. Unwilling to accept the danger that they may one day be invaded again; they turned their territory into a realm of their own. In 3898 D.C. (157 years ago), the gnomish and halfling territories united to become the Realm of Addenshire. The community of Adwick voted and agreed to join the realm.



Population Demographics

Demographics of Addenshire are collected every twenty years. Gnomes and halflings make up the vast majority of the population. As a result of the mining, dwarves are semi-common and the humans present are refugees of Saulania.

Races	Addenshire	Adwick
Dragonborn	.3%	.5%
Dwarf	8%	19%
Elf	.3%	.2%
Gnome	41%	35%
Half-Elf	.2%	.1%
Half-Orc*	.1%	.1%
Halfling	45%	40%
Human*	5%	5%
Tiefling*	.1%	.1%

*These individuals have gained the trust of the local people and are legal citizens. All are considered to be second-class citizens with limited rights. Second class citizens cannot join the military, hold a government position, mine or own land. These individuals are able to run businesses, as is usually the case with tieflings and some humans. The vast majority of half-orcs and humans work in the fields. Outsiders of these races are met with considerable prejudism, fear, and hatred.

Orcs of the Highland Peaks

During the Age of Migration, the pre-history of Darknoth, orcs resided underground, living in primitive and beastly ways. They had no interaction with the surface world until around the year -2000 D.C., well over 6,000 years ago.



Over the ages, many orc tribes have risen and died off from war and disease. Today, the Bloods Eye Orc Tribe rules the Highland Peaks.

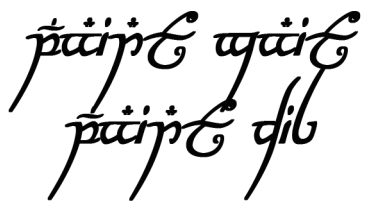
In the World of Darknoth, the largest of orc formations is called a Mu-Lok. A Mu-Lok consists of at least a thousand, often tens of thousands, of orcs. These orcs with a Mu-Lok all share a lineage dating back centuries. Each Mu-Lok consists of several tribes. A tribe has at least a hundred orcs, but usually up to a few hundred individuals. Tribes compete for supplies and resources and rarely get along. The overlord of the Mu-Lok is responsible for bringing these tribes together when necessary.

Tribal dens are scattered throughout the Highland Peaks. Most are underground, with about a tenth of them above ground, giving the impression that the Bloods Eye Orc Tribe is not all that large.

A Mu-Lok is governed by an overlord, and each tribe is led by its own chief. The overlord is always a full-blooded orc, since they are said to be incarnates of orcish ancestors. These individuals are barbarians or fighters and are a minimum of 12th level. The overlord lives in a vast underground orcish city consisting of at least 500 to 2,000 orcs, depending upon the size of the tribe.

The Bloods Eye Mu-Lok stands at over 16,000 strong and its overlord is Mauhul Everbleed. The orcish city in which he lives is approximately 80 miles north of Westburg. Mauhul Everbleed is a 14th level fighter.

There are 52 orc tribes under Mauhul's command spread throughout the Highland Peaks. Each tribe varies in size, but average about 300 orcs.



Orc Attacks against Adwick

A conglomeration of tribes, the strongest of which is the Murderous Claw Tribe, is responsible for the raids against Adwick and the surrounding area. The Murderous Claw Tribe is led by Brudeater, known by the locals as Grimdeath. Brudeater is quite loyal to Overlord Mauhul Everbleed. Brudeater is a 10th level fighter who maintains strength and unity amongst the accompanying tribes to ensure that the yearly raids against Adwick and the surrounding region are successful.

Other tribes involved in the attacks include the Black Axebite Tribe, the Highland Slaughter Tribe, the Razorback Tribe, the Iron Claw Tribe, and the Broken Scream Tribe. The populations of the tribes are as follows:

Tribe	Population
Murderous Claw Tribe	450
Black Axebite Tribe	280
Highland Slaughter Tribe	235
Razorback Tribe	240
Iron Claw Tribe	200
Broken Scream Tribe	320

The Murderous Claw Tribe makes its lair in a large valley 50 miles west of the mining town of Izenmark. The lair is primarily underground. The entrance is surrounded by a wooden palisade. Sentries stand along the palisade, on the lookout for invaders.

The orc attacks began in the year 3943 D.C., 112 years ago. A variety of orcish chiefs have led the attacks, some fairly successful, others less so. The raids occur most years, but when the orcs are faced with a particularly low population the attacks recede and even stop for a few years. Once the orcish population has risen, the attacks resume.

Yearly attacks in the spring are made against the Adwick area. If this year is not successful, Brudeater plans to overtake the mines and pillage the smaller mining communities in the winter. He knows that Mauhul Everbleed is upset by the low levels of wealth being brought in by the raids. By selecting smaller, targets at unexpected times, Brudeater hopes to gain wealth from the mines and communities.

This brutality, Brudeater expects, will force the Addenshire militia to come to the mines, where Brudeater believes he will have a significant advantage. Once the militia is destroyed, Addenshire will be ripe for plunder.

Though the Highland Peaks are primarily known for their orcish population, several other monsters plague the hills as well. These beasts include: gnolls, goblins, stirges, hippogriffs, hobgoblins, werebears, wereboars, werewolves, ogres, pegasi, ghouls, bulettes, demons, devils, copper and red dragons, hill giants, gorgons, and manticores.

The Moors

The vast swamp that forms the northwest border of Addenshire is called the Moors. This treacherous place is famous for its unusual number of lycanthropes, including werebears, wereboars, werewolves, and wererats.

Near the center of the swamp is a Calling Circle. This ancient druidic artifact was used to summon creatures of the swamp to do the druids' bidding. In order to operate correctly, the Calling Circle was designed to absorb yearly druid spells. The druids of the swamp mysteriously disappeared 67 years ago. Left unattended and unsupervised for far too long, the artifact has become corrupt.

The Calling Circle now operates on its own. Rather than summoning various creatures, the tainted magic circle now summons lycanthropes twice a year. This event occurs only two nights a year, when both moons of Darknoth are full: day 14 of the month of Falling Leaves (middle

of the year, summertime) and on day 28 of the month of Thaw Time (last day of the year, winter), going by the Draconian Calendar.

The lunar cycle has a dramatic effect on the minds of lycanthropes, particularly as the moons converge. One month before both moons are full, the Calling Circle summons lycanthropes to the Moors.

As the full moons approach, lycanthropes become increasingly dangerous every night. One week before the twin full moons, they are magically compelled to leave the swamp and quietly sneak out to the nearest plantations and communities. Silently, they select their targets and stalk them. On the night of the full moons, known as Contagion Night, the lycanthropes lash out, attacking and killing those they have stalked.

Communities throughout Addenshire have sought different ways to deal with the lycanthropy. Some recommend that the swamp be scoured of every person in an effort to save the innocent. Others have family members afflicted with lycanthropy and would rather lock them up until the nightmare ends. Still others believe that the swamp can be rid of the disease altogether by recruiting powerful spell casters to discover a magical means of lifting the curse of Contagion Night.

In addition to lycanthropes, the Moors are home to several other types of monsters, including: demons, devils, ghouls, kobolds, lizardfolk, orcs, stirges, green hags, ogres, shambling mounds, trolls, will-o'-wisps, hydras, and black dragons.



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