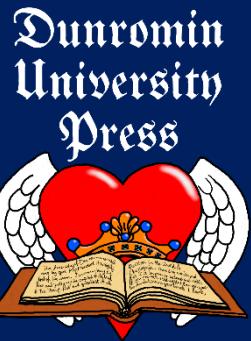


SM  
04

A WORLD OF  
BARNAYNIA  
RPG SETTING



# The Gazetteer for the Land of the Young



A Game Master's complete country guide.  
A Fantasy Role Playing Game supplement for the  
Barnaynia Game-World but suitable for almost any  
FRPG system or setting

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# The Gazetteer for the Land of the Young

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This product is a systematic and detailed Games Master resource featuring a detailed fantasy kingdom with a banquet of unusual locations, scenarios and adventure hooks. Intended for use with the Dunromin product set this Gazetteer can also be used as an ideal resource for any Fantasy Role Playing Game campaign and is easily integrated into almost any FRPG game system.



This is a Game Master's Guide to the key locations and geography of the Land of the Young surrounding the Free City of Dunromin, greatest of all lands on the World of Barnaynia.

For more information about this amazing FRPG setting visit  
[www.dunrominuniversitypress.co.uk](http://www.dunrominuniversitypress.co.uk).

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Illustrations by Gareth Sleighholme [ [hesir.artstation.com](https://hesir.artstation.com) ] and Simon ‘Milo’ Miles.

Cover “Owlbear Cavern” by Simon Miles.

## Introduction

The Land of the Young is a reasonably civilised kingdom centred on a large peninsula and surrounded by various wilderness and civilised areas. A glance at the maps will give the Game Master (GM) all the key information they need; that is to say that the main wilderness extends to the west and most of the civilised areas other than the land itself extend around the east coast.

This guide is intended for the GM's eyes only and includes key geographic and political information including powerful NPCs and adventure hooks. As this is a campaign setting used on many occasions with many groups there are a number of odd pieces of colour added from previous ideas and campaigns dating back to 1987 when the world was first conceived. This document is an extension onto the **Free City of Dunromin** city guides already written and should be used in conjunction with that set of books and maps – see [www.dunrominuniversitypress.co.uk](http://www.dunrominuniversitypress.co.uk) for more information – most of the supplements are on Pay What You Want.

The intention is to build onto that core campaign setting and document the

distant places and peoples mentioned within it in more detail. This Gazetteer is **not** intended as a stand-alone product but all of the information contained in here could easily be adapted to almost any Fantasy Role Playing Game campaign setting.

## Map Guide

On the following pages are some maps of the Land of the Young as a whole, giving the political and physical characteristics and a collection of maps detailing the territory itself. All the locations named on the maps are detailed later in this guide either under the geography of the Land or the list of Baronies.

There is a list of the maps and their key features following. The maps have been prepared for us by the pre-eminent scribes and cartographers of the Land of the Young based in the same building as your humble publishers Dunromin University Press. The cartographers, listed below, wish to assure you that the maps have been prepared with the due diligence and master craftsmanship of their respective authors.

Throughout they have used the standard cartography symbology recognised by

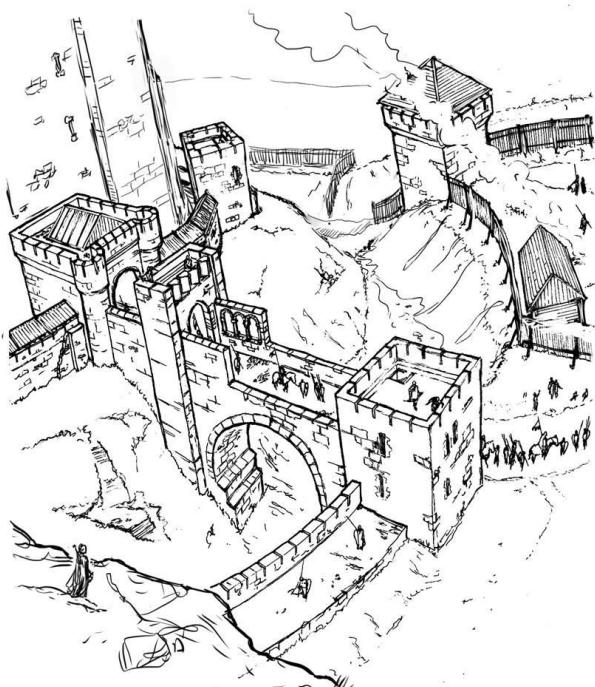


many map makers. That is villages are marked with a dot, ruins with a small cross, larger inhabited towns and cities with larger dots.

**As a result, these maps are known quite definitely to be 100% correct. Any error in interpreting them or lack of matching with the landscape or each other is therefore absolutely an error on the part of the map reader or the landscape itself.**

Ninf of the Pen is a Gnome of uncertain age but great skill in the development of underground maps. His preferred scale of four squares to ten miles gives a level of detail not available in the larger scale maps of his peers. Ninf is at pains to point out that he hasn't been in the habit of measuring rivers for over 100 years and is not about to change his methods now.

Oliver Truename of Garstang is a respected and ancient cartographer whom studied under the Great Adropolus. He is not in the habit of visiting the places he maps himself; seeing such a venture as needlessly time consuming. Instead he sends his wards into the field to draw, sketch and memorise the different areas and from them divine the Shape of the World. His preferred scale is five squares



to ten miles and believes Ninf's larger scale to be as suspect as the Gnome's personal hygiene. Oliver is a half elf.

Torimalenos of the Islands is a circumspect but gifted youth who, to the complete confusion of his fellows, adores travelling and making detailed notes and sketches of the world he travels through. Torimalenos subscribes to the "Surveyor" school of cartographers who believe the world can be accurately measured and represented on paper. The Surveyors have developed many strange devices and practices to enable them to achieve this odd aim but all other respected cartographers believe the practice to be at best a waste of time and at worst a cynical plot to undermine the accuracy of the Knowledge of the Shape of the Land. Torimalenos is responsible for the smaller scale map details given below.

Alquin son of Laquer is a scribe to Baron Garibaldi and as supplied a map to us out the generosity of his master's heart. He uses a different scale to everyone else.

Note that the map references follow the Guild of Cartographers of Dunromin's own cataloguing methodology wherein the maps are numbered according to their general scale and then their position in relation to one another. Not all the maps in the catalogue are given here so the map numbering system map may seem confusing. The Cartographers assure the staff at Dunromin University Press that nothing can be done about this.

### *Index of Large Scale Maps:*

**Map 2:** (by Torimalenos) is a very large scale map of the whole of the Eastern Land of the Young. This map shows the capital Dunromin itself and its relative location to the roads and rivers of the areas. Most of the surrounding Baronies are shown. The Baronies are centred on the town that bears their Baron's name, that town invariably being a centre of commerce and military power and containing a castle or fortified manor house as the Baron's main residence. There exists no true and

accurate map showing the precise extent of the Baronies as the setting of such demarcations could not hope to be agreed by the Barons themselves.

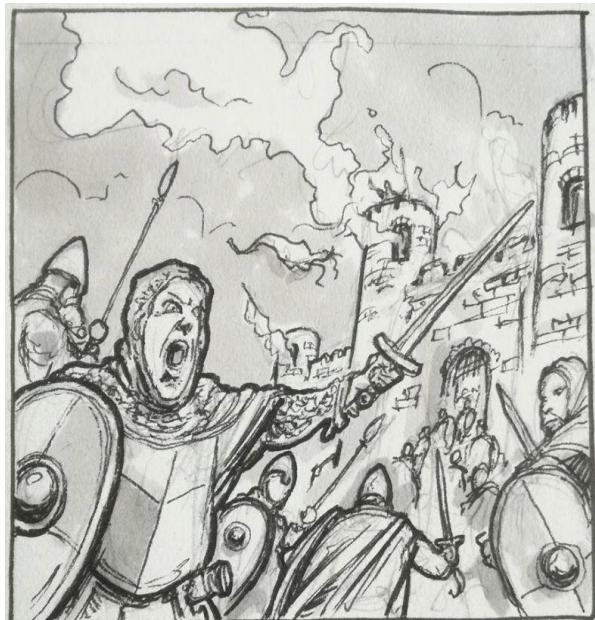
**Map 6** (by Alquin, Scribe to Baron Garibaldi) shows the Baron's own capital at the centre of the map and the surrounding Baronies. As the Barony of Garibaldi is on the southwest frontiers of the Land of the Young the map also details a great range of the unpatrolled wilderness areas to the south and west. This includes the Burning Woods, the lower slopes of the Blue Mountains to the south. While to the west this includes the valley of the ruined river, Black Wood (domain of the Fey King) and a section of the southern Borderlands.

**Map 7** (by Ninf of the Pen) is a map of the Western Marches. This is the vast river valley of the River Velk, longest river in the Land of the Young. This map stretches almost to Karan in the west and is centred on the Great West Road as it journeys between the various Baronies of the March Barons and their bridges across the Velk. These population centres include many Baronial Families as old as Dunromin itself and some of the richest farmland in the Land. Although long civilised there are still some unruly areas little used by the people of the Land of the Young. These include the Southern Wetland and the Woods of the Lost Palace which, while occupied, have a very low population allowing strangeness to exist unchecked in their depths.

**Map 8** (by Ninf of the Pen) is the least well-known of the maps herein, as it describes the Wilderness west of the Land of the Young. The main feature here is the valley of the Ruined River going upstream from Troll Bridge in the Barony of Garibaldi to the Thalguun Mere and endless swamp of Tanglemere. There are other names here, steeped in legend but grim and wild. These are the foothills of the Horn Mountains and to the south lies the volcanic valley known as the Steaming Rift. Beyond this

the mountains rise proper to areas seldom travelled with no common name. To the north the high lands drop a little to the Borderlands west of Karan. This is a rugged and dangerous landscape, the play pen of giants and dragons. Note that the Old Karan for Mountain is Dol, so many of the peaks around here have the prefix Dol, such as Dol Man and Dol Sott.

**Map 9** (by Ninf of the Pen) shows the woods and peaks of the southern Borderlands. With Karan in the northeast corner of the map civilisation stretches along the Vale of Karan only as far as Bundak. Beyond this all is wilderness. Once the Empire of Karan, the area has been allowed to fall into chaos and has been deserted these three centuries. The ruins of the old civilisations still lie scattered across the landscape, ripe for exploration.



**Map 10** (by Oliver Truename) covers Bok and Meredale. This is the area to the east of map 7, which it connects with. But this map details civilised lands; wealthy Baronies and fertile valleys. Woods brimming with life and elves, meadows full of buttercups and birdsong. Halflings live in the southern ends of this map in and around the Barony of Holme – the largest Barony in the country. There is Lake Elmere with its thriving fish stocks, fed by chuckling streams full of crayfish and

fresh-water clams. Only in the Broken Lands to the north is there not an abundance of life. The Broken Lands are just that; shattered hills and dunes of dust, ash and sand. To their east are the Wraith Woods where Chaos Magic seems to deny civilisation any chance of survival. But Bok and Dalgariad's Great Forest and ancient lands are well-established forts, farms and communities.

**Map 11** (by Oliver Truename) fits to the south of Map 10. This map shows the continuance of the Great West Road through the Home Counties on its way to Dunromin after the last of the March Barons. In the centre are the Valley of the Nez and its capital Le Grande Nez while on the other side of the Berkinispire Woods is the peerlessly bountiful Bread Valley. More patrolled and civilised lands are detailed on this map but at its southern edge it measures beyond the south bank of the River Moonglum across the Orc Marches and to the edge of the Burning Woods. In the centre south is Mirt's Folloy – setting for the scenario **SM07 – Under Mirt's Folly** (due for publication in late 2020 by Dunromin University Press).

### *Index of Small Scale Maps*

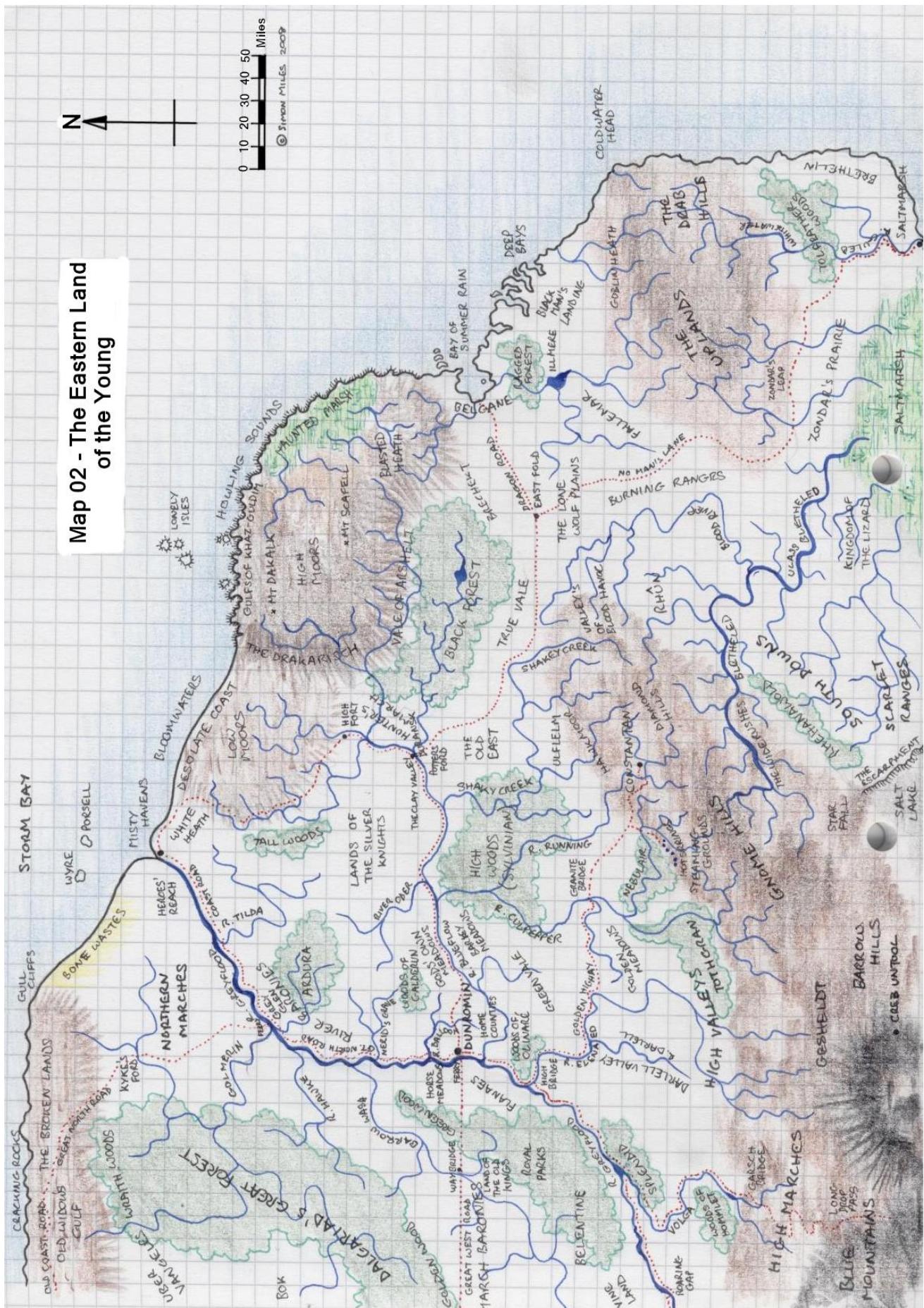
**Map 20** (by Torimalenos) Details the thriving market town of Duransk. This walled town and castle guard Potter's Ford, the gateway to the east. Here fantastic pottery is manufactured and many caravans pass through going east to west or back again, transporting trade goods to the far Baronies of the east coast. Whilst being a fairly typical Baronial Capital this town is included in this collection of maps as it is the

area the lead scribe of Dunromin University Press comes from and he is very fond of it.

**Map 23** (by Torimalenos) shows some exciting lands on the very eastern edge of the Land of the Young. The crags and beaches of the Bay of Summer Rain and the Deep Bays are some of the most spectacular on the Peninsula. The Land of the Young has been raided and even invaded along here and much of the coastline is still Wilderness. The island Barony of Crom is also detailed here, a small but significant outpost of civilisation on the edge of the Wide Sea. While the Barony of Badsaal guards the southern side of the map from the aptly named Goblin Heath. On the south side of the Ragged Forest is the infamous Barony of Illmere, which is home to a colony of Orcs and Half-orcs who run best paper-mills in the known world.

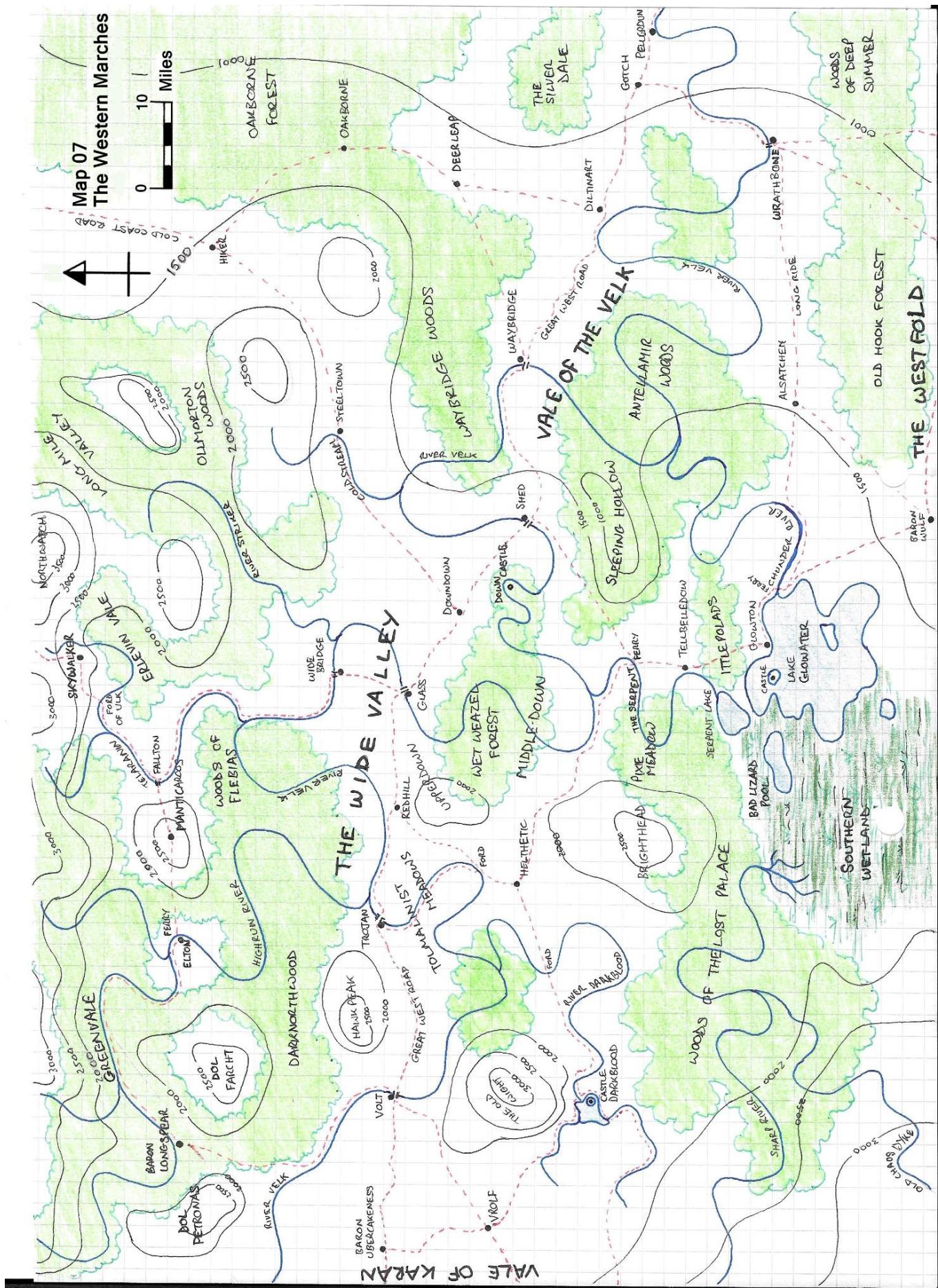


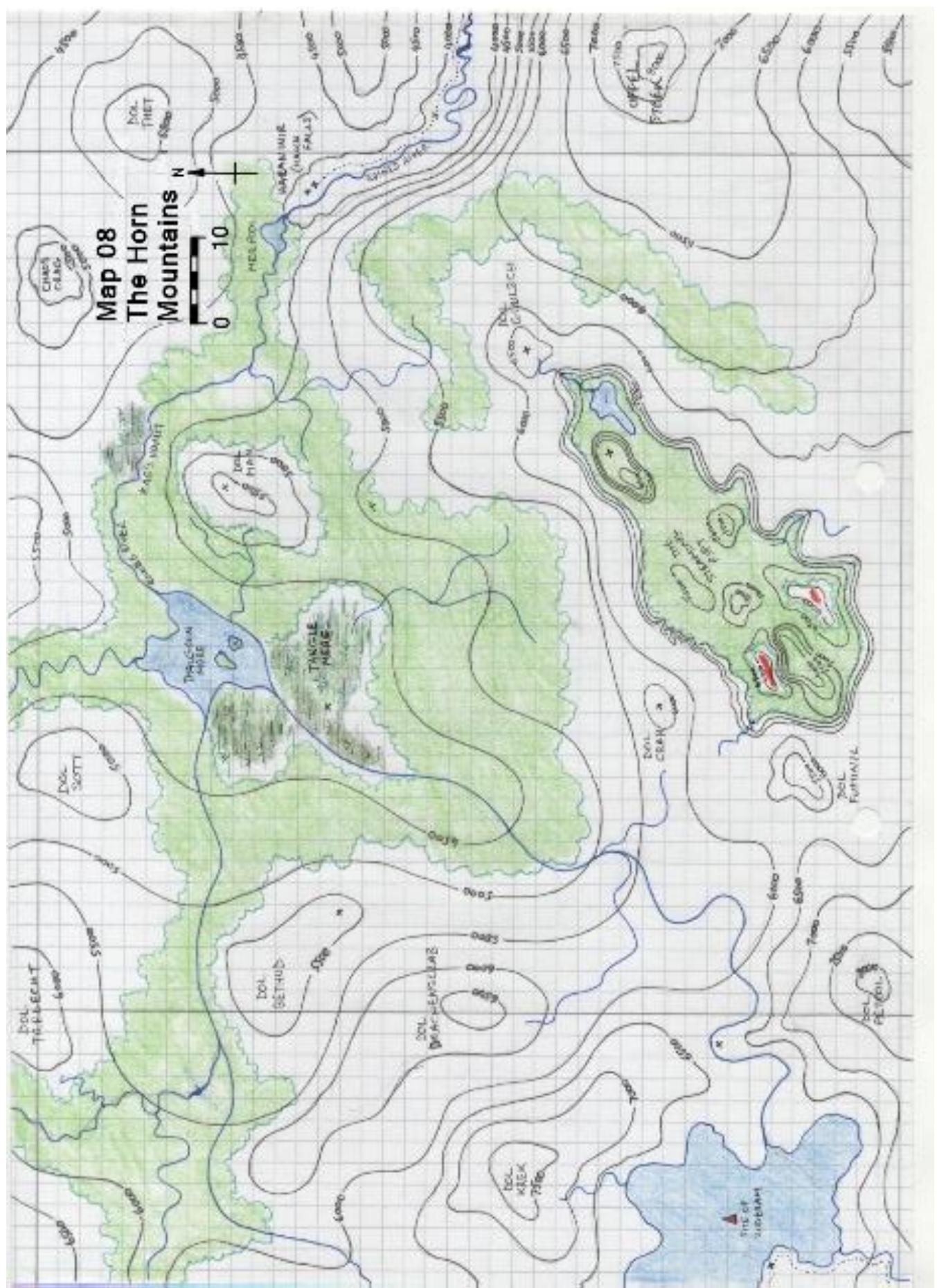
## Map 02 - The Eastern Land of the Young

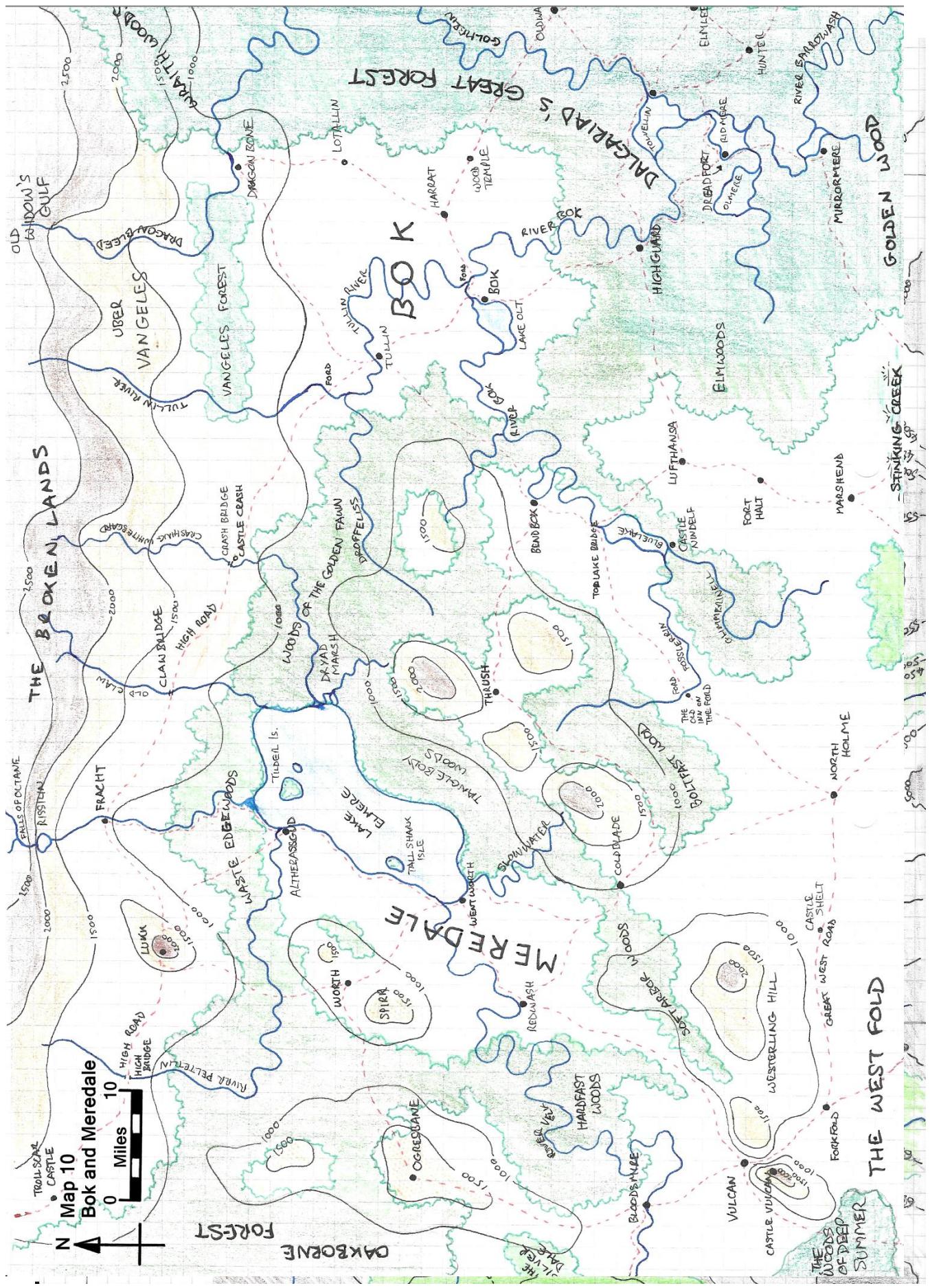


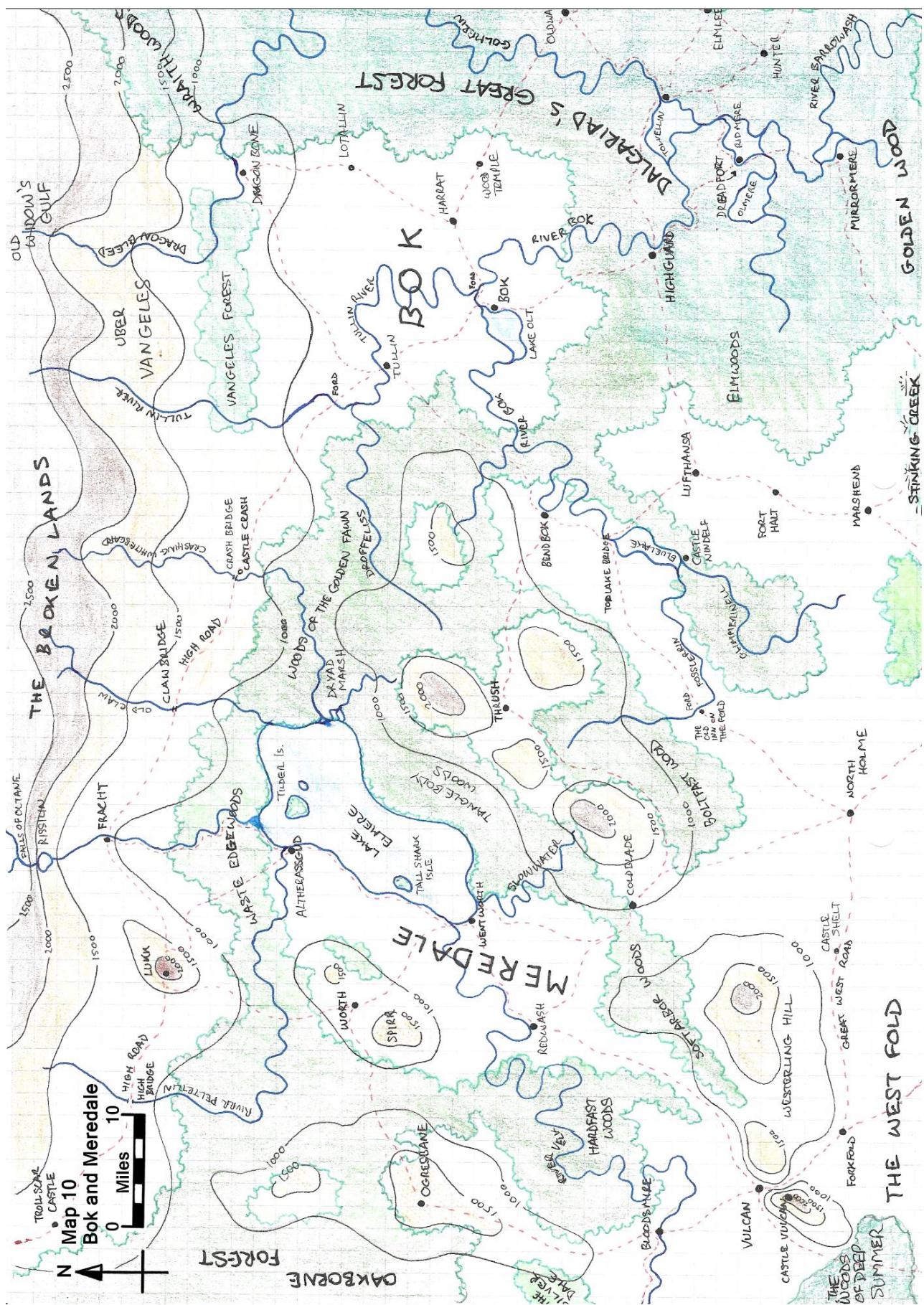


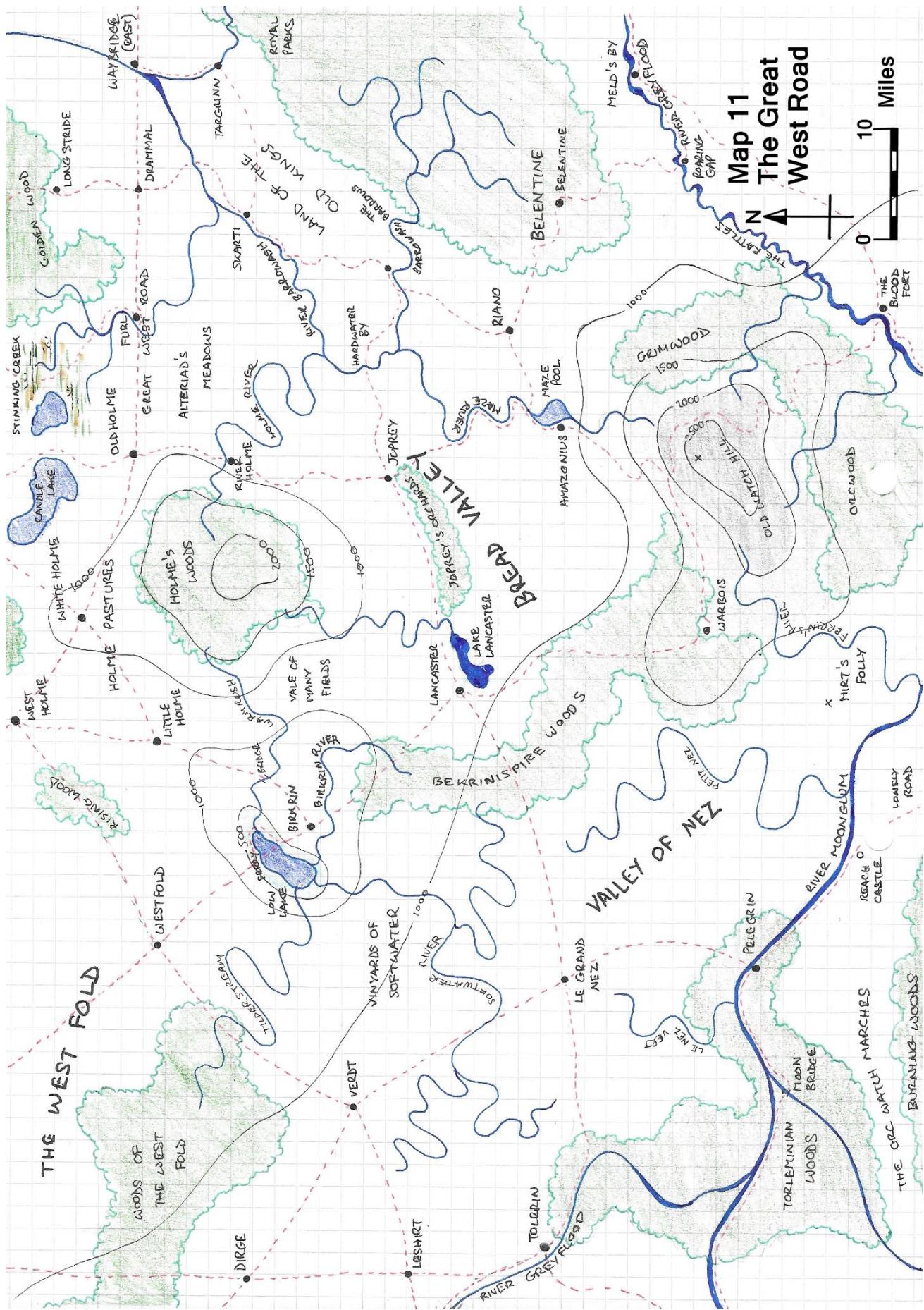
Map 07  
The Western Marches

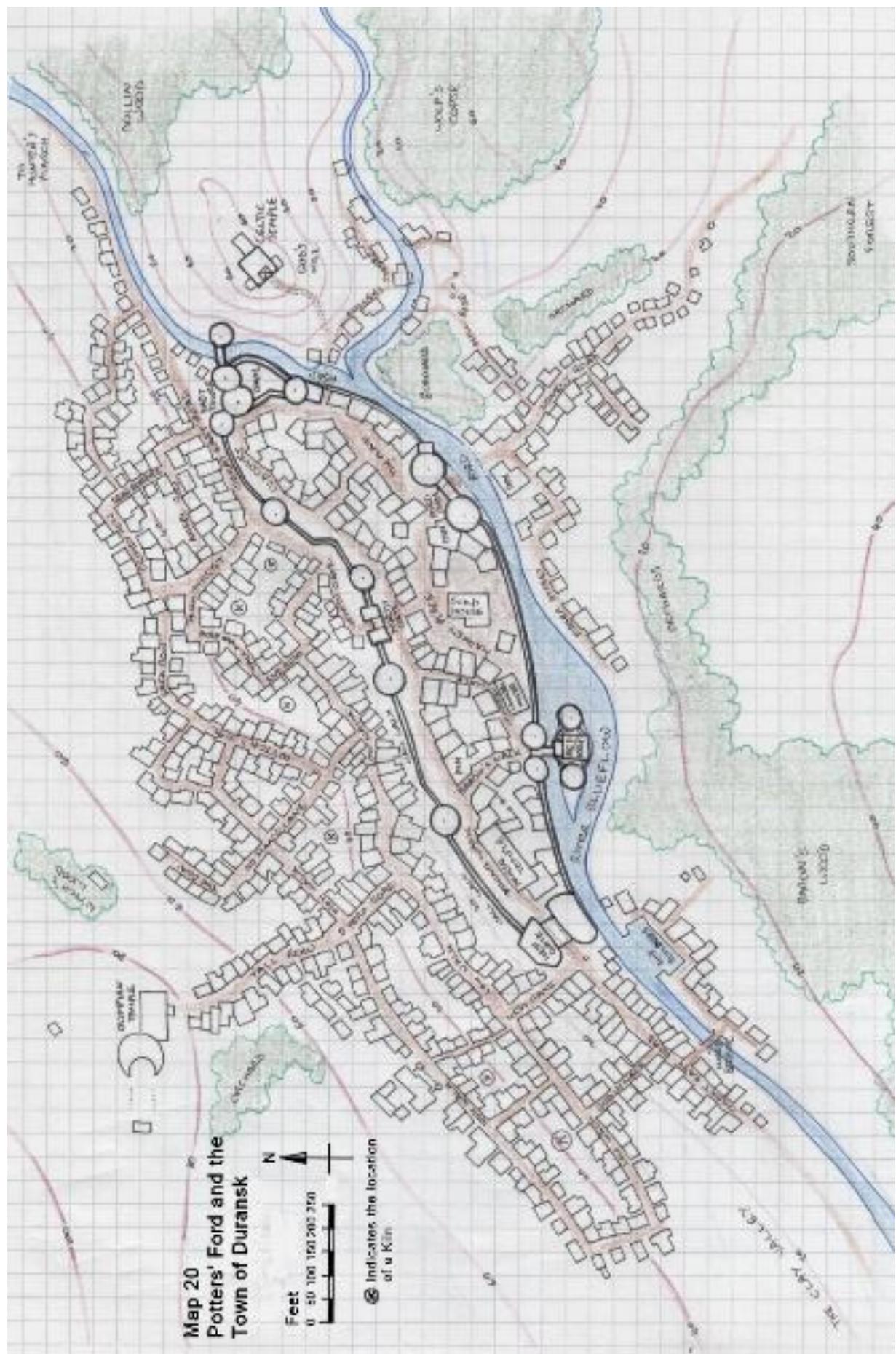


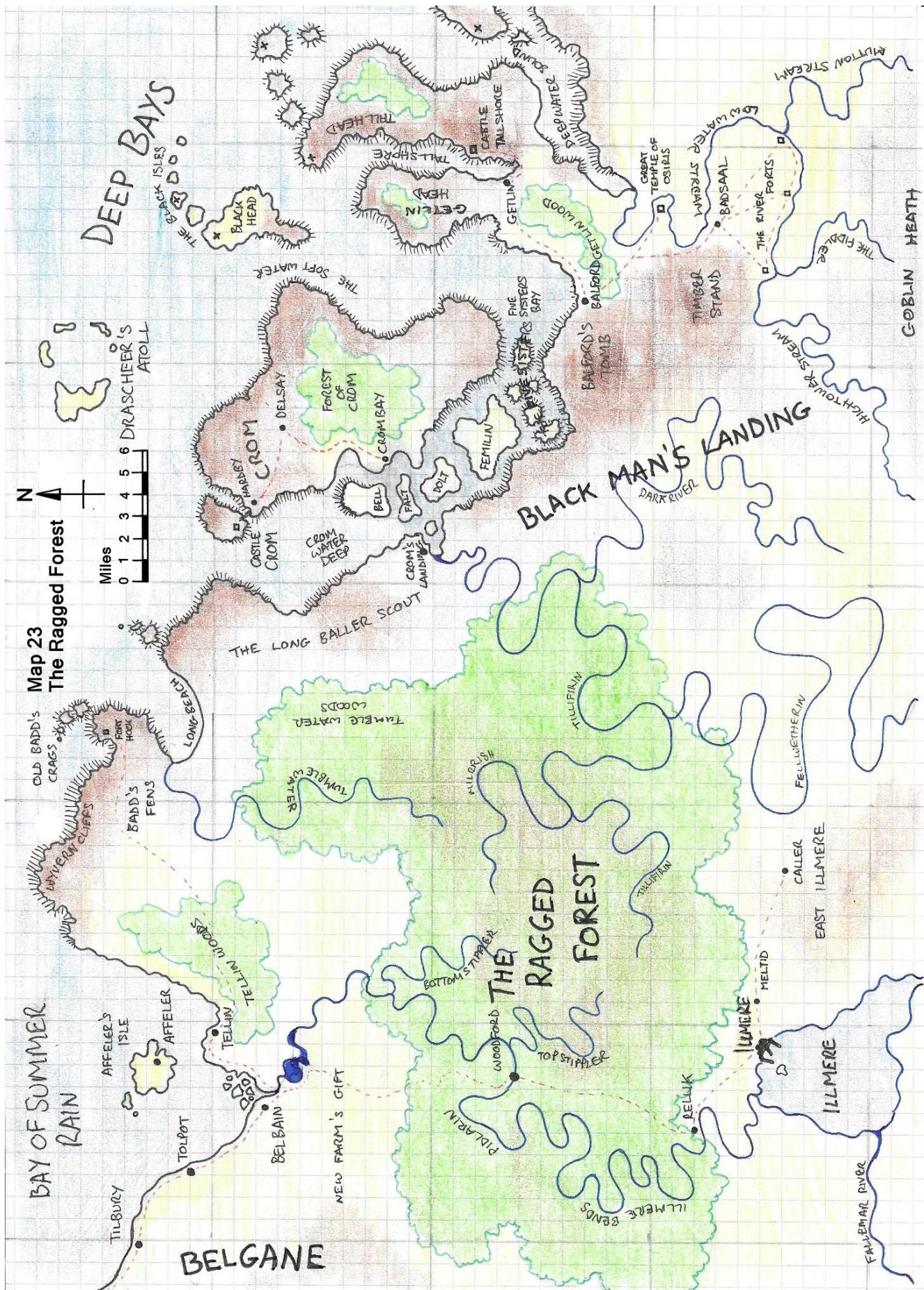












## General Climate and Geology

The central flatlands of the Land of the Young have a similar climate to central and northern France. It is a temperate zone with substantial rainfall in the spring and autumn months, although not monsoon. The summers are hot and predominantly dry but there can be sporadic storms anywhere across the whole area. Winters are cold with regular heavy snow falls. As you journey east you get closer to the sun but the climate is not so predictable and, while the summers are hotter and drier, the winters tend to be colder, due to a slight increase in altitude. The coastal areas tend to be drier due to off-shore breezes but not unpleasantly so. The moors are higher and even colder in the winter, getting warmer in the summer but also a lot wetter, subject to regular thick mists and sea fogs.

The areas around Karan in the west of the Land of the Young are wetter than the central areas but otherwise similar. The southwest Baronies, as the altitude increases, are cooler and wetter as well, being very similar to the Lake District in the UK in this regard. The Blue Mountains are colder still, although still far from grim, but generally drier than the lowlands.

This is very natural and lovely but there are additional complications to the climate of the area due to the fact the world is not a sphere (Barnaynia is banana shaped) and there is a considerable concentration in the normal background magical fields of the planet based around the deep caverns below the capital, Dunromin. A side effect of these conditions is that more unusual and intemperate weather is very common and that the locals are kind of used to weirdness

It should be noted that Barnaynia is not a normal planetary body, and not just in its shape. The sun is much smaller than the



planet and spins around the eastern end of the world. Also, the atmosphere persists up to a considerable altitude, although at reducing pressure, so the change in temperature due to altitude is less marked than on Earth. More about the structure of the world in **SM05 A World Guide to Barnaynia** — see [www.dunrominuniversitypress.co.uk](http://www.dunrominuniversitypress.co.uk) for more information on this and other products — mostly on Pay What You Want.

The planet of Barnaynia is also predominantly a honeycomb of caves mixed with a skeleton of tough granite and other igneous formations. This allows for extensive cave systems to significant depth and a much cooler, although still molten, core. The heat that exists in the core is more due to portals to the elemental plane of fire rather than natural planetary structure.

There is no such thing as Plate Tectonics on Barnaynia and the only reason the crust would move is if a powerful Magic-User or god were to give it a shove.

The wide river valley of the central Land of the Young is made of a kind of limestone scooped out of the elemental plane of earth and smeared around the area. There's some basalt and granite masses to add character and some of the limestone has

been changed into marble for purely aesthetic reasons rather than any real metamorphism.

Nothing in the place follows anything we might recognise as the science of geology and the scattering of stone types and mineral wealth in the crust has more to do with the whims of the gods that made the place than deeper heat and pressure. Of course new layers are being put down and mountains are being weathered and eroded, but these actions take a long time as the rock is very hard in the vulnerable places and fossils are far from common. Or at least natural ones are.

Fundamentally, there is no reason why you can't have the specific rock type and climate you need in the place you need it, if your dungeons go into that level of detail or it's crucial to the nature of the weathering.



For instance; the moors are based on a massive granite tor with terrible drainage, the Blue Mountains are made of light blue-grey basalt, the Horn Mountains of a dark grey basalt. The Hellmarch Mountains are mixtures of different igneous and metamorphic rocks. The spaces between the mountains and the sea are sedimentary, predominantly limestone north of the mountains and westwards across the continent. There is marble available in the Constantan hills and slate to be quarried near Karan and between the Blue and Horn Mountains. More details on the character of these locations later.

There are deposits of useful minerals, even precious stones and metals, in apparently random places throughout the crust, although there is also some hidden pattern and logic to some of this.

## Inhabitants of the Land of the Young

The Land of the Young was originally established by a party of human adventurers who 'done good' nearly 600 years ago. As a result the main inhabitants of the Land are human, as are most of the Barons and their subjects. In the central areas the economy is predominantly agrarian with the majority of the inhabitants of working class and allied to or in service to a specific Baron. The vast majority of these people will be Serfs (or peasants).

A serf in this form is an individual who rents a property from the local Baron. They then use this to earn a living, pay rent and tax (to the Baron) and generally be trapped into reliance upon the local Baron. These are mostly farmers and will use whatever land they have to grow crops, raise livestock and do whatever other trade they can to raise money. Farmers (livestock and arable), foresters, potters, weavers, labourers, shepherds and such are usually Serfs.

Note that livestock farmers will rarely own themselves all the livestock they are rearing, rather they look after the livestock for the Baron or another landowner or Freeman. Given that Serfs only rent their property they have very little job security and are less likely to be 100% loyal to the Baron as they have little vested interest in protecting the property they call home. A generous Baron might inspire more loyalty but a shrewd one might keep their serfs just poor enough to be unable to move without starving on the journey.

As well as Serfs there is a significant number of Freemen (note – even free women are called Freemen) who are slightly higher in the social scale than serfs, usually due to a superior skill or trade (usually inherited). These are people who actually own the land they live on and have generally developed a business of one sort or another based on that land and/or its resources. Some more successful Freemen may even have serfs renting smallholdings from them but more usually they will employ labourers and other individuals for a small wage, possibly partly paid in kind (accommodation and/or food).

Common examples of Freemen might be innkeepers, tradesmen and merchants.



Mill-owners will usually be Freemen as are most blacksmiths, cartwrights, weapons smiths and animal trainers. They all have a vested interest in where-ever they live and therefore have a more pragmatic, stronger loyalty to the Baron offering them protection. The Baron of the territory the Freeman's property is in is also the one who defines the extent and ownership (and tax due) for the property, so it is in the Freeman's interest to maintain a good relationship with the Baron.

Next up the social scale are those individuals directly employed by the Baron for a specific, skilled task. This does not include waiting staff, kitchen staff and general servants (who will be serfs) but will include the managers of these people and those individuals employed for a key skill or as law-enforcement or a fighting force.

Examples of these will be the head of the stables, chief cook, housekeeper, butler, scribes and such. Slightly more important than these will be the fighting classes, often called House-carls, Bannermen, Shield-bearers or whatever other term from fiction or history you prefer – they are generally titled "Soldiers" but would be synonymous to Mercenaries in the modern world, as, really, is the City Guard of Dunromin as well.

These warriors will be the bodyguard and soldiers for the Baron, paid by him in cash or equivalent, patrolling his lands and guarding his buildings. There will be a strict hierarchy with men-at-arms at the bottom (in times of peace) armed and equipped by the Baron, commanded by Vassels or knights, who generally have their own lands and incomes within the Barony, owning their own Serfs. At times of war Serfs and the children of Freemen can be pressed into military service by their Baron, at a cost.

Following the Feudal Code, at times of war the king expects his barons to furnish him with fighting men as well as offering their

own martial expertise. This does indeed happen but, given the variance in quality of fighting bodies conscripted in this way, the kings of Dunromin have, for centuries, preferred that the Barons pay the crown taxes (called a Tribute) and the king and his Garde spend that cash on professional fighting characters of their own choice and of far higher and more consistent quality.

The major land owners are the ones doing all the administration, employing and taxing of these various ranks of individuals. The most common major land owner type is the Baron, who are detailed in their own section later. It should be noted that the rank of 'Baron' is conferred by the king and is usually then hereditary, although the king can remove the rank and its entitlements at any time. Not all land-owners calls themselves a Baron though.

'Baron' is thus the official rank endowed by the king to which all non-royals aspire. They have a Manor (town) and several villages, depending on the size of their barony. They then extend their family's power through diplomacy politics and marriage with each other. The other ranks are Sheriffs, Royal Foresters, Hammer-Barons, Knights and Dukes.

Knights are usually mid-levels fighters and subclasses. Land-owning knights may have a limb missing, or be descendants or relatives of Barons. Most Knights will have no land but will make their living as professional soldiers in the service of a landowner or some royalty or other. Most are members of The Association of the Nations Knights (TANKs) and can be identified as such by a blue and red scarf or ribbon tied about an arm. For more information about the TANKs see **SM02 the Game Master's Guide to Dunromin**. There are many such highly skilled (and dangerous) individuals wandering about the land and very few see adventuring as a realistic career choice – the general perception of adventuring is that it is

ridiculously dangerous with a high fatality rate and meagre rewards. Many TANKs call adventurers "Tarts". The appellation is not generally seen as a respectful one.



Dukes can be anyone but are usually Magic-Users or similar. Dukes are usually self-styled and have laid claim to some unoccupied land, tamed it and offered allegiance with the King. Some are then made Barons, but rarely retain the title "Duke" when they are. A Duke is more likely to be a land-owner recognised by the king and expected to pay Tribute but not having any other responsibilities such as maintaining the Kings' Peace. A Duke may be a completely free agent or may owe an allegiance (and taxes) to the local baron (rather than paying the king directly).

Royal Foresters (or 'Leaf Lords') are elves given the rank of Baron by the king or heredity, although they usually don't call themselves Royal Foresters unless they have to – they prefer 'Chevalier' or 'Duk de L'Arbre'. These will be powerful elves or

elven families not in league with the king but probably signatories to trade agreements.

Fiefs or Fiefdoms are always Halfling communities. They are always ruled by a Sheriff but how he came by the title is rarely obvious as it may be earned, awarded or inherited. They are in effect Barons and pay tribute as such, but Halflings are traditionally, but not exclusively, not called Barons.

The term Hammer-Baron is a rough translation of the Dwarven for a person ruling an area similar to a Baron. Some Dwarven Barons call themselves Hammer-Barons even though they serve a human king rather than a Dwarven one.

All land owners, regardless of title, are expected to pay the king tribute and maintain the King's Peace in their lands. It is rare the king interferes at all in terms of the maintenance of his peace as long as the Tribute is paid regularly and in full.

Which is all very well, given a "standard" medieval-style D&D setting, but the popular perception of Medieval Europe as a place of Feudal Codes and Chivalry is somewhat misconstrued. In fact, the whole history of the "Middle-Ages" was given a thorough update and white-wash during the later years and, as a result, the idea of Medieval Times we have inherited is, well, quite wrong in a lot of very fundamental respects. The actuality of this age is far more dynamic and interesting than has been portrayed in such works as the tale of Robin Hood, King Arthur, the film Excalibur and Monty Python's Holy Grail, which are the usual archetypes used in AD&D campaigns. Nothing wrong with this really, and it hardly affects play anyway, but I STRONGLY recommend to you two books: "Terry Jones' Medieval Lives" (Jones and Ereira, ISBN 978-0563522751) and "The Shortest History of Germany" (Hawes, ISBN 978-1910400739).

The second of these two books gives an interesting insight to how violence, politics and diplomacy can be made fun in plate mail as it describes the ambitions and tragedies of the Junkers in the various countries and City-States that comprise modern-day Germany. It's grand stuff.

The first of these two books, by a Python but giving a very different version of medieval life to the Holy Grail film, is a fascinating re-discovery of the truth about life in medieval times – as its title suggests. It will change the way you perceive D&D communities completely...

It's probably also worth reading up on Charlemagne and the Wars of the Roses as well – it's all cracking stuff.

## Social Structure of the Land of the Young

While the majority of the human inhabitants of the Land of the Young will be tied, more or less, into the service of a specific Baron or other landowner, there are also a number of persons whose chosen occupation frees them from such bondage (and protection). These include travelling tradesmen (tinkers and merchants) and mercenaries.

Given the prevalence of opportunities for warriors in and around the kingdom there is, really, little distinction between adventurers and mercenaries but generally individuals will regard themselves as one or the other with a low opinion of the one they are not, regardless of current circumstances. Mercenaries view adventurers as ill-disciplined chancers, while adventurers tend to view mercenaries as untrustworthy and bloodthirsty. In truth they are all classed as "Soldiers" in that they are professional fighting persons, working for loot or whoever can pay them.

The practical reality of all of this, as far as the Player Characters will be concerned, is that anyone with combat capabilities can sell themselves to whoever needs them.

Every landowner and important organisation will need guards, warriors and so on just to maintain their own safety. In times of strife (of any kind) they will need to hire more and more Soldiers as the situation dictates. This offers careers other than adventuring to anyone graduating from one of the 'Adventuring' Guilds, and steady careers at that. It is unusual for a Graduate of the Dunromin Guilds of Fighters and Magic-Users to actually become adventurers.

"Peace" is a rare commodity in the Land of the Young; even if you get on with your neighbours (which is unusual) there is still the ever-present threat of monsters from above or below ground attacking your property. Ankhegs, Dragons, Wyverns, Bullettes and so on will appear from time to time and need to be dealt with. Only if a particular foe becomes persistent or fixed in the area are Barons likely to turn to Adventurers to come and sort the problem out for them.

In the Land of the Young, the Player Characters' noble image of themselves as the bold adventurer sworn to the quest and in search of excitement, fame and fortune is not shared by many. Most barons will view adventurers as a rather unusual form of Pest Control.

There are two additional factors we need to consider in this rich tableau, to whit; non-humans and magic:

There are many groups of demi-humans living in and around the Land of the Young. Within the main civilisation itself there are Halflings, Half-orcs, Half-elves and High Elves who are, to all intents and purposes, exactly the same as their human counterparts in terms of social standing and mobility, loyalty and wealth. Halfling communities are barely distinguishable from human ones, bar the size and style of buildings, and the two societies readily overlap.

There are some little colonies of Wood Elves and even some Grey Elves within the

borders of the country occupying small woodland areas they regard as their own. Such colonies are generally tolerated by the local Barons and the king and some have direct patronage, titles and their own lands, recognised legally throughout the ruling classes. Some are even Barons in their own right but will have different titles, as described above, and smaller taxes.

In terms of integration into human society Halflings, High Elves and Half-elves can be treated exactly as humans in terms of serfdoms, Freemen, taxes and property. Gnomes are the next-best integrated but will never be Serfs to a non-gnome master. Wood-elves and Dwarves come next, existing in their own communities, insular and separate from the humans, even when living geographically in the same place. Grey Elves keep themselves separate from all other species, socially and physically, while Half-orcs will live where-ever they are tolerated at whatever social standing they can manage.

*See also the sections on "Other Inhabitants of the Land of the Young" below for more details on the non-humans living in the Land of the Young.*

It should be noted that there are also various humanoids living in the Land of the Young on permanent and temporary bases:

Lizardmen exist in a number of enclaves on the banks of rivers and marshes, particularly the Greyflood, and trade various goods and fish with the local human populations. Many tribes live in the Saltmarsh where they are at constant war with Bullywugs and similar.

Some small groups of freelance Orcs and Goblins, occasionally Hobgoblins and Bugbears lurk peacefully in the realm as labourers, builders, miners, soldiers and such, but this is rare away from the capital.

The Low and High Moors are the home of Orcs and Goblins in scattered, beleaguered tribes. There are some Kobolds and Goblins in the Black Forest as well but such tribes are very rare elsewhere except as wandering raiders who have slipped through the network of border Baronies to seek richer lands. There are probably ways down into the Darkworld from numerous locations in the Land of the Young, especially in and around the Burning Woods in the southwest, through which other monsters might emerge, but these will be rarer and rarer towards the capital.

There is another way in which humanoids or specialist monsters might find their way into the land, which is as slaves or servants of the Barons. It is not unknown for Barons to use orc mercenaries; and ogres, Trolls and giants can make useful shock-troops if they can be handled properly. And of course some monsters might be able to conceal themselves within human society for whatever reason.

There is also a more or less permanent and civilised orc enclave in the Barony of Illmere, where the Baron, Lord Doomspark of Illmere, and his six orc wives run the finest paper-mills in the known world. With his extended family and numerous offspring the Baron has an unusual home life. This is tolerated by society as the paper is excellent and Lord Doomspark is not a man to be trifled with, despite his odd tastes.

Of course, magic-using individuals are not uncommon in the Land of the Young. Dunromin in particular has such a strong magical 'background field' that more than one in fifty humans are born with the necessary ability to work magic in one form or another, five times the normal prevalence in humans and equivalent to elves. Such magical people tend to find their own way in life and use their powers to progress appropriately, consciously or unconsciously. Likewise, the proportion of non-human populations born with

magical ability are increased proportionally. This doesn't mean they all have the funds or inclination to have any magical training of course, but the possibility is often there.

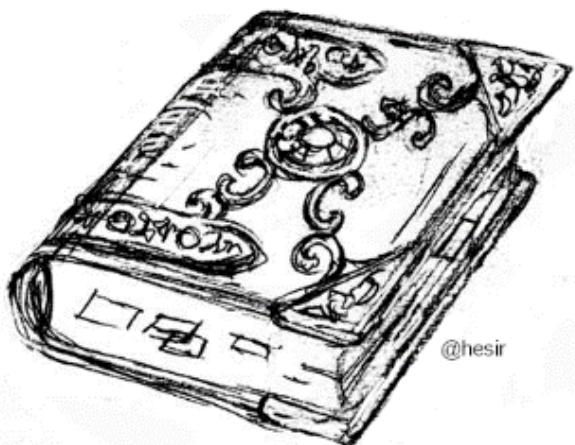


Many merchants are Magic-Users or employ Magic-Users as bodyguards and advisers. Many communities will have resident magical persons offering services to those requiring them, so most villages will have a Witch, Druid, low-level Magic-User and/or temple representative somewhere in their population.

Barons will employ appropriately powered individuals much as soldiers; on a permanent or temporary basis as befits the task or the inclination of the Magic-User. It is safe to assume that anyone with money will have access to some kind of magical support as and when they need it. Likewise those who can't afford it may have access to lesser powers in return for favours or services.

Of course persons of magical power can become land-owners and Barons in their own right. Indeed, their inclinations for establishing a base of operations might be entirely in accordance with any other Baron, or they might want a more esoteric

home more suited to magical research or remoteness, isolation or some such. Whatever their reason, there is space and facility for them to establish whatever is appropriate within the Land of the Young and, as long as they pay their taxes and don't make too much of a fuss, remain at large unmolested.



## Geographical Features

**A general note from the author about the maps of the Land of the Young:** These are all drawn by the author and scanned in using increasingly inconsistent resolutions. Sorry about that. The idea is that I have drawn out the physical landscape with key names and places marked but I have avoided drawing on political details such as precise country and Barony borders, as these will change. Towns and major roads are marked, as are some large features (some ruins for instance). I have not marked on individual villages, castles and temples, nor detailed ruins and minor tracks, roads and waterways. All these can be detailed as and when you need to populate that area. Terrain features such as hills (contours), rivers, forests, towns and ruins are marked.

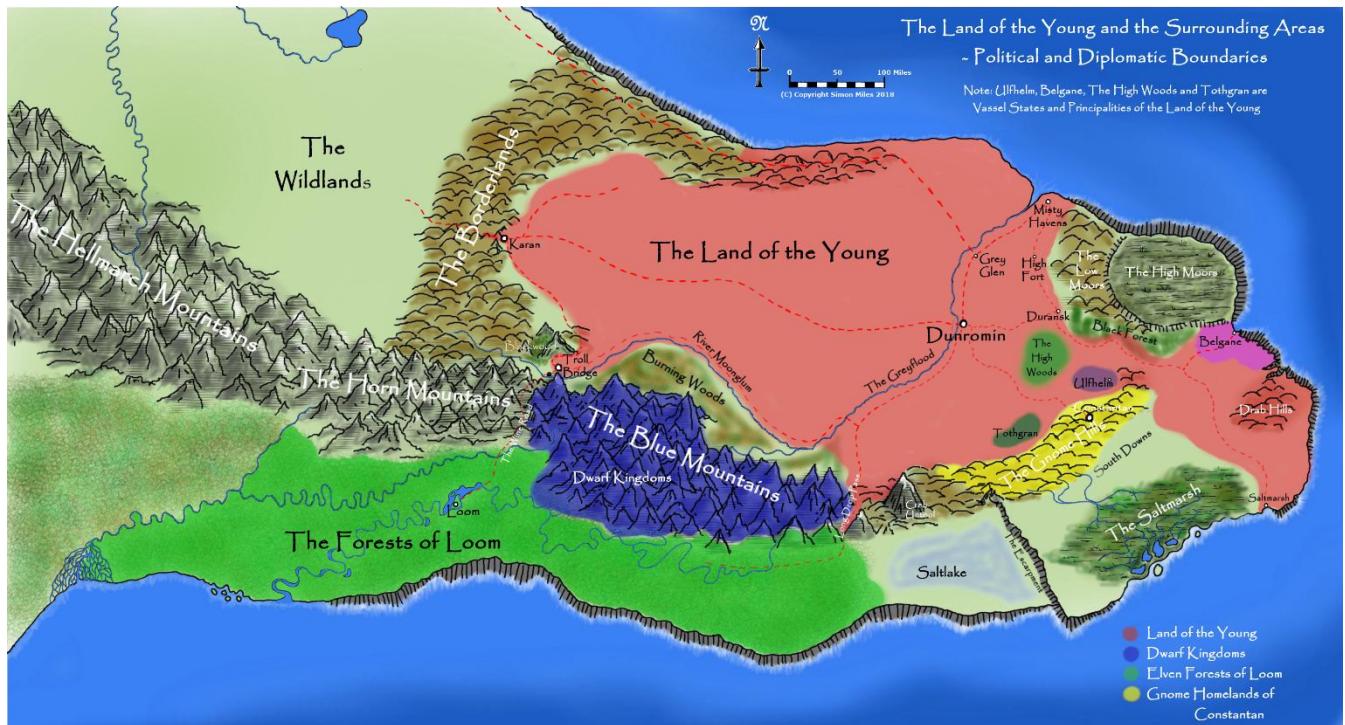
This also means you can tweak areas to fit with your dungeon layout as you see fit. Major roads are marked (not all of them

paved – most are like the roads of the Shire in the Lord of the Rings movies) as are the main rivers as these are vital to the settlements and civilisations around them. You may notice many small crosses as well – these are ruins of one sort or another. Very few are named but can be used as the GM sees fit.

Nor have I hex-mapped the area. In my own campaigns I don't use hex wilderness mapping but rather draw the party a sketch of what they can see and allow them to fill in the detail as we go along. It works OK. I do sometimes use a hex-map overlay on a clear piece of mapping film and allow the party to map from that, but this rarely happens.

This isn't a deliberate choice but rather a product of the way I run campaigns, in that the Land of the Young and the areas around it have been inhabited for some time and maps are available, for a charge, from the University or private cartographers. Some of them are relatively up to date too, not that mountains, lakes, rivers and such move very quickly, most of the time.





## *Alphabetical list of the Main Geographical Features of the Land of the Young*

There follows a description of some of the key physical features of the Land of the Young. This is a far from comprehensive list of the features of interest and I have tried to list the non-physical/natural

features (towns, roads etc.) in the following section on the Baronies. This list is alphabetic so the idea is you find something on a map and then look it up here. If there is no listing for it then there is nothing relevant in the existing histories of the Land of the Young so the GM can add in whatever suits their purposes. Or if the given description doesn't fit the plan, the GM can change it.

Feature	Terrain	Brief description
<b>Ardura</b>	Forest	A wooded, predominantly oak area shared between several River and Home Counties Barons. Used for ship-building and timber. There are some elves living here but it is a managed rather than a wild woodland. The product is taken down the river to the south to avoid the haunted waste of the Grey Glen
<b>Barley Meadows</b>	Plains	On the Great East Road out of Dunromin the Barley Meadows is an area of land where brewing seems to be managed despite the ill magics of the area of the central Land of the Young. Here live several peaceful and rich communities including the Priestlings of the Bright Fruit
<b>Barrow Hills</b>	Hills	These grim hills are scattered with the burial mounds of some ancient race. Many, but not all, have been plundered
<b>Bay of Summer Rain</b>	Coast	The steep fjord-like structures of the coastline are broken here by a natural, wide bay perfect for fishing and sailing communities. The old Principality of Belgane use this as a

		major revenue source although the long and perilous overland route to the capital means that most of the sea-trade from the south (what little there is) continues around the coast to the mouth of the Greyflood in the north. That said, many ships are often harboured here and it is a favoured respite for the more nefarious seafarer. Suitable ships can be hired here and will get east and south quicker than from the capital
<b>Belentine</b>	Forest	An enclave of independent Wood Elves allied to the Forests of Loom south of the mountains. This area is not under the rulership of the king but relations with the Wood Elves are good.
<b>Belgane</b>	Plains	See special section hereafter
<b>Black Forest</b>	Forest	This tangled forest is the domain of wolves and other wild things. There are scattered bands of Goblins and Kobolds too. Some brave trappers exploit the natural resources but it's not somewhere you'd want to take a holiday. It is predominantly a deciduous woodland but with deep and tangled undergrowth. It spreads north up to the cliffs of the Low Moors
<b>Black Man's Landing</b>	Plains	An Oomlander invasion fleet landed here many years ago. They ruled the area for a while before being defeated and slaughtered. Their ships were burnt and sunk in the bay
<b>Blasted Heath</b>	Hills	Once the haunt of a powerful wizard. One dark night there was a huge explosion and the wizard and his castle vanished in a cloud of dust and rubble. The place remains desolate and anything that grows here is twisted and chaotic. There are of course ruins and such as well as the local population (the ones that survived the explosion that is) abandoned the area
<b>Bloomwaters</b>	Coast	Named for the squid and seals that breed here; the water is deep near the shore and rich with nutrients from the depths. Annually there is a bloom of sea life that attracts many predators and fishermen. Occasionally a large predator will look around the shore for different prey.
<b>Blue Mountains</b>	Mountains	See the more detailed section below
<b>Bone Wastes</b>	Desert	This area is cursed by some ancient priest and very little will grow here. The ruins of the temples of a rival cult can be found in the grey sands and endless thorn-bushes and cacti. In places the sand is sometimes very fine, making it a treacherous quagmire in the rain. It is a desolate, ashen place where some grim creatures have made their lair
<b>Brechekt</b>	Plains	A hilly land between the High Moors, the Black Forest and the Dragon Road. Many isolated and fortified farms exist here and follow the local Baron Hess, who is a skilled warrior well-able to protect his people. The sunward slopes are olive-groves and vineyards, although the local wine is poor
<b>Brethelin</b>	Plains	A rich farming realm of scattered settlements that pay their taxes to Baron Saltmarsh as the Baron Brethelin died without an heir about a hundred years ago. The then second-son of the Baron Saltmarsh was set as Steward but

		when the elder brother died (in mysterious circumstances) then the second son inherited and both Baronies fell under Saltmarsh. Brethelin is a potentially very rich area and many of the local land-owners would rather not pay their taxes to Saltmarsh
<b>Broken Lands</b>	Hills	Jagged cliffs and many small bays give this area its name. Some of the craggy valleys strike deep under the ground and strange creatures are often encountered wandering the coast at night.
<b>Burning Ranges</b>	Plains	Open wilderness and the home of roving bands of humanoids and bandits. Caravans traversing this area are always in need of guards. Being caught in curious geography, the land here is dry and given to bursts of hot, cloudless weather at any time of year
<b>Burning Woods</b>	Forest	The southern border of the Land of the Young is marked by the extensive Burning Woods, so named for the red-leaved Eldar trees scattered about. It is a wild, chaotic place of abundant magic, full of ancient ruins and hidden populations of a grim kind. At the defeat of Kzenzakai many of the defeated humanoids in his armies scattered into this area. They lurk here still. Very popular among low and mid-level adventurers cutting their teeth.
<b>Clay Valley</b>	Plains	Although pottery and potters are widespread in the Land of the Young the soft, fine clay to be found here can be crafted into remarkably robust but delicate items. The glorious tableware made here can be found all over the civilised world.
<b>Coldwater Head</b>	Coast	Site of a large castle and watchtower garrisoned by the king's guard, much to the chagrin of the local Baron. Their task is ostensibly to guard the coast from invasion but they keep a close eye on the inhabitants of this distant branch of the Land of the Young as well
<b>Cracking Rocks</b>	Coast	Unusual currents in this area will pull the unwary seafarer to their doom. It is also famous for the number of Marine Trolls in the area
<b>Creb Untool</b>	Ruin	One of many Gnome tombs and abandoned habitations in this area, which used to be a Gnome homeland before the move to the Gnome Hills. Creb Untool is unusual for its size (a city beneath the hill) and the fact it was once home to the Mighty Wun, before the gnomes. More recently, the final destruction of the Wun Ring occurred here during the War of the Ring. This act stripped the Witch King Kzenzakai of much of his power, allowing Baron Garibaldi to defeat him. The adventuring band that actually destroyed the ring are not widely known. The tomb itself remains abandoned, its undead inhabitants predominantly as they were
<b>Dalgariad's Great Forest</b>	Forest	This immense green wood is the home to many woodland creatures generally of a benevolent nature. Large tracts of the central and western parts are uninhabited as strange magics exist there. Many Druids come here to learn their arts and many duels are fought here too. Dalgariad is the name of an elven hero who is said to have made music here that can still be heard in the wind

<b>Darlell Valley</b>	Plains	A wide river valley east of the main southerly trade-routes. The area is rich and quiet, popular among Halflings and produces vast quantities of fruit, vegetables and cereals. The southern most areas are very insular and somewhat isolated in terms of social development
<b>Deep Bays</b>	Coast	A set of steep-sided and deep bays, like fjords. While a fleet of Oomlanders once harboured here, the easier anchorages north and south ensure this part of the coast is bleak and lonely.
<b>Desolate Coast</b>	Coast	Uninhabited wilderness. There are the ruins of villages and towns here but no one has tried to make the land farmable in over a hundred years.
<b>Diamond Hills</b>	Hills	Not named for any romantic aspirations, these hills are the source of the power and wealth of the Gnome kingdom of Constantan. While the diamonds are relatively rare there are many other kinds of gemstone here. Trespassers are simply not tolerated.
<b>Drab Hills</b>	Hills	A place of craggy hills, scrub grass and thorn bushes. It's dry and dusty but some very ancient ruins can be found here, at least what's left of them
<b>Dracarisch</b>	Hills	The Dracarisch is the vast escarpment between the Low and High Moors. It is a place of jagged cliffs and precipitous pathways, in many places decorated with the shattered remains of the dwellings that were here when the ground was torn up into the sky
<b>Escarpment</b>	Hills	The Escarpment is the huge cliff that marks the eastern end of the Salt Lake. There are no clear paths up this jagged monstrosity which marks a change in altitude of almost 2000 feet sheer on the eastern side. At the bottom of this the land drops another 2000 feet in 2 miles of broken and shattered limestone scree, cliffs and caves
<b>Fallemar</b>	Plains	An abandoned Barony long fallen to waste and decay. Some still try to scratch a living from the earth here but the land is cursed and nought will grow well here save hatred and despair
<b>Flanaes</b>	Plains	The rich heartland of the Land of the Young, proud to be part of the Home Counties. The castles here are grand and the farmland bursting with wealth
<b>Garsch Bridge</b>	Crossing	Supposedly the southern border of the Land of the Young, although the castle at the top of High Drop Pass is garrisoned by the king's men. The bridge is a fine dwarven structure spanning a deep gorge some two hundred feet across and nearly a thousand deep. It is achieved with an astonishing single span. The path across is wide enough for two carts to pass one another and has a four foot balustrade along both sides.
<b>Geshedlt</b>	Hills	These steep uplands are beyond the borders of the Land of the Young and in a no-man's land between the Gnomes and Dwarves. They are the haunt of bandits and wanderers, but not haunted like the Barrow Hills above them
<b>Gnome Hills</b>	Hills	The general area of the Gnome kingdom of Constantan, although most of the population is in the middle and northern areas. These areas are well populated and

		patrolled, with the good land in the valleys farmed extensively. To the south are ancient towns and delves long abandoned and scattered with even more ancient constructions
<b>Goblin Heath</b>	Hills	Correctly named. The little blighters just seem to keep coming back to this hopeless and rugged set of hills. There are ruins and caves a plenty for the adventurer but also Goblins and goblinkin and pits and deep, dark holes leading the Moon alone knows where. There have been stories that the place has some cultural significance to the Goblins but no one can be bothered to find out what.
<b>Gods' Own Meadows</b>	Plains	The richest agricultural land in the country, like much of the “Home Counties”. The local Barons are some of the wealthiest too with grand palaces and castles
<b>Golden Meadows</b>	Plains	One of the richest areas of the Southern Baronies, benefitting from the trade passing along the Golden Road between Dunromin and Constantan
<b>Golden Woods</b>	Forest	Owned and run by March Barons this large woodland area is managed to a degree along its edges but is increasingly like a wilderness deeper in
<b>Granite Bridge</b>	Crossing	The official border between the Land of the Young and the Gnome land of Constantan. There is a fort guarding the crossing but it is lightly garrisoned as the task is mainly administrative these days. There is an annual ceremony here to mark the signing of the peace treaty between the Land of the Young and the Gnomes of Constantan, back in CY446
<b>Greenvale</b>	Plains	One of the core areas of the Home Counties. Rich and peaceful
<b>Greenwood</b>	Forest	This carefully managed woodland provides much of the timber used in the capital. It is run by a very rich Baron by the name of Baron Moon
<b>Grey Glen</b>	Plains	A stretch of poor soil on the eastern bank of the River Greyflood. Legend has it that a goddess was betrayed by her mortal lover here and her tears killed the soil. It is a cold, lonely place and any constructions that remain will be abandoned and probably haunted
<b>Gulfs of Khaz-Guldin</b>	Coast	Terrifying cliffs and broken land show where the moors were torn up from the surrounding landscape. Deep tunnels and caves into the Darkworld were exposed and the sea water inundated many ancient halls here
<b>Gull Cliffs</b>	Coast	Marking the western end of the Bone Wastes
<b>Haunted Marshes</b>	Swamp	The name says it all. Ancient and dread structures can be found in the endless mists that clog the air here.
<b>Hawkmoor</b>	Hills	This border area is a Barony run by a Gnome Baron called Hawkmoor who makes his money from his silver mine. He is resented by the Gnomes of Constantan, who covet his mine, but he owes them no loyalty (due to a complicated family issue) and has sworn loyalty to the king of the Land of the Young
<b>Heroes' Reach</b>	Plains	The site of many a battle with barbarians from the west in times gone by. While this area is ostensibly owned by Baron Pretelles it is only sparsely populated. The west bank of the mouth of the Greyflood was once a grand

		harbour but it sank beneath the clear waters as the result of a magical conflagration many years ago. Its sunken, ruined houses are now the haunt of many Marine Ghouls, its high jagged walls a risk to the shipping above
<b>High Marches</b>	Hills	Another upland area sparsely inhabited save by some scattered mines and quarries (particularly tin and lead mines but other minerals as well). The southern trade route up to Long Drop Pass goes through the middle of this area ensuring it doesn't become wilderness. There are often border disputes with the Dwarves of the Blue Mountains over the mineral deposits here.
<b>High Moor</b>	Hills	This area was once the richest in the land but an ancient curse by a powerful deity brought on by a powerful wizard blighted it more than 200 years ago. The very rock beneath it rose up and tore the fabric of the peninsula. The result is a high wilderness of poor soil with little drainage. The place is endless shallow valleys between hard rock hills, full of gorse and bottomless bogs. The whole place is scattered with the ruined remains of the wealthy people who once lived here; castles, temples and such, along with deserted villages and lonely, roofless farms
<b>High Valleys</b>	Plains	A generic term given to several Southern Baronies here. Although the land is good and fertile, poor communications and bad management mean these areas are very much under-exploited ( <i>possible location of the Classic scenario “Against the Cult of the Reptile God”</i> )
<b>High Woods (Sylvanian)</b>	Forest	More details hereafter
<b>Home Counties</b>	Plains	See the Baronial descriptions below; this is a generic term for those ancient and rich Baronies close to the capital. “County” is an elven name for a Barony
<b>Horse Meadows</b>	Plains	An ancient and increasingly irrelevant name for a rich agricultural area. Peaceful and prosperous
<b>Howling Sounds</b>	Coast	The winds of Storm Bay screech through the jagged and sundered cliffs here, creating a broiling mass of noise and chaos
<b>Hunter's Marches</b>	Plains	Poor soil and the presence of the moors and the Black Forest here make this a land of a risky, hunter/gatherer style existence. People born here are sometimes called ‘Children from the Wrong Side of the River’ and seem to have a uniformly cruel and violent humour
<b>Ilmere</b>	Lake	A deep and strange lake. Legend has it there is a Sea Elf palace hidden in the depths. It gives its name to a Barony along the northern side where the Baron has six orc wives and uses the ice-clear waters of the mere to make paper from pulp from the Ragged Wood. The best paper in the world, it is said. Although the Baron’s proclivity for marrying Orcs does not give him a high social standing, the familial manors are welcoming and industrious.
<b>Kingdom of the Lizard</b>	Plains	An ancient lizardman warlord once ruled this land ( <i>see the Classic scenario “Tomb of the Lizard King”</i> )

<b>Kyke's Ford</b>	Crossing	Here the Great North Road crosses the Golmerin River. Until about 150 years ago this was the northern border of the Land of the Young. Since then some young and ambitious adventurers have established castles further along the coast to the west and have been rewarded with Baronial titles. The Great Coast Road is not heavily travelled but is the fastest route to the west end of Storm Bay and the lands beyond, including the Dwarven heartlands around Belegost
<b>Land of the Old Kings</b>	Plains	This area of the Home Counties is famed for its cotton and there are many weavers of fine cloth in the villages about here. The name comes from the legend that the Royal Family of the realm, the Lufthearts, came from this area originally
<b>Lands of the Silver Knights</b>	Plains	An ancient order of knights once ruled here in service to the then-king of the land. Many of the current Barons claim decendancy from these legendary, heroic figures
<b>Lone Wolf Plains</b>	Plains	The lands south of Eastfold are uneven and the soil sandy and poor. Such plants as grow here are used to arid lands and reluctant to be food for others. Even bandits and humanoids are rare here
<b>Lonely Isles</b>	Island	These islands have been inhabited by various creatures in the past but never been a recognised part of the Land of the Young. There are some ancient ruins here and there, but it's anybody's guess who might be living on the islands at the moment
<b>Low Moors</b>	Hills	When High Moor was risen up this parcel of land was tugged up too. It is drier than High Moor but just as grim and cold. Like the High Moor the old inhabitants abandoned the place and the ruins of their old homes, farms, castles and temples are still scattered about the place, although not as grand as the High Moors once were.
<b>Mount Dakalk</b>	Mountains	One of the highest peaks in the High Moors, it is a carven fortress of a great ancient mage, long abandoned and ruined after the cataclysm which affected the area but wasn't targeted at this mage
<b>Mount Scafell</b>	Mountains	An extinct volcano, it is said, although no one is completely sure the volcano knows it is supposed to be extinct or even if there ever was a volcano or just a particularly large and angry Fire Elemental
<b>Nebulair</b>	Forest	The home of the free Grey Elves of the peninsula; free that is in terms of not paying any taxes to Dunromin. They have been here a long time and maintain a civil relationship with the king and his family. As with all Grey Elves they are condescending and patronising, treating the existence of the Land of the Young merely as a passing inconvenience; who can say what they really think?
<b>Northern Marches</b>	Plains	See Baronial descriptions below; this area breeds grim people of hardy nature
<b>Old Widow's Gulf</b>	Hills	A romantic name for a gap in the hills through which the Great North Road goes. There was a dwarven outpost

		near here for a while but no one is sure what they found nor what happened to them...
<b>Porsell</b>	Island	One of the islands off the mouth of the Greyflood, not a recognised part of the Land of the Young but in clear sight of the mainland. It is a high and craggy rock with some steep-sided coves, covered in seagull guano.
<b>Potters Ford</b>	Crossing	This marks the eastern edge of the central Land of the Young and is a major trade route east to west over the wide, deep river that flows through it. Apart from hazardous ferries this is the only crossing point for thirty miles in either direction
<b>Ragged Forest</b>	Forest	Not the only wood in this area but the only one famed for its almost tropical hardwoods, greatly valued in the capital. There are also a lot of other trees of different species ideal for paper production
<b>Rhehanawold</b>	Forest	A wild forest to the south of Constantan and well and truly deep wilderness. Ancient trees and their associated spirits haunt this thick rush of inter-twined trees in rugged and shattered hillsides. The deep valleys here are dark and fey.
<b>Rhun</b>	Plains	A rich farming landscape surrounded by less hospitable areas. The place has strong trading links with the Gnomes and only ceased being an independent state about 200 years ago, becoming another set of Baronies of the Land of the Young
<b>Roaring Gap</b>	Crossing	Here the Greyflood is still a hectic river and the harder rock of the area has given rise to some white water and rapids. Over this is an armoured bridge and a significant castle, an ancient capital still used today by the local Baron Manikin. It is also at this point that the river traffic up and down river stops and transfers to caravans for a few dozen miles, before transferring back to water craft on the calmer upper reaches further west
<b>Royal Parks</b>	Forest	This is one of the few lands the king owns and manages directly rather than having a Baron run it for him. No one but the king and those he invites is allowed to hunt in these woods although there are quite a few people living in and around the edges of the woods – not all of them welcome. The eastern side is the setting for <b>SM12 – The Trials of a Young Wizard</b>
<b>Salt Lake</b>	Desert	A flat, blighted area cracked here and there with deep crevasses. It is hotter than it should be and travellers within it are given to odd hallucinations. The salt crust varies between one and six feet deep. Attempts have been made to mine the salt but they are never successful.
<b>Saltmarsh, the</b>	Swamp	A vast swamp, only really salty on its most south-westerly edge. It is the home of every swamp monster you can imagine (possible setting for the classic adventures of the same name)
<b>Scarlet Ranges</b>	Plains	Wilderness between Saltmarsh and the Escarpment, the haunt of hyenas and Gnolls
<b>South Downs</b>	Hills	Above the Scarlet Ranges and south of Constantan this area has never been successfully settled and is the home

		of several tribes of humanoids, including Giantkin, who sometimes raid up into Rhun
<b>Splendid</b>	Forest	The Forest Splendid is ruled by the house of Baron Splendid, one of the oldest families in the realm. They were once an independent state but saw which way the wind was blowing very early and became the Lufthearts' greatest ally in the south. Traditionally the king's bodyguard are called 'Splendid Knights' as they were once entirely from this area. The custom has passed but the name lives on as a term for something beautiful or of outstanding quality
<b>Star Fall</b>	Hills	It is said a piece of the Necklace fell here in ancient times, embedded with magical powers and strange objects. It smashed into an underground complex separate from the main Darkworld and much strangeness has been reported here ever since, which is one of the reasons the Gnomes never expanded south ( <i>a possible setting for the classic adventure "Expedition to the Barrier Peaks" but it doesn't really fit due to the scale of the scenario and the nature of Barnaynia</i> ).
<b>Steaming Grounds</b>	Hills	Natural volcanic springs here suggest deeper and stranger things below ground. Despite what energies feed this area the warm water is used by the locals for many things and it is rare, these days, for any Fire Elementals or similar to come wandering out
<b>Storm Bay</b>	Sea	This vast body of sea water is subject to random and unpredictable weather systems increasing in intensity the further from the shore you venture. It is definitely worth sacrificing the right things to the right gods before trying to cross here. Spring is the worst time to cross, but it's never really 'safe' except close to shore, but then that has its own perils
<b>Sylvanian (High Woods)</b>	Forest	See special section hereafter
<b>Tall Woods</b>	Forest	This deciduous wood is heavily populated with High Elves who have a close relationship with the king. Their leaders are a counsel of wise elders elected by a secret rite. These leaders have the honorific 'Leaf Lord' and are the equivalent of Barons.
<b>The Old East</b>	Plains	For many years this was the eastern border of the Land of the Young where many battles were fought with the proud and doughty Kingdom of Ulfhelm to the south. When Ulfhelm was finally brought into the Land of the Young the Old East became the jumping-off point for further colonisation to the east. Now it is a peaceful landscape shared by several old families, all Barons.
<b>Tolfeather Woods</b>	Forest	Predominantly wild woods serving the coastal communities with wood for boats and such. They are a perilous place at night for the unwary
<b>Tothgran</b>	Forest	See special section following
<b>True Vale</b>	Plains	Some new Baronies have been set up here over the last two centuries, bringing order and taxation to the scattered villages of the area. The land is good and fertile but exposed to dangers by being so close to wilderness

		areas. The name comes from an old language word Troouhuh, meaning 'flat land'
<b>Uber Vangeles</b>	Plains	An old Karan ally and state, long since passed to rack and ruin. The name lives on (meaning "Land of the Vangeles", an ancient barbarian tribe). While there are no Barons here the land is claimed by a number of old families with curious loyalties.
<b>Ulfelm</b>	Plains	See special section following
<b>Upplands</b>	Hills	The Upplands are a high set of hills that dominate the surrounding landscape. The terrain is heavily and deeply rippled with the narrow valleys filled with hardy trees, gorse and thorns. Springs and caves abound and, on a sunny day, the place is lovely
<b>Vale of Arshelt</b>	Hills	A wet and dreary stretch of land sandwiched between the moors to the north and the black forest to the south, scattered with ancient ruins and jagged, deep ravines clogged with ferns and briars
<b>Valleys of Bloody Havoc</b>	Hills	In these shattered hills and valleys are deep holes; ancient vents from deep in the Darkworld. From time to time things emerge here and have to be stopped. Famous adventurers have vanished into these holes too, never to be heard of again. Hot air blasts from their depths and the night is never quiet about the place. The local Barons have carefully positioned watchtowers and beacons around the area
<b>Vine Land</b>	Plains	The closest place to the capital that decent wine can be made, or at least drinkable wine can be made. The local Barons have become rich and complacent off the back of this trade although the wine they produce is bitter and really needs sugar to make it drinkable
<b>Waybridge</b>	Crossing	A significant crossing on the Great West Road. On an island in the slow-moving rivers here is built a huge fortress, straddling a wide stone causeway that allows the heavy traffic going east to west across. It is the capital of a grim little man called Baron Shed
<b>White Heath</b>	Plains	The White Knight was a man of legendary skill and noble belief. He died three hundred years ago of a broken heart, having fallen in love, it is said, with the king's only daughter who would not have him. There is a castle in the land, now the home of the new Baron, about which the White Knight's close friend Mudlin the Wizard wove strange enchantments
<b>Wide Rushes</b>	River	A broad set of white-water runs in deep crevasses, marking the eastern limit of Constantan
<b>Woods of Galderun</b>	Forest	One of the largest and closest areas of total woodland to the capital, providing timber and similar supplies to all the home counties. A very low elven population but all very well managed anyway with a vast mix of tree species present. "Galderun" was a demigod of the Babylonian Mythos whom once lived here, it is claimed.
<b>Woods of Hommlet</b>	Forest	There's a village near here of the same name, further west and nearer the swamps that mark the edge of the Burning Woods. The place is prosperous for the south, due to the route of the south road towards Long Drop

		Pass which passes near here. To the west of the village in the edges of the swamp are ruins of an old civilisation laid low by the early Lufthearts. Rumours abound of an ancient and abandoned evil temple in the drier hills in the middle of the swamp. The area is famed for its cheese.
<b>Woods of Olinare</b>	Forest	A large green woodland of the kind you'd expect Hollywood actors in green tights to frequent
<b>Wraith Woods</b>	Forest	The northern reaches of the Great Forest of Dalgariad are a drab quagmire of stunted trees and thorny bushes. No one really knows where they got their name from but it suits them. Strong Chaos magic lurks here
<b>Wyre</b>	Island	One of the islands off the mouth of the Greyflood, not a recognised part of the Land of the Young but in clear sight of the mainland. It is a high and craggy rock with some steep-sided coves
<b>Zondar's Leap</b>	Hills	Zondar was a hero of ancient time and many legends, hailing from a time before the Land of the Young. The elves claim him as an elf, the Dwarves call him a dwarf, while humans believe he was human. Whatever, the story goes that he leapt from a tall hill with a sheer side here onto a Gold Dragon in flight. He then tamed the beast and used it as his mount
<b>Zondar's Prairie</b>	Plains	The legendary folk hero Zondar had his capital here but that was a long time ago. It is wilderness now and those using the road through its northern woods (called "No Man's Lane") and valleys would do well to hire capable caravan guards

## More Information on the Significant Areas in and Around the Land

### *Tothgran*

This wooded area is a Wood Elf colony. They very much keep to themselves and relations with the king are rarely better than cordial. The ruling elven family are closely related to the ruling family of Loom but relations there are strained too. The elves here are aware of their precarious position and are very wary of visitors and transgressions onto their land.

As a result they are nervous of strangers but not hostile and there are accommodations for travellers of any race. There is a strong tradition of travel and

magic-use within the community so it is a good origin for an Elven Player Character.

Deep in the woods charcoal burners can be found, supplying forges of master craftsmen and weapon smiths. It is these crafters that maintain the independence of the area. No King of Dunromin has been bold enough to try and take the woods and risk losing a supply of peerless weapons.

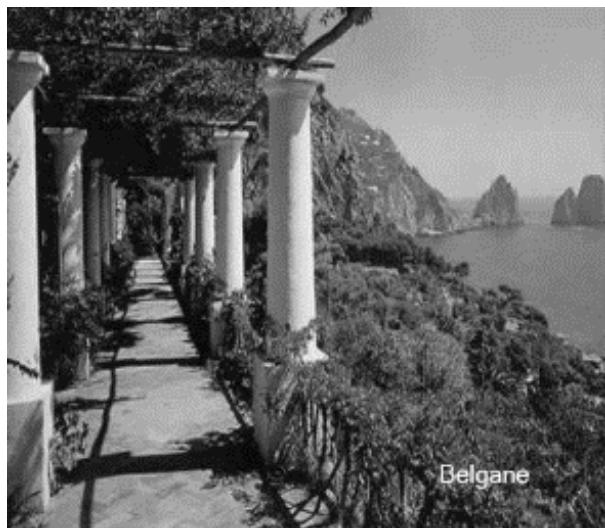
Tothgran is run by a traditional royal family but the gaps between the generations mean that no human can remember the predecessor to the current King Celebrant III. A tribute is paid to the King of the Land of the Young but it is paid in kind, being an annual shipment of fantastic weapons and armour, although non-magical, usually, for the Dunromin City Guard.

No one other than Wood Elves would want to make their home here but the locals

remember their friends. There are many who travel regularly to these woods to see old friends and tinkers that trade between the local baronies and the woodland folk.

There is also a regular flow of gossip and controversy between this place and the capital, enabled by the diplomats that reside here and other, less official routes such as the traveller and storyteller Gilgalad for instance (see **SM02 The Games Master's Guide to Dunromin** for more information).

## *Belgane*



An old royal family rules here, the current ruler is Prince Belstaff IV, held in thrall to the king by an ancient allegiance. The locals are proud of their own history and there is considerable resentment of the centralised command. As a result the king is obliged to keep a regular force barracked here, ostensibly to help defend the coastline from invasion.

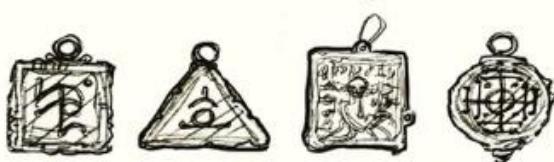
The Principality of Belgane has a healthy economy based on agriculture and fisheries. They have the additional advantage that the extensive apple orchards they have produce a cider that is very popular in Dunromin. This core trade is complimented by cotton, tobacco and many preserved and dried fruits. The flow

of goods on the long Great East Road to Dunromin is remarkable and large, well-guarded caravans move back and forth constantly. It should be noted that the fruit produced here is far superior to that produced closer to Dunromin but, due to the distance, fresh fruit is not traded there. Livestock is not a big farming business here.

Belgane has a little mineral wealth in the form of lead, and coal is close to the surface here. Of more mystical value is the knowledge of how to process limestone to make fertiliser. This is a state secret kept by the Belgane Brothers of Alchemy and unknown outside the close confines of those most loyal to the Prince.

The history of Belgane is a little messy. It was originally an independent Principality with a lineage going back long before the city of Dunromin was founded. However, in CY364 the Prince of the time fled to Dunromin when Belgane was invaded from the sea by a force from Oomland, all the way across the Wide Sea. Dunromin came to his aid as the Oomlanders were marching inland and got within 40 miles of the capital. Eventually, the Oomlanders were duly thrown back into the sea but the Principality of Belgane were then forced to swear fealty to Dunromin. Ever since Belgane has been independent only in their own imaginations. They pay a regular Tribute to Dunromin and their streets are patrolled by men recruited locally but trained in Dunromin.

The Belgane family has managed to remain reasonably clean of horror and dishonour but all resent Dunromin's dominance and would be the first to jump ship if the grip of the Luftheart's was seen to be slipping.



## ***Ulfhelm***

Pacified in CY404, Ulfhelm is a fiercely independent Barony with a long and battle-scarred history. The locals are dour and hardworking and not keen on those from outside the Barony. Within the Barony the locals of all races (humans, Halflings and High Elves in the main) mix well in their 'Ridings', there being four Ridings; east, west, north and south.

The claim to being an Ulfhelmer transcends race and those that claim it have a mixed reputation amongst the rest of the country. They are widely regarded as strange and surly at least, often openly aggressive and miserable. They regard themselves as being infinitely superior to all others and think they have the best sense of humour, jokes, the finest women and the most sophisticated cultural habits of any in the known world.

Ulfhelmers can be great entertainment or insufferable, depending on their mood. Most are very moody but prefer to call themselves "grim".

The land of Ulfhelm itself is flat, fertile areas to the west and rough hillsides to the east. Wool and mutton are the mainstay of the East Riding and they have many skilled weavers producing excellent linen and woollens. The West Riding is more famous for wheat, pigs and vegetables of every form. The South Riding is less well farmed but good communications mean the locals trade their own skills far and wide – particularly in fine lace work, leather working, paints and dyes, excellent beer and masonry. The North Riding lies on a great mineral resource of iron and was the first Human area to develop steel after the Dwarves. They also grow lots of rhubarb.

Ulfhelmers play a game called "cricket" and most are skilled in the use of a club so they can play the game. As a result there are many traditions involving beer and cricket. The main tool of the game, the Bat (basically a two-handed club) is much

prized and some are even enchanted, not that such examples are never used in 'important' games.

The town of Ulfhelm is the capital of the place and is practically a city (although smaller than a quarter of the size of Dunromin) located where the four borders of the Ridings meet. In it is the Fortress Ecky where the Prince of Ulfhelm resides, traditionally referred to as the Big Man. Each Riding has its own market-town capital; Verona for the East Riding, Bell-Ford for the West, Porque for the North and the Chef's Field (Cheffeld) for the South. As well as a road network the rivers have been managed and even canals dug to aid trade and transportation.

## ***The High Woods***

Also called the Sylvanian Woods. This is a dense population of High Elves, the largest in the Land. There was, once, a war between these elves and the people of the Land of the Young but their differences were resolved and relations are now good. Indeed, many of the elves now have relations living in the capital and the current Queen of the Land of the Young, Olana Half-Elven, is a native of the Silvanian Woods.

Although still proud of their independence the elves of the High Woods are completely integrated into the political and economic structure of the Land of the Young. The local dignitaries are Barons and all pay their Tribute regularly. Wood, pottery, cloth and other quality products are produced here, as well as breeding eminent warriors and other crucial professionals.

The High Woods is not an idyllic elven woodland realm but rather a mix of intricate tree-houses and more practical ground-based lodges and businesses. The woodland here is primarily deciduous with some open areas where smaller plants are cultivated for agricultural reasons,



especially grapes for wine. There are many scattered communities and individual dwellings across the woods with a wide variety of inhabitants in terms of occupations and beliefs.

The towns and villages to be found here have a noticeable population of non-elves, mainly humans and Halflings but also Gnomes. There are even stone buildings in some of the more progressive areas and many small farms and businesses.

The elves of the High Woods are warrior folk with a significantly low percentage of magic-using persons. This doesn't seem to worry them as they train fine archers and pride themselves on the quality of the armour they produce, using steel imported from Ulfhelm, an ancient ally.

The High Woods were, historically, a mix of independent families of elves drawn together by mutual need. As a result there is no great tradition of independence and, although the current Baronial families claim great ancestry, there is no deep desire for independence and they are

almost entirely happy with the status quo with Dunromin and the Land of the Young.

### ***The Borderlands***

There is a belt of low hills and fertile valleys marking the western border of the Land of the Young, reaching from the Horn Mountains to the sea. This area is colder than the Land of the Young and the bare hills are windier than might be expected. This does not mean the place is harsh and there are some valleys that could afford shelter and fertility to support a large population. Roads, broken and scarred, yet exist here connecting dozens of ruined communities.

These lands used to be part of the Empire of Karan and included a number of different communities and races. In CY286 the Land of the Young managed to beat the armies of Karan and the city became a vassal state. Unfortunately, the Dunromin King of the time put his

younger brother in charge of the city. This proved a mistake as this individual was certainly not the best choice for preserving the valuable trading network that then existed.

The lands in the hills were left alone, forgotten pretty much as the Royalty from the Land of the Young consolidated their hold over the more accessible lands to the east of Karan. Without the might of Karan Empire backing them the communities in the hills fell apart or were raided by humanoids and monsters until they disintegrated.

The fertile hills became the Borderlands; a wilderness area scattered with the ruined remains of once populous towns and villages. These hills are scattered with temples and forts long since hacked to ruins by violence and time.

Only now are the minds of the Lufthearts in Dunromin looking west and realising the prize they had lost. For the last few years some brave and ambitious knights have been made barons and put out west to found new colonies. The civilised areas are creeping west from the gates of Karan, building and reclaiming as they go, but the progress is slow. Old allegiances have been forgotten, all the old maps are wrong.

The ruins are full of horrors, the fertile lands have been overtaken by wild plants and weirder things. Out there are a thousand different adventures waiting to be found and hundreds of graves of the adventurers that went before.

The Borderlands are still a buffer zone between the civilised Land of the Young and the Wild Lands to the west. No major civilisations have tried to take over and the area is a mess of petty humanoid tribes, gangs of bigger beasts and true wilderness full of everything the low to mid-level party might want to have a go at.

There are many woods in the low valleys while some of the higher hills have only bracken and heather. The limestone hills

that form the spine of the land have thousands of caves beneath them and some have become home to quite fascinating colonies of creatures. Some have even been dug out and expanded to make them more useful to their inhabitants. Others have been closed off by their occupants to make them more private, or just easier to defend. Take your pick.

Along the north coast a larger colony of a more organised form has slowly and secretly been growing in power. This group consists of a number of tribes and groups of creatures that owe a rough allegiance to one creature. The nature of this creature and its identity could be a matter of some debate, but they are keeping their growing strength to a low profile.

The aim of this creature is conquest of the Land of the Young, no less, but it has a complex plan to achieve this. It has made allegiances and pacts and deals all over the place, and it has watched the Land of the Young as it has rolled with the punches over the last couple of decades. The power-hungry creature thinks the vast, rotten edifice is about ready to fall, and it might be right.

## *The Wild Lands*

Rather than being a specific land or feature the term “Wild Lands” has come to be a rather nebulous collective term for the vast lands beyond the Borderlands. The Wild Lands stretch away into the west as far as the Twilight Sea, northwards to the Grim Mountains and the Dark Marsh. And south, around the western end of the Hellmarch Mountains and down as far the legendary Kingdom of Marln and the Bolog Mountains.

This is a vast area of land, thousands upon thousands of square miles includes forests, hills, prairie and steppe. There are civilised lands out there, empires unknown perhaps, cities and countries with no

knowledge of Dunromin and the Land of the Young.

What is known is only the lands around the Great Coast Road following the coastline of the western end of Storm Bay. This ancient trade route is seldom travelled but connects the land of the Young to the Dwarven Homelands around Belegost and the varied city-states that scratch an existence on the northern side of Storm Bay. This long network of pathways and some ruined cobbled streets passes through a number of towns and patrolled lands belonging to a variety of fiercely independent communities; be they human, elf or humanoid. Some have built themselves respectable and strong dwellings fit for an ambitious new folk. But most are scattered tribes, nomads or extended families.

Peace seldom lasts for long in such areas and there are little or no real diplomatic or trading links with the Land of the Young. The scholars and officials in Dunromin regards all such communities as "Barbarians" and little is recorded about them anywhere; the landscape is predominantly unmapped.

Further westwards the vast Wild Lands hide many larger communities of surface dwelling creatures, as well and many that spend their time mixed between the lighter, upper world and the caverns below the surface. The Darkworld stretches throughout the crust of the World of Barnaynia and the Wild Lands contain many links down and around the whole planet.

While Dunromin claims itself to be the greatest city of the world and the very definition of a successful civilisation, there are many secrets hidden below ground, out of sight, deep in the planet's interior. Many of these new and ancient powers emerge in the Wild Lands. Some are like the tip of an icebergs while others have the majority of their people living in surface communities. These communities may be

similar to those in the Land of the Young, particularly in the east, but some are very, very different.

Many travellers of all creeds move across this landscape and occasionally share their knowledge and discoveries with the Great Library of the University of Dunronin. Their efforts are appreciated, examined and filed carefully away in the depths of the buildings, to gather dust waiting for some curious person to find them again, usually by accident.

This is perhaps unfair, given the vast nature of the information the Library's limited staff, and it is to be recognised that all the documents and their rough contents are recorded in the catalogue rooms. If an adventurer wanted to know about these lands they could find some useful information there. Although it is more likely they will look for months and find nothing but out-of-date witness statements, speculation and the occasional little gem of information in completely illegible handwriting. Far easier to hire a sage or scribe or similar and get them to do it. After all, they are better at it and even might enjoy the process.

It is nearly 2000 miles from Karan to the coast of the Twilight Sea (also called, confusingly, "Darksea" by the elves. To the humans of the Land of the Young "Darksea" refers to a legendary subterranean ocean connecting the many different parts of the Darkworld). In the vast area of the Wild Lands are many and varied wonders to behold. All offering excitement and danger:

The Fortress Doomedank is an ancient fortification formed from a hollowed-out volcano. It was the capital of Kzenzakai, the Great Gorger, in recent times and many others previously. Quite who or what lives there now is a matter of some speculation although rumours abound of a multi-headed, mutant ogre overlord, sometimes called the Oggrelord, that once served Kzenzakai has taken over the place.

Greywood is a tangled forest of evergreen and deciduous trees mixed with huge fungi of great magical force.

The Twilight Sea is a cold, dark place scattered with volcanic islands many of which glitter with magic in the moonlight.

The mountains and hills, woods and valleys of the Wild Lands bear many names, some of which are recorded (probably spelt wrong), many of which are not. The Wild Lands are a vast wilderness big enough for any kind of party to get lost in.

## ***The Blue Mountains***

This is the name of the mountains that stretch from the east end of the Land of the Young to about halfway to the west end of the Land of the Young's southern border. Due to the mineral content of the basalt these mountains are made from they are a dull blue in the moonlight, light grey at other times, hence their common name among the humans of the Land of the Young.

This area is the realm of Dwarves and there are about twenty different cities in the mountains of differing sizes and loyalties, each ruled by their own Hammer-Baron. Some of these cities are active trading partners of the whole of the Land of the Young, some with just parts of it, and yet others are isolationist.

The current King of the Blue Mountains is an individual known as King Alich-Muller the Hammerhand, due to his fondness for punctuating his official declarations by pounding on any convenient horizontal surface with his fist. While King Alich-Muller is the latest of a long line of a proud family his standing as 'leader' of the Dwarven communities in the Blue Mountains is far from absolute.

Due to their interminable squabbling Dwarves do not recognise a single monarch except in situations of vastly

superior martial skill. Rather the Mullers of Lundunfukkit are merely the spokes-Dwarves of a more "democratic" body of all the most powerful family heads of the region.

In fact, only poorly informed non-Dwarves see the Dwarves of the Blue Mountains as a united nation at all. As far as the locals are concerned they are each Hammer-Barons of their own nations and the rank of "King" is a badge of convenience given to that family that are merely most able and willing to communicate with the outside world at that time.

This has led to many misunderstandings in the past as diplomats from the Land of the Young, Loom or where-ever has assumed a treaty made with the king is binding for all families. This is, and never would be, the case. In fact any trade agreement or other significant piece of legislation made with the Dwarves of the Blue Mountains would have to be made with each family in turn.

Of course this means there is plenty of family intrigue between the rulers of the various cities and outsiders. The leaders of these different cities can in turn can be organised as families with a single, warrior leader, or counsels of elders representing several families. Every city and family has its own variations, traditions and titles, although most have some individual or other with the title Hammer-Baron. Elections and leadership disputes are complex affairs usually involving a lot of fighting, often tournament-style single combats but occasionally breaking out into civil war.

The Blue Mountains are rich in mineral resources of all sorts, but the deposits are scattered and inconsistent, located to the mysterious logic of whatever mad deity put them there in the first place. Regardless of this every Dwarven city sub-nation, or "Clan" has its own speciality and chief raw material. From this base they work and

trade their products with each other and the wider world.

The different areas of the Blue Mountains are thus known for different items, materials and knowledge; each is different but of uniformly high quality. These products include, but are not limited to; iron, tin, lead, other minerals, coal, gemstones, gold, silver and mithril (which is a badly translated generic dwarven term for "Special Metal". In practice it might mean steel, titanium, magically enhanced metal alloys or even aluminium).

But Dwarves need bread and other commodities which are not immediately available in the mountains. While Dwarves farm a wide variety of Thaumoflora deep in their mines such products produce foodstuffs of crude culinary delight. Dwarves are often heard to mutter that their black and grey Thaumofunghi Bread "Can keep a body alive right enough, but it tastes like shite."

As a result there is a regular trade between all the cities of the Blue Mountains and the land of the Young for agricultural produce of all kinds. This trade is mutually beneficial and a vital part of both economies. It is probable that neither civilisation could properly survive without the other.

Dwarves long ago learned the art of brewing and distilling their magical plants but the products they produce are not to be enjoyed but endured to achieve the desired result i.e. inebriation.

The dwarf-beer drinking experience and aftermath is a poor one compared to elven wine or Halfling ale, or even cider from Ulthelm (a very popular import). As a result all forms of alcohol are major trades with the surrounding populations.

The exception to this is the distilled product the Dwarves make from a specific form of Thaumofunghi common in the deeper halls of the mountains. This produces a golden liquid called "Whisky"

by most. It is generally an orange-brown, translucent fluid of a huge variety of blends from different cities. Its quality is often discussed but is usually a matter of personal preference or Clan loyalty.

Of course, such concerns are small beer in the main considerations of the Dwarves. Their main trade is in crafted tools, utensils, jewellery, weapons and armour with anyone willing to pay for them.

The southern Blue Mountains border on the Elven Forest of Loom. While there is considerable belief among humans in a schism between the elves and the Dwarves this is mainly due to a lack of a shared sense of humour. There is a very healthy trade between the two nations in all manner of resources and the number of shared enemies means they can work well with each other in many and varied situations. It could even be said that the Elves of Loom get on better with the Dwarves of the Blue Mountains than the humans of the Land of the Young do...

The Dwarf's deeper diggings are often inundated by creatures from the Darkworld but they are used to that, mostly.

## *The Horn Mountains*

This mountain chain stretches from the Blue Mountains in the east to the Hellmarch Mountains in the west, with the Burning Woods and the Borderlands to the north and the Forests of Loom to the south. The Blue Mountains have a deep blue hue in a certain light and snow only at the very tips of their picturesque crags. The Horn Mountains in contrast are more grey, colder and rise higher. They are also less mineral rich meaning the civilisations of the Darkworld and the Dwarves are less interested in them. The amount of background magic in the region is also lower than almost anywhere else in the region.

This isn't to say they are bereft of interest as their deeps are filled with a honeycomb of caverns and differing geological structures. Many monsters and even some civilisations have tried to occupy these massive structures but none with any notable success.



The Dwarves have not been interested in occupying the area due to the lack of mineral wealth in the rocks. Instead they seem quite happy to use the region as a natural barrier to guard their western border from the more sinister Hellmarch Mountains further west.

From an adventurer's perspective these peaks are a dreadful prospect. Rumour has it that the place is seething with terrible beasts of every description but that the material rewards for their defeat are few. Rather the Horn Mountains are an obstacle to be avoided in the quest for richer pickings further west.

This is not a totally incorrect appraisal but there are things of interest up there, including a vast fortified temple structure that is the monastic centre for the Dragon Sect for the whole of Barnaynia. There are other important temples and magical structures to be found as well, which may even have their original inhabitants.

In fact, these mountains are a place where any number of small organisations have sought to establish themselves for various reasons over the millennia. Their efforts have mostly been rewarded with a bloody death but this has left some potentially diverting real-estate for the mid-level adventurer.

### ***The Hellmarch Mountains***

Beyond the Horn Mountains rise the dark, tall and stark terror that is known in the Common Tongue as the Hellmarch Mountains. While some of their towering, jagged peaks are buried deep in snow all the year around, others remain bare and even steam with the heat of the vast chambers of magma at their roots.

These peaks are colder and higher than their smaller neighbours, the Horn Mountains, to the east. They are also far more igneous in nature with much of their vulcanicity still quite active. They appear darker but glisten in the right light and many peaks are wreathed in endless smoke from their hot hearts. Volcanic eruptions are not unknown and some areas quake regularly with released pressures.

These mountains stretch westwards nearly three quarters of the way across the continent, fully five hundred miles wide in parts. In their heart lurks massive glaciers and volcanic rifts. There are valleys of incongruous weather systems and even plateaus populated with unearthly creatures and plants. It is a place of wonder but it is also a place of magic, Chaos and, in many places, Evil.

There is wealth here, of that there is no doubt. Minerals, gems, magic in abundance, but who has the nerve and the resources to seize a share of this?

Deep in these mountains are vast civilisations of the myriad creatures of the Darkworld; Dark Elves, Cloakers, Aboleth, Duergar and many others, some unknown to the scholars of the Land of the Young, some forgotten or passed into legend. For hundreds of thousands of years these races have risen and fallen, fought and died in the darkness, leaving behind untold, endless warrens of cities, trading networks, temples and constructions of unknown and mysterious purpose.

The Dark Elves rule now, it is said, over the labyrinthine trading networks hidden in the caves, nations, rivers and seas of the Darkworld beneath the Hellmarch Mountains. Or at least the surface areas. But for how long? Their cities have ebbed and flowed in the endless conflict below ground – who can say whether they wax or wane now? It is said the great Vault that is their capital lies beneath these mountains but no one has ever found it. Or perhaps no one has ever found it and lived to tell the tale?

It is well known that there are caravan routes, canals and underground rivers in this area along which the races of the Darkworld ply their trade. There are seas and vast chambers containing cities there as well, but no one from the Land of the Young has any real knowledge of such things. Certainly no maps of these places can be found in the Cartography Department of the University of Dunromin. Or at least, not in the public areas...

In truth there are many tales, books, maps and even poetry speaking of the unfathomable complexity of the valleys, peaks and caverns of the Hellmarch Mountains. Adventurers of every form have sought to conquer these depths for thousands of years. Many of their bones

still lie there, cold and forgotten, or even still moving in unearthly animation.

Although the Dark Elves are by far the most prominent civilisation in the area to a depth of a few miles, they are certainly not the only ones about. There are many dungeons alone and unconnected but by far the majority are connected in some way to the Darkworld and, through it, to the rest of the world. A man could walk a lifetime in these halls and never see daylight again.

## ***Black Wood***

The Black Wood and the Valley of the Fey are alternative names for the same area, which is at the south end of the Borderlands in the shadow of the Horn Mountains and close to Troll Bridge in the very southwest corner of the Land of the Young. Do not confuse Black Wood with the Black Forest, which is east of Dunromin and on the south side of the moors.

The Black Wood is a mysterious and unknown area of wilderness. The broad valley is filled with a treacherous forest of tight, grim trees of ancient lineage and chaotic purposes. It is known as the Valley of the Fey by many of the peoples living around the area and is treated with dread, suspicion and loathing. It is the haunt of dryads, pixies, brownies and other fey folk of devious and dangerous persuasions.

During the War of the Ring the Witch-King Kzenzakai sent an army of two thousand Ghouls commanded by a Lich to attack these woods. None were ever heard of again.

There is a powerful creature in the Black Wood that claims to be the Fey King and ruler of the area but no one is really sure if he is or even what species he is. All attempts at diplomacy with him have failed and the surrounding lands basically leave the Black Wood and its denizens

alone in the hope that the courtesy will be returned.

Living memory suggests this arrangement seems to work and the number of persons lost to creatures from the woods are very small. Likewise reports of fey creatures straying around the neighbouring lands are few and unreliable.

### ***The Forest of Loom***

South of the mountains and stretching to the south coast of the peninsula is a vast, frothing forest of every kind of tree. The endless green writhes and ripples over broken land, hills, rivers and lakes. From above it is a virulent landscape of every shade of green, glittering with birds.

From the ground the woods seem endless and confusing. Where tracks and pathways exist there are often dwellings and villages of elves of every type. These many different groups, clans, alliances, city states and anarchies comprise the Forests of Loom. Travel in these woods is generally safe but interesting. The myriad

populations of the elves that live here, in a rough peace, ensure the land is the closest thing to their cultural ideal as possible.

Indeed, some areas resemble the most magical lands of legend but in the main these are communities firmly embedded in an elven philosophy of the enjoyment of life, curiosity, passion and wonder at nature. Although the interpretations of this philosophy are numerous they share mutual respect and an innate desire for peace.

Which is all very nice, but this ideal is not really the perfect bliss it pretends to be. There are innumerable enclaves of different cultures, breeds and religions of elves who really, really hate each other, not that most of them would ever admit this to an 'outsider', whether an elf or not.

Despite their egalitarian and pacifist appearance the elves are as diverse and contradictory in their ideals as humans are. Although strangers are always welcomed and made to feel at home as possible, they will not be involved in the important disputes that are endemic across the forests. To outsiders, elves will always



pretend such disputes simply do not exist but it is fair to say their internal politics and opinions are as divisive and elitist as the Dwarves, perhaps even more so...

That said, by far the most powerful and influential group within the community are the self-styled King and Queen of Loom. By intricate, inconsistent and confusing oaths, traditions and familial connections about 60% of the population are in the thrall of this royal family one way or another. While this sounds impressive it is difficult for them to consolidate their powerbase as their followers are scattered throughout the community with potentially hostile elements in between.

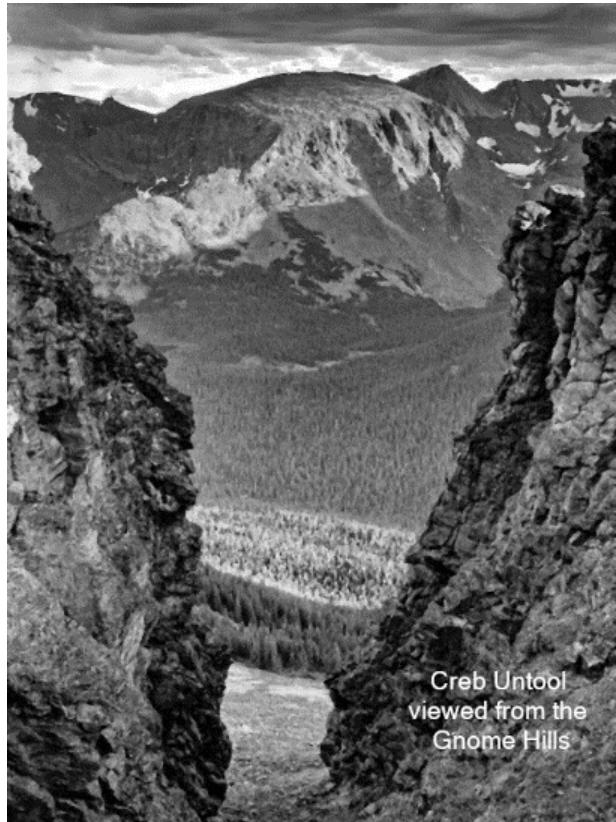
It is in the nature of elves that they do not regard their societal power-struggles as geographically based. Instead, they unite in cultural, philosophical and religious groupings that may be geographically dispersed. This does not discourage them from advertising their loyalties to their neighbours.

Despite their expertise in magic and personal combat Elves are not, in their basic nature, strategically minded creatures. As a result the Forests of Loom is a complex mess of alliances, semi-royalty and independent communities.

Not that you would notice.

Non-natives of Loom will find their progress across the forests and the hospitality of the inhabitants uniformly good and friendly. It is in the nature of elves that they will be gentle and hospitable with each other, friends, enemies and anyone else they come across until such time as the possibilities of polite interaction are no longer tenable. Then they will break into sudden and merciless violence.

And, of course, when the difference of opinion is resolved, normal courtesy, manners and gentleness is resumed. Even open hostility between two groups is



difficult to detect for anyone from outside that community, even other Loomish Elves from different communities.

So loyalties between groups and shared interests are very important. Alliances and slights are never forgotten and different groups maintain resentments and grievances fastidiously. Given the pace of elven lives and the nature of their prolonged lifespans, such conflict is not a rapid process. Disputes may take centuries to resolve, even without resort to violence, but when they are the celebration is as low-key and reserved as the house-shattering war was beforehand.

Most visitors to Loom experience a never-ending calmness and beauty. The locals are prepared to accommodate visitors for years at a time, without thinking it odd, and never once give any impression that the neighbour in the house to their west is their deepest enemy and they are, even at that very moment, plotting merciless revenge involving whole families, generations and lots of stabbing...

## *Constantan and the Gnome Hills*

The Gnome Hills are a spur of higher land that comes northeast from the eastern end of the Blue Mountains. The name of the capital, "Constantan", means "Capital of the World" in Gnomish and is not unique to this conurbation.

Indeed, this Constantan has only been in existence for roughly 800 years, the previous Constantan being in the east end of the Blue Mountains. When the local mineral resources there were exhausted the Gnomes, as is their tradition, abandoned their homes and moved to new, richer mineral resources at the current location.

The old capital was renamed Creb Untool and remains an abandoned and haunted city in the mountains. Likewise, the surrounding towns and villages, along with hundreds of years of development, were also abandoned.

These old dwellings remain uninhabited by civilised races and are now teeming with a vast array of monsters. The land around them is generally referred to as the Barrow Hills now due to the remains being ruined overgrown to vague lumps in the hillsides. The area is infested with stunted, twisted trees and endless, thorny gorse. The wind blows cold and endlessly.

The current Constantan is a hundred miles northeast of the old one. This new city is a vast, purpose built, combined living space, palace and mine. The whole thing is housed within a single, huge cavern complex, completely enclosed by a thirty-foot thick fortification and suspended in a larger hollow to prevent flooding or tunnelling into the core of the city. This building style is common amongst gnomish cities and even Creb Untool has it. The Gnomes are rightly proud of the astonishing design but Dwarves believe the Gnomes stole it off them. This is a

source of some resentment between the two races.

Constantan is, in some ways, a vast manufacturing facility. Within it are many, many small workshops and factories where Gnomes work feverishly on their various passions. Wiser merchants bring these disparate products together and have them assembled into things the Gnomes can trade with the outside world. Constantan is famous for the quality and complexity of its main exports, which are delicate mechanical contraptions, like locks and clockwork mechanisms, and glass.

But 800 years is a long time to be mining a specific area. While Constantan remains a very successful nation their leaders are becoming aware that the existing mineral resources seem to be running thin. This may demand a move and is a great but secret cause for concern amongst the senior Gnomes. Of course their traditional way of life allows for and even demands such upheavals from time to time even though the Gnomes are frustrated their resources are running out so soon. Their distress is due to the fact that they now have nowhere near and convenient to go to, as they once had. The Peninsula is crowded. The nearest free space is probably the Borderlands or the near Wild Lands but such a vast trek will take some organising. They are fortunate in that this is not a pressing concern, but a concern nonetheless.

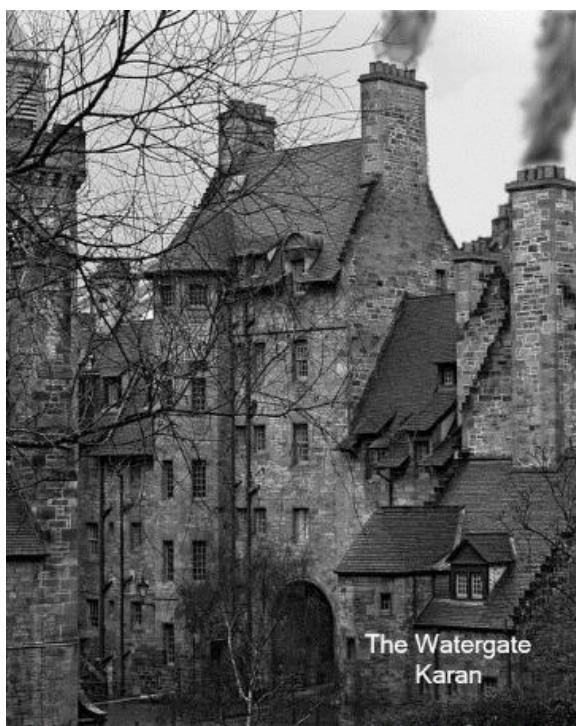
In general Gnomes are not as good at mining as the Dwarves but the Gnomes are not as dependent on the outside world for their diet as the Dwarves are. Many Gnomes work as farmers on the upper levels of the city growing all kinds of crops for sale within the city.

Unlike the Land of the Young there is no distributed Feudal system running the Gnome Nation. Rather the Gnomes form groups of craftsmen, called "Soviets," that trade as a single team with other Soviets

and foreigners. The trade can be for money but between Soviets it is more likely to be contracts of barter, using the medium of effort required as the thing that gives an item value. This trade then becomes the infrastructure that holds the civilisation together.

Soviets often have amongst their number travelling merchants they deal through who travels far and wide looking for business opportunities. These merchants are often the wisest of the Gnomes in the Soviet and as a result there are many curious little trading relationships between different Gnome Soviets and humans in all regions of the Land of the Young.

Gnomes are a curious race by nature and the tradition of the Wandering Gnome is a long one, and not just among the Soviet Merchants, often mistakenly called Tinkers. Young crafts-Gnomes or adventurers travel out into the world looking to make their fortune. They often settle in new communities and use their connections with “The Old Country” to establish themselves with a suitable income.



The Constantan Hills, as they are widely known, are steep but not vastly high but with deep valleys. These valleys are generally sheltered and well supplied with water and sunshine. The climate here is probably not unlike Tuscany or other hilly, Mediterranean areas. There are as many Gnomes living on the surface tending farms as there are miners and crafts-Gnomes working below ground. These surface dwelling Gnomes are often keen wood workers and weavers too.

## The City of Karan

*[This is only a summary of the city of Karan. More information about this city can be found in **SM03 The Cityguide to the City of Karan**, also available through [www.dunrominuniversitypress.co.uk](http://www.dunrominuniversitypress.co.uk) ].*

Karan is the second city of the Land of the Young. While there are many towns of significant populations it is Karan that everyone knows as the main rival to the might of Dunromin. Karan of old was the capital of an empire that stretched into the west and included many small realms in what is now the Wild Lands. These outposts of civilisation floundered and vanished when the upstart Lufhearts and their then-alliance of City States managed to defeat the Emperor of Karan, mainly by deception, bribery, treachery and ruthlessness. The Empire fell in CY284. The end of the war between the Land of the Young and the Empire of Karan came at the Battle of Molem. The Lufhearts of Dunromin, in the form of King Mortain II and his new armies were victorious and the royal family of Karan was slaughtered rather brutally and comprehensively by the king's over-zealous brothers and sons.

The younger brother of Mortain II, Guerd, was installed on the throne of Karan and quickly rewarded the Turncoat Vassals, who had betrayed the Emperor. In return for their treachery, the Turncoat Vassals were allowed to keep their names and lands, which is why there is a prevalence

of the adjunctive 'von' in the names of many of the Baronies in the western Land of the Young. 'Von' is a shortening of the old Empire term Vassal, ironically meaning 'loyal knight of the Emperor'. The name has lost its meaning now but is retained as an indication of heritage and, perhaps, a link to older, better values and culture.

As with all things past, it is difficult now to appraise the Empire objectively. There can be no doubt they ruled a large area and many states were either their subjects or close allies. Plus the fact that so many of these little countries chose to ally themselves with the Empire even to the end of the war with Dunromin suggests that there was more than fear inspiring the loyalty therein. Many of the records were burnt but artefacts exist that suggest there was a carefully administered and benevolent ruling class that united all these subject states and controlled them centrally with a very loose hand.

Whatever the truth of such matters, there is no dispute that Guerd was a poor choice as a new Prince of the city. He was, to be fair, the perfect choice for the new conquerors of a subject city as he immediately decimated the ruling classes and removed the incumbent religions in favour of those that sponsored the Lufthearts. However, he completely failed to appreciate the worth of the social, political and mercantile structures that stretched into and beyond the Borderlands. These connections were lost, squandered, or simply ignored.

Since the collapse of the culturally superior Empire of Karan many of the diplomatic links with its western colonies, in the areas now known as the Borderlands and the Wild Lands, were abandoned. Some old barbarian tribes affiliated with the Empire still roam the Wild Lands but most of the ancient towns, temples and fortresses of the western empire have fallen into ruin, now the haunt of humanoids and strange, darker things.

As a result Karan is a poor cousin to Dunromin when it might have been a true rival with a deep and rich culture, trade and industry of its own. The locals have outgrown any resentment they might have felt about this but, deep down, there is still a determined arrogance to the peoples of Karan founded in the certain knowledge that, from their perhaps rose-tinted perspective, they are the better of the two cultures.

The Karan of today is very much like any ancient capital occupied by another race. Its culture is diverse and even double-headed. Rituals and celebrations persist from the days of Empire but the pragmatic and military ruling classes know exactly which side their bread is buttered on.

The town is bustling, business-like and forward-thinking. Little new decoration has been commissioned about the town but the older, grand buildings have been maintained and restored. The city's main administrative area is based around the Old Palace which is a collection of grand buildings below the main fortress that contains the West Gate. The Prince's residence is the New Palace, which is a true palace rather than an administrative centre. This is next to the lower, eastern gate and equipped with all the latest things to make life that much nicer.

Note that while Karan is superior to Dunromin in a lot of ways, it lacks Dunromin's astonishing sewer and water supply system. This renders the atmosphere of the city far more of a style reminiscent of a mediaeval European city, i.e. smelly and disease-ridden.

Karan is built at the head of a pass coming in from the west, through the Borderlands, and owes its existence to the fortress that was built here to defend the fertile eastern valley from that direction. A gated weir brings water into the city and there is a well defended river out of the city to take away the filth. Onto the lower slopes in between the upper and lower ends of the

city crowds the metropolis of the city itself. This is a warren of houses over caves that are the dwellings and work places of the various artisans and labourers. The merchant class is conspicuous by its absence and all the successful trading families in the city are imports. Traditional Karanites value skills and production, not money and wealth.

However, they still aspire to such things and the smart merchant has always been able to make a fortune in Karan if they can see an opening in the market. Baron Garibaldi is a case in point. Karan is afflicted with the same malaise as Dunromin as regards the quality of the local grapes and has, as a result, to import all its wine. If it wants real quality, it has to get the wine from the south of the mountains, in Loom. This used to be through Long Drop Pass, far to the east, but Garibaldi's new Wine Road, south through the Blue Mountains, has short-cut this whole trade and all the merchants using the Wine Road, for other products as well as wine, are making a fortune. Baron Garibaldi, holding the Barony that is the gateway to the Wine Road, charges them all a reasonable tithe.

Despite the cunning of its artisans (and some of them match best the Dwarves, Gnomes *and* elves have to offer) Karan lacks raw materials besides lead, copper and tin. There is slate and coal in the mountains and some iron ore, but that's about it. In the lands about them they grow grain and even fruits and cotton, but everything else bar timber has to be imported.

Karan is probably not a place where the party will spend much time. However, it might become relevant in a number of ways as an alternative to Dunromin. For instance, as the party increases in level, the city is more convenient for the great wilderness to the west. The resources available here, at least as far as the party are concerned, are much as the same as Dunromin. Some resources will be more

expensive, but skills might be cheaper, craftsmanship better.

The city of Karan has its own Guild of Warriors, independent from the Dunromin Fighter's Guild. Likewise all the major temples have a representation here, including some others (which may or may not be variations on versions in Dunromin). The only real thing Karan lacks is the Great Library that Dunromin has. For this reason the Magical Trades, including the Black Magicians, will always gravitate towards the capital. And this is a situation that is unlikely to change in the near future...

There is a separate publication; **SM03 The Cityguide to the City of Karan**, with all the above information and lot amore besides intended as a serious guide to Karan for any GMs that want to know the place more deeply.

## The Division of Lands

It should be noted that the Baronies do not, entirely, take up all the land between their neighbours and the wilderness, meaning there is essentially unallocated land between the Baronies. There are also areas of land claimed by Barons but not actually patrolled, occupied, tithed or otherwise apparently used. This does not mean anyone can wander in and set themselves up willy-nilly, although certain groups have tried, from time to time.

Should the party find themselves at a point where they want to establish themselves as a land-owner the GM can make the process as complicated or simple as he/she sees fit. This process is dealt with in a separate section below.

The size and nature of the spaces between the Baronies vary from area to area. In the area of the capital, the so-called 'Home Counties', there is no space at all between the Baronies. Borders are very strictly defined and marked on the land using milestones and way-markers. Divisions

often follow key features, such as roads or rivers, but there is constant interplay of accusation and counter-accusation as regards where these borders lie and if markers have been moved. Trespass is a common accusation and one which is seldom taken lightly in such areas.

Maps of the baronies are kept at the Great Library in Dunromin but these are rarely updated and not very accurate. Ancient documents written up at the making of the Barons exist but these are again rarely updated and have the annoying habit of referring to less than permanent features of the land, such as large trees, stone circles and buildings. The excellent Cartographers of the Great Library do not see it as part of their mission to maintain these documents. The King has final say in any land dispute.

That is not to say that all the land about the capital is owned by one Baron or another. There are also free-holds given as gifts by the king (with or without the current owner's consent) to various persons and organisations. The most common of these are Guarde regiment training areas and temple complexes used for training, retreat and revenue in the same way as monasteries were in mediaeval Europe. The Guilds and Guildmasters may also own land outside the city, or even a permanent residence. Likewise successful merchants and others.

Beyond the Home Counties the gifted areas tend to be clumps of lands or single Baronies with space between them. These spaces may or may not have been left in the original title deeds, or the title deeds are too vague to be sure where the title ends, or the Baron has only patrolled and protected an area as suits their purpose without pushing out to the edge of their allocation. This is true of most, but not all, of the baronies around the country. Areas of poor land or poor access are often left alone but anyone setting up on them might find there are several people who think that parcel of land in fact belongs to them.

Other areas where there are definitely no gaps between the Baronies are the profitable trade routes along the Great West Road to and around Karan (which is all allocated, maintained and tolled) and the roads south towards Long Drop Pass and the caravan routes to Loom and the eastern Blue Mountains (also maintained and tolled).

This still leaves numerous areas where the Baron's titles leave gaps in the land. The further from the capital, the larger the gaps, to the extent that on the borders there are often large gaps between the Barons' patrolled areas through which monsters might wander. In general, however, the closer to the capital, the less likely you are to be walking on unclaimed land. This means you are generally safer but also probably paying to walk there in some way.

## The Baronies

Most Barons will have a home Barony. This will be a parcel of land somewhere they rule and extract taxes from. Not all Barons have Baronies though. Some are made by the king but have no interest in ruling anything. These Barons tend to live in Dunromin and have other methods of generating revenue. Or they might have a single dwelling somewhere in the Land that suits their purpose.

If the Baron has a Barony then their home will be the capital of that Barony. That is to say, their 'main' residence will usually be a castle, manor house or other structure in the Barony. As is the way of such things, a number of dwellings will have grown up around this administrative centre, along with support services and accommodations. Such places are, more often than not, the centre of trade for the Barony as well. As a result the 'capital' of a Barony, where the Baron's main dwelling is, is referred to as a "Town", usually a Market Town. Any groups of buildings without a resident Baron will be termed a

village or hamlet. For a place to become a 'city' it needs a prince or a king to rule it.

Many Barons also have a home in the capital and more than a few very rarely visit their Baronies at all. In the latter case they will leave a trusted servant or family member in charge and will administer the place from a distance. Similarly a long-established Barony with a large family and lots of inter-marrying with other powerful houses is likely to have a number of fortified accommodations across the Barony, each with their own village serving them. Those Baronies on frontiers, or what used to be a frontier, are also likely to have fortifications along their borders in varying states of repair and occupation.

In short, a Barony can be anything that suits the GM's scenario or whimsy. There are ancient Baronies with long histories fallen on hard times or at the peak of their powers with rich castles and houses throughout. There are Baronies at war or in a state of flux over inheritances and other where an unpopular sibling has inherited. There are Baronies that insist on all weapons being handed over at the gate and others that will let almost anyone in and isn't particularly bothered if they ever leave again.

All alignments and inclinations are present, as long as they don't cause the king too much grief. But by far the majority are typical feudal power-bases, subservient to the king, keen to keep the peace within their borders and always on the lookout for an opportunity. Be that a way to make a fast buck or secure an allegiance with a powerful neighbour. In the fantasy realm you can envision it as the noble city-states of Charlemagne's central Western Europe, the political intrigue of feudal Italy (in the time of Machiavelli), peaceful farmlands like Tolkien's Shire or a maelstrom of war and alliance like Martin's Song of Ice and Fire.

The Barons tend to be 'of a type' dependent on whereabouts in the Land their capital is

and there follows a list of the main Baronial areas, locations and their key characteristics:

***The Home Counties*** – These ancient Baronies are the heart of the Land of the Young but are in themselves quite small, as little as only 40-100 square miles each. They cover the fertile and well-protected lands up to about 40 miles (a hard day's ride) north and south from the capital and east to the Lands of the Silver Knights. These lands are the heart and soul of the Land of the Young and are full of the most profitable orchards, farms and pastures.

Villages are common, thriving and filled with skilled artisans. Castles are grand and accompanied by comfortable manors and parks. The Baronial families that own these lands are ancient and vastly inbred, powerful and allied in different and varied ways. Many temples and abbeys can be found here as well, including enclaves of specialist groups (like monks or magic colleges such as the Priestlings of the Bright Fruit).

Some areas have even developed industries, after a fashion, and produce things for sale all over the civilised world. The general feel of the Home Counties is of peace, opulence, comfort and calm, at least for the ruling classes.

***March Barons*** – This group describes those Barons with their Baronies located on or close to the Great West Road between Dunromin and the City of Karan. The lands are wealthy farming communities but with extensive trading opportunities and manufacturing operations. They are busy and successful, well sought-after and influential. They are probably the most conservative of all the Baronies since they are so dependent on trade for their welfare. They tend to be a mix of the old Dunromin families (Lufhearts and home-counties types) and the old Karan Royal Families (the "Turncoat Vassals"). Heritages are old and proud, like the Home Counties, but the personalities are a lot

more pragmatic and, arguably, less loyal to the crown. Income is from extensive farming, mainly of vegetables and cereals, but also cotton, tobacco and (further west) hops and vines.

These baronies are used to travellers and have expertly run economies. The villages have all the trappings of successful communities, including inns and occasional fayres. Even off the beaten track the locals will be pretty well-informed and loyal to the Baron and/or the king.

**Northern Marches** – these lands are the coastal areas west of the Greyflood, going as far south as the woods and forests of the March Barons and west to the Borderlands. They are a large geographical group but not numerous with some considerable uncivilised areas between them, especially further west. Their lands are poor or poorly farmed, the woodlands wild. Their inhabitants are animal herders, crofters or craftsmen in need of specific resources. There are many small mines in this area too.

The Northern March Barons, often just called the Northern Barons, are also the most remote from the King, politically speaking, and tend to be the most antagonistic as regards rights and favours. They are certainly the most rebellious in terms of withholding tributes until grievances are resolved.

The king tries to put in loyal Barons he thinks he can trust but something about the land seems to turn them against the crown. The ancient families here have a long and proud history of independent thinking. The lands are fertile enough in areas, usually the baronial capitals, but being exposed to raids from the Borderlands or the coast makes the inhabitants more likely to keep sheep, cattle and pigs that can be moved and protected quickly. Potatoes are a favourite crop as they keep well and can be easily hidden. There are many mines in the area

nearer the River Greyflood for coal and iron, the latter being ferried up the river for smelting near the capital.

**Central** – Around the Home Counties are a number of Baronies that are not so well connected as the older families of the Home Counties but still have a central position in wealthy, well-protected lands. Many of these areas are run by non-human Barons, particularly Halflings and Half-elves, but in the main they are relatively new families, still trying to establish themselves within the court.

Their income is from farming and brewing, being far enough away from the capital to be unaffected by the malaise that makes alcoholic drinks brewed in the city undrinkable. They also have wide, flat and fertile farms producing grain and other vegetables for the city. This area is often referred to as the country's bread-basket and as such the king tends to demand light tributes to aid keeping the cost of bread down. As a result the Barons are rarely as troublesome as other areas and often richer than the Home Counties.

**River Barons** – the folk living along the Greyflood between the capital and the coast are river traders, boatwrights and iron-workers. Their Barons were selected for their business minds and love of the sea. The fertile valleys around the river provide excellent farming and the annual flooding means higher ground is often of a premium. This breeds a pragmatic but religious fraternity jealous of the length of riverbank they can control.

There is considerable rivalry between the two banks, those on the east being jealous of the mineral wealth of the west, the west coveting the rich farming land on the east. The relatively rich but quiet life on these fens seems to have bred an academic interest and many of the country's philosophers and academics hail from these lands.

Note that the River Barons reference only includes the baronies downriver from Dunromin. Beyond the Home Counties upriver are regarded as Central Baronies and then Southern Baronies.

***Southern Baronies*** – From the borders of Ulfhelm in the east across to the Burning Woods in the west, and from Splendid Forest down to the mountains is the eclectic mix of land-owners roughly referred to as the Southern Baronies.

These older Baronies were mostly set up after a time of war and were the result of rash promises made by the then-king. The result is a plethora of smaller Baronies with poor land and low taxes. The Barons who rule here are petty and jealous of what they have. They are very much aware that they are the poor cousins of the rest of the land, which has bred a great deal of resentment over the years.

With the borders of the Burning Woods to the west and the huge marshes beneath the Blue Mountains there's no shortage of strangeness wandering about. The Barons here tend to guard their borders well or withdraw behind natural barriers and leave the land to sort itself out. Only in the east, where the road to High Drop Pass goes through their territories, are any of them rich from trade tolls.

***East Lands*** – this is a general term for a vague area going east from Duransk to East Fold, taking in Ulfhelm and the Black Forest. All along True Vale are farmsteads and herd animals living as best they can from the poor soil. The Barons here tend to be old families but devoid of any greatness. They are traders, fur-trappers and miners, scratching a living from the dirt but key to keeping communications with the far east going. With the Gnomes to the south and the moors to the north they are exposed. The king knows this and indulges them with low tributes and gifts of military support, especially from the Ice Warriors regiment of the Guard.



**Moonrise on the Saltmarsh**

The Baronies in the East Lands are large in area but low in population. West of Duransk the character of the Baronies is rich and peaceful, being part of the Central Baronies. East of Duransk the character of the landscape and the people in it changes rapidly.

The people of the east are grim and hardy with a dark sense of humour and long memories. Ulfhelm is a case in point being an independent state until relatively recently in the history of the Land of the Young, its people are aloof and poor company. Rhun is richer but jealous of their wealth and suspicious of strangers. The people of these lands watch the rich caravans travel from east to west and back again through their lands and itch to seize some of that wealth for themselves.

Farmers here bunch into small, walled communities close to the main roads and all the youngsters and women are trained in a weapon or two. No one here is a stranger to hard times and perilous raiders of almost any humanoid race. These long marches are the haunt of the majority of the Troll Hunters. These frightening

loaners wander hither and thither doing what they can to keep the monsters in the hills and away from their kinfolk in the road valley.

**Far Barons (East)** – the east coast of the Land of the Young is a remote place but warm and fertile in the main, much more so than the East Lands; only the Drab Hills aren't particularly useful to farmers in some way. These Baronies are less closely involved with the politics of the Land of the Young, their location rendering them detached from the day to day events of the capital.

They pay their taxes and benefit from the patronage of their king which at least keeps them from fighting each other, in the main, and helps protect them from invaders. The various Baronies are mainly existing territories based around one tribe or monarch which have been brought into the Land of the Young by conquest or diplomacy.

They are still fiercely independent however and none really get on with the others. They have some considerable mineral wealth and are strategically important to maintaining the peace with the Elves and Gnomes. Without good links with the Gnomes in particular, the lucrative trade links between these Baronies and the capital would be a lot less profitable.

That's not to say that the Far Barons are pleased to be trading so much. They remain resentful of the dominance of Dunromin and are perpetually bickering about the size of levies and tariffs. So dangerous is the fermenting fury here that the king sees fit to maintain two castles here, just to make a point. Castle Eastfold is at the junction where the Great East Road splits north and south. These days it is poorly armed and the small garrison here is more administrative. The Commander of the castle is a very shrewd man and is definitely going places.

The other castle is Castle Tallmire, which is located on a convenient low peak on the western side of Belgane. This is a better armed and maintained fighting base with a large cavalry detachment patrolling the coastal areas as far down as Crom.

This military presence is tolerated by the locals but the Far Barons are not known for their hospitality.

The most miserable is Baron Coldwater whose poor lands host the main fortress for the defence of the eastern lands, Coldwater Head. There is a constant rotation of armed men through his forts from all over the kingdom which breeds considerable resentment amongst the locals.

*The Barony of Saltmarsh is a possible location of the “Sinister Secret of Saltmarsh” classic scenario and its sequels, spreading south along the coast into the great Saltmarsh itself.*

**Southwest** – in terms of square miles this is one of the largest area of the Land of the Young but the Baronies here are, while large, often poorly patrolled and very much spread out. The Barons are a mixture of old Karan families to the northwest, some with elven breeding, and a number of Baronies that were gifted to talented adventurers in the last century. The plan was that they would build a strong defence for the Land of the Young against aggression from the Horn Mountains to the southwest and Fey King of Black Wood to the west. The plan has met with mixed success.

Some powerful families have asserted themselves here but the land is not easily defended and the far community of Troll Bridge in particular, the so-called “Barony of Border Creek” has proved a difficult territory to tame. Several new Barons and Stewards have met their end here. This sad story seems to be changing now, though.

The latest of these Soldier Barons was Garibaldi, who was gifted the Barony of Border Creek (as was, now renamed Garibaldi) in return for his campaigns against the Slavelords. Since this time, however, Garibaldi has first fought off a huge invasion by the Witchking Kzenzakai and then established a new trade route through the mountains southwards, now termed the Wine Road.

The combination of clearing out a major bad-guy and building a new trade route has quickly made the Barony of Garibaldi the richest in the land. Its competitor, Long Drop Pass, involves a four to eight week over-land cart route, dependent on the weather in the mountains. The Wine Road takes lower passes through the mountains and then meets the head of the river down to Dunromin. A caravan of wine from the rich vineyards of the west of Loom can get their product to Karan in less than three weeks now, sometimes as little as ten days, compared to the 5 to 6 weeks via Long Drop pass. Even more in the winter.

The other local Baronies are now also benefitting from this, particularly those on the main north road to Karan. This new-found wealth is causing a lot of resentment

from the Barons who are now losing trade – particularly those on the south-eastern roads to High Drop Pass.

**Vale of Karan** – The old Empire of Karan was conquered by the Lufhearts of Dunromin nearly four hundred years ago. The names of the families that betrayed the Karan family and enabled the Lufhearts to defeat them live on in the names of the Baronies they were rewarded with. All these old families of the “Turncoat Vassals” retain the appellation “von” in their name as a mark of honour and loyalty to the king, not the Emperor, which may seem counter-intuitive to an outsider.

While they see themselves as culturally superior but otherwise similar to the Home Counties, this collection of old families lack the influence in court that a closer locality to the capital might bring them. While they might appear snobs and certainly have an inflated opinion of their importance to the king they are nevertheless powerful and rich. They hold their neighbours to the north and south, the Barons of the Western Borders, in contempt.

The Vale of Karan includes Karan, the second city of the Land of the Young, and those small Baronies close to the city. The

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Prince of the city is arguably the most powerful Baron in the land, but as he is uncle to the king he is of a higher social status than any Baron.

These old families are fiercely proud of their Karan heritage. These Barons are some of the richest in the land due to farming and mineral wealth, new trade-routes and as a seat of learning.

While they are no match for the University in Dunromin the Prince does support a number of colleges in Karan where the children of many Barons are sent to learn fighting and craft skills. This is a tradition of the area, prizes technical skills above business acumen, and is the subject of some mirth in Dunromin. It is curious how the locals are so fixated on skills of the hand and have little interest in wealth for its own sake, while their rulers are as vain and pompous as any popinjay.

As well as metal and wood workers, there are many scribes and printers in the area. Although they are starved of good wood for paper they do make a lot of velum. These villages also have the best leather and lace makers in the known world.

The most dynamic of these Baronies though is Bundak, which is the only Barony west of Karan and therefore, really, in the wilderness of the Borderlands. It is a relatively new Barony, self-established and then recognised by the king after it had proven itself against a number of raids. The first Baron Bundak is dead now and his son aging, however the next Baron, the original's grandson, is proving an ambitious and cunning man. The Barony of Bundak is growing too, establishing farmsteads and traders further and further west. Brave souls are steadily recovering some of the riches of the old Empire that were lost when the Lufthearts took over.

**Western Borders** – Outside the Vale of Karan to the north and south, these baronies are the frontier guards defending all the lands east of this ancient border. While there are no major passes through

the tall hills along the edge of the Borderlands small groups and monsters still manage to get through.

This is the real frontier with the Borderlands and its people are under no illusions as to what that means. Castles are big and well maintained, towns and villages have high stone walls. The whole population is skilled in the use of weapons as well as plough-shears. These lands are the home of some of the strongest and hardiest fighters in the Land of the Young and it is no accident that many successful fighting adventurers come from these lands.

But these borders are good farming land and worth protecting, the valleys below them filled with orchards and barley. On the steeper slopes above they breed sheep for wool and mine for slate, lead, copper and tin. There is gold as well in these hills, not much and scattered but this has brought Dwarves to the area. Beneath the land are some ancient delves, some even occupied by humans, many still profitable.

Unlike the Northern March Baronies these barons tend to be very loyal to the King and the Land. Many of them have ancestors from the Empire of Karan and some even sport the title "von", but most are new blood of warrior stock. They have earned their titles and lands through blood and toil. They are keen to defend what is theirs and are proud to call themselves Barons of the Land of the Young.

## The Barons

The political nature of the Land of the Young is essentially a collection of Baronies owing a feudal allegiance (and tribute) to a central king, at the time of writing this king being Lord Mordred the Mighty of Dunromin, King of the Land of the Young. The Baronies themselves are detailed later and are divided into several main geographic groups.

The Barons are all successful adventurers, merchants or politicians, or the off-spring of such people. The title of Baron is issued by Royal Decree as a reward for something or other and is then a key title held in perpetuity by that Baron's heirs into the future. Of course the king can strip an errant Baron of his title and lands at any time but the Baron themselves may not sell their lands or title to a third party for whatever reason. Thus Baronies are ONLY issued by the king, they cannot be won from an existing Baron by right of conquest or combat.

The Land of the Young has a common language, logically called "Common" but all the different areas have their own accents, dialects and slang. Other languages are widespread in the Land as well, particularly Loomish (the most common form of elvish in the area).

All the Barons pay a tax (Tribute) to the king once per year, the value of this tax being communicated to them in advance. The Barons are empowered to exact whatever taxes and tithes they see fit in their own Baronies as long as they enforce the will of the king, termed the King's Peace. Mordred is a reasonable man and the Barons are generally given pretty much free reign over their own lands as long as the Tribute keeps coming and nothing treasonous is enacted. Given this much freedom of course Barons often get into conflict with their neighbours so conflicts and even wars between the Barons are not uncommon. As a result there is a considerable interplay of rivalries, inter-marriage, allegiance and old animosities between the Barons.

When the king makes a new Baron that person might already have a parcel of land they have title over, or patch of wilderness neighbouring the Land of the Young they have pacified and claimed as their own, or they might be awarded a parcel of land along with their title. This means there are some Barons without any significant land (perhaps just a house somewhere, possibly

in the capital alone) and some land-owners who are not Barons. Land-owners who are not Barons are generally of sworn allegiance to the King, expected to pay a tax and therefore protected under the Laws of the Land of the Young. Those land-owners not giving fealty to the king will often find their lands given to a new Baron (or an existing one, or the offspring of an existing one) who will then come and expel them from the area by force.

The exception to this is those areas seen to be held by one of the other local civilisations, for instance the elves, the Gnomes, the Dwarves, etc. While grievances over the ownership of these areas do produce open war from time to time, generally neighbouring civilisations respect each other's borders and use them to extract trading tithes from travellers. There are far more dangerous wandering enemies to concern themselves with than trying to pinch loot off their neighbours. Usually.

Also, there are Baronies who have lost their Barons. Either the existing Baronial family has completely died out (very unusual) or the Baron has been stripped of their title and lands for some transgression. These Baronies will be looked after by a Steward appointed by the king (usually a powerful servant of the king or the younger son or brother of a neighbouring Barony in favour with the king at the time).

The Steward is a Baron in all but title until such time as a new Baron is appointed by the king. If this takes a long time (as has been known) the Stewardship is passed down through the generations of the Steward's family like a Baronial title. The Steward is free to rule the Barony as they see fit, as well as being expected to pay the tribute set by the king.

It is rare for stewards to not be consulted on the choice of Baron to take over from them and they will usually be kept on for a while to assure a smooth transition to the new ruler. The reason why a Steward does

not become the Baron themselves may be due to breeding, prior commitments or some other compromise. A person appointed to be a Steward is usually willing, although not always.

It used to be the custom that all Barons would field a body of fighting men as well as themselves in times of war or when the king demanded it. This was a result of the way the Land of the Young was built up by conquest of other city-states and small kingdoms. Once a new area was conquered, the lands would be divided up among the victors and the Baronial titles given out. As such the ruling families were all warlords and it was important for the king to keep them on a tight leash. This time is often referred to as the Age of the Battle-Lords.

As generations have passed, the Barons and their immediate family are not necessarily as martially adept as their forebears. Similarly the men-at-arms available from the villages of the barony are rarely of such good fighting quality. These days if the king needs an army he advertises for fighting persons and employs as many of the best as he can. The bill for this is then divided up amongst the barons in lieu of them having to actually come and do any of the fighting themselves. This seems to be a far more agreeable relationship for all involved, as long as the extra taxes are not too exorbitant.

### *Alphabetical List of the Baronies of the Land of the Young*

There follows a list of all the current Barons, in alphabetical order, and the general area of the country they can be found in (on the maps above). Noted next to each is information about the race and class of the Baron themselves as well as useful notes and a general piece of information if they are mentioned in

another Dunromin University Press publication.

Most of the Barons are male but any might be female if required. The ones that are specified male or female feature in other publications as such.

Of course the GM can modify, change and add to this list as suits them. The level classification of Low, Mid and High can be tailored to your campaign but as a rule of thumb, low is 1 to 5, mid is 6 to 12 and High is higher than that. Where a baron has no class or level it indicates they have no Adventurer Class training – they may still have skills in some other occupation; scholar, merchant, etc. Or they might just have been born to the title.

The difference between a 'Knight' and a 'Fighter' is that a Knight has been knighted by the king for some reason and is not always a pure fighter. The DM may choose to say knights are of a different, more specialist fighter sub-class if they have one in mind.

Note that some of them have locations labelled as "City" or "Gentry". These are Barons who have no Barony. For whatever reason they have been awarded with the title but are not required to manage any land. These are generally powerful adventurers who have no need or desire for a domain such as a barony. Instead they live in a city, Dunromin or Karan, or have a place in the country they live in; usually a manor, tower or tree-house. Similarly, they may be living in the domain of another Baron with whom they might have any kind of relationship.



Baron	Location	Race	Class	Level	Notes
Alsatchen	River Baron	Hum	Knight	Mid	
Altherassgud	Northern Marches	Hum	Fighter	High	
Amazonius	Central	Hum	Knight	Low	
Arlcrag	Northern Marches	Hum	Ranger	High	Most north-westerly Barony
Arterius	Home Counties	Hum	Knight	Mid	
Arturus					One of the rebel barons with Ferrous. Executed by the king.
Baddax	Gentry	Dwarf	Fighter	Mid	Lives in Bloodcreek
Bagshot	South	Halfling	Ftr-Th	Mid	
Balmer	Home Counties	Halfling	None		Sheriff
Belentine	Central	Wood Elf	Ftr-MU	High	Powerful wood elven diplomat, Master of the Royal Parks, brother to the queen
Belgane	Far Baron (East)	Hum	Knight	Mid	Coastal town
Birkirn	Central	Hum	Knight	Low	
Black	Home Counties	Hum	MU	Low	
Blastweig	Far Baron (East)	Dwarf	Ftr-Cl	Mid	
Blenshellin	Home Counties	Hum	Knight	High	Cousin to the king
Blister the Dragonslayer	Gentry	Hum	Ftr-MU	High	
Blood	Central	Hum	Knight	Mid	Capital is the Blood Fort, a fortress guarding the SW approaches to the Home Counties along the Greyflood
Bloodcreek	Western Borders	Hum	Knight	High	
Bloodsmire	March Baron	Hum	Fighter	Mid	
Blunt	South	Halfling	Fighter		Sheriff
Bobbintam	South	Gnome			
Bok	Northern Marches	Hum	Fighter	High	Largest of the Northern March Barons and very fond of horses – like Rohan
Bourbon	East Lands	Hum	Fighter	High	Capital is High Fort
Bowater	Central	Hum	Knight	High	More commonly known as Sir Bald Berrick, a good friend of the King, fought in the Paladin Wars
Brightstream	South	Wood Elf	Ftr-Th	Mid	
Broth	River Baron	Hum			New Baron replacing the disgraced Clementine family
Bundak	Vale of Karan	Hum	Fighter	High	Barony is west of Karan, the first to be founded in the Borderlands
Buttock	Southwest	Halfling	Fighter	Mid	Sheriff

Caliminart	Northern Marches	Hum	Knight	Mid	A new Baron – the old one was Gurth and was a rebel with Ferrous
Clementine	March Baron				Mysteriously vanished in CY548 owing a lot of money – his barony has been sold off and taken over by Baron Broth, a scholar
Charles De Gaulle	Southwest	Hum	Ftr-Thf	Mid	
Cheeseblown	Home Counties	Hum	Fighter	Mid	
Coldblade	Northern Marches	Hum	Ranger	Mid	Ex-Troll Hunter
Coldwater	Far Baron (East)	Hum	Ftr-Thf	Mid	Coastal land, poor
Crimsonblade	Southwest	Hum	Fighter	Mid	
Crom	Far Baron (East)	Hum	Bar	High	“Baron” Crom VIII ~ Not a true Baron in that he has never “bent the knee” but a close friend and ally of one of the king’s bodyguard and so uses the honorific title. His lands are on the remote island of Crom in the Deep Bays and as long as he guards the coast and remains loyal the king has no issue with his independence.
Darkblood	March Baron	Hum	Knight	Mid	Has a castle in a lake SE of Karan
Darkhelm	River Baron	Hum	Fighter	Mid	
Darkmoor	Home Counties	Hum	MU-Thf	Mid	King’s favourite adviser, on the Privy Counsel – a very powerful man usually in the capital
Darkpool	East Lands	Hum	MU	Low	
Dawnbreaker	Northern Marches	Hum	Knight	Mid	A new Baron – the old one was Arturus and was a rebel with Ferrous
DeBroglie	Central	Hum	MU	High	Pronounced De Broy
Deerstalker	Gentry	Hum	Ranger	Mid	Lives in Rhun, cousin to the Baron Rhun
Diltinartensen	March Baron	Hum	MU-Thf	Mid	
Dirge	Southwest	Hum	Fighter	Low	
Djugg	Southwest	Hum	Fighter	Low	
Down	March Baron	Hum	Ftr-MU	High	
Dragon	East Lands	Hum	Cleric	Low	
Dragonbone	Northern Marches	Hum	Fighter	Mid	
Dragonmarch	Western Borders	Hum	Ranger	High	
Drammal	March Baron	Hum	None		
Dreadfort	Central	Hum	Knight	Mid	Cousin to the king

Duntully	Home Counties	Hum	Knight	Mid	
Duransk	East Lands	Hum	Knight	High	Veteran of the Paladin Wars
Eagleclaw	South	Grey Elf	MU-Thf	Mid	
Eastfold	Far Baron (East)	Hum	Fighter	High	The ancient Fortress of Eastfold is the home of one of the most ancient lineages of the Land of the Young. The Barony gets its wealth from the farmlands to the north and the fortress protects the inhabitants from the wastes to the south
Elkraken	Vale of Karan	Dwarf	Fighter	Low	
Ellstatartin the Bow	South	High Elf	Fighter	Mid	
Elmvelt	Vale of Karan	Hum	None		
Fararfamir de la Lune	South	High Elf	MU	Low	
Felegrun	Southwest	Hum	Fighter	Low	
Ferltacht	Vale of Karan	Hum	None		
Ferrous	River Baron	Hum	Knight	High	The last Baron Ferrous was a traitor to the king who led a failed rebellion. Disgraced, outlawed and fled, the current Steward of the Barony is Sir Victor Malware, one of Baron Garibaldi's Heroes
Feschsteller	Vale of Karan	Half Elf	MU-Thf	Mid	
Feykin	Far Baron (East)	Hum	MU	Mid	
Fireserpent	Gentry	½ elf	Ftr-MU	Mid	Usually to be found in Tothgran; used to be a King's Bodyguard
Firlsheer	Southwest	Hum	Ftr-Thf	Mid	
Flashheart	City	Hum	Diabolist	Mid	
Fohballack	Gentry	Hum	Bar	Mid	
Footblugger	South	Halfling	Thief	Mid	Sheriff
Fracht	Northern Marches	Dwarf	Ftr-Cl	Mid	
Furl	March Baron	Hum	Fighter	Low	
Garibaldi	Southwest	Hum	Ftr-MU	Very High	Slayer of Kzenzakai, his Barony is also the start of the Wine Road through the mountains south via Troll Bridge to Loom
Gatehouse	Central	Hum	Knight	Mid	
Gedsell	Western Borders	Hum	Knight	Mid	
Geldemir	Central	High Elf	Knight	Mid	
Gershelt	Western Borders	Hum			
Ghoulbane	City	Hum	Cl	Mid	Lives in Karan

Glass	March Baron	Hum			Owns the town of Wide Bridge as well
Goldenspike	Home Counties	Hum	Knight	High	
Goldentarn	Home Counties	Halfling	None		Sheriff
Goodbrew	South	Halfling	Ftr-Thf	Mid	Sheriff
Goodson	Gentry	Halfling	Thf	Mid	Runs a chain of Inns through the Home Counties
Goodwood	Home Counties	Hum	Knight	Mid	
Gotch	March Baron				See Pellerdun
Granite (Bridge)	South	Hum	Ftr	High	Marks border with Gnome Hills, generally known as Baron Granite rather than Baron Granite Bridge
Green the Mig	Gentry	High Elf	Knight	Mid	
Greyflooderdos	Home Counties	Hum	Knight	Mid	
Gulldream	Home Counties	Hum	Paladin	Mid	
Gurt Von Tromp	Southwest	Hum	WDBar	Mid	
Hackerman	Gentry	Hum	Ftr	High	A simple but very dangerous soul. Close friend and tenant of Baron Dreadfort
Hawkflight	South	High Elf	Fighter	High	
Hawkmoor	Far Baron (East)	Gnome	Ill-Thf	High	Has a silver mine and open hostility to the Gnomes of Constantan due to a family issue
Hellscorn	Central	Hum	MU-Cl	Mid	Celtic High Priest
Helthetic	March Baron	High elf	Ranger	High	
Hess	Far Baron (East)	Dwarf	Fighter	Mid	
Highgard	Central	Hum	Knight	Low	
Hiker	March Baron	Hum	Fighter	Mid	
Hiker-Glass	Gentry	Hum	MU	Mid	
Himmel	Southwest	Hum	Knight	Low	Young Female – whole family except her were killed in the War of the Ring
Holme	March Baron	Hum		High	The Holme family is one of the largest and richest in the land, the Baron's mother-in-Law is Lady Jennifer Howler
Hommlet	Home Counties	Hum	Ftr-MU	Mid	Not to be confused with the village of the same name in the south – Gerhardt Hommlet was one of the founders of Dunromin and their name is remembered all over the place
Howerrin	Home Counties	Hum	Knight	Mid	One of the king's Whips

Howler	March Baron				Has been subsumed into Baron Holme's territory by marriage
Hunter	Central	$\frac{1}{2}$ elf	Ranger	High	
Hurst	Gentry	Hum	Knight	Mid	
Illmere	Far Baron (East)	Hum	Ftr-MU	High	Baron Illmere is also Lord Doomspark – he has six orc wives and peerless paper mills
Ilskatch	Northern marches	Hum	Knight	High	A new Baron – the old one was Redguard and was a rebel with Ferrous
Ironbreeches	Vale of Karan	Dwarf	Thf	Mid	
Joprey	Central	Hum	None		
Jupiter	Home Counties	Hum	Fighter	High	
Kelly	City	Hum	MU-Thf	Mid	
Ketterral	South	Hum	MU	mid	Host for <b>SM06 The Warren</b> adventure module
Kitkiterrin	South	Gnome	Thf-Diab	Mid	
Lancaster	Central	Hum	Knight	High	
Lawrence of Deepdale	City	Hum	MU	Mid	Lives in Karan
Le Grand Nez	Southwest	Hum	Fighter	Low	A young Baron; his father was killed by Kzenzakai's horde
Le Shirt	Southwest	Hum	Fighter	Low	A young Baron; his father was killed by Kzenzakai's horde and the Barony razed
Longman	South	Half Elf	Fighter	Mid	
Longspear	West	Hum	Ftr-MU-Thf	High	A worthy adventurer but old and miserable, NE of Karan in the Greenvale. Rumoured to have a gem mine in Dol Farcht
Longstride	March Baron	Hum	Knight	Mid	
Lotunarsil (Goldenmane)	Central	Grey Elf	MU	High	Lotunarsil is Loomish for Creature with a Golden Mane
Lowslide	Gentry	Halfling	Thf	Mid	
Lufthansa	Northern marches	Hum	Knigh	High	Cousin to the king but not friends
Lukk	Northern marches	Hum	Knight	Mid	Uncle to Sir Victor Malware, one of the heroes of Garibaldi and Steward of the Barony of Ferrous. Lukk's castle is an impressive fortress on a crag above his capital town
Malware (steward only)	River Baron	Hum	Fighter	Mid	Sir Victor Malware, hero of Garibaldi, has been made Steward in the stead of the outlawed Baron Ferrous – he may not be the permanent Baron
Manikin	South	Hum	Knight	High	
Manticaroos	March Baron	Hum	none		
Mardy	City	$\frac{1}{2}$ Elf	Ill-Th	Mid	

Meld	Central	Hum	None		Capital is Meld's By on the Greyflood, just downstream of Roaring Gap and a vital trading station
Melthazaar	Southwest				Disgraced family when found to be Vampires in CY411. The lands and castle were given to Baron Samedi
Milt	East Lands	Hum	Ranger	Low	Baron rarely home, his sister rules in his stead
Mirromere	Central	Grey Elf	Ftr-Cl	Mid	
Momentum	City	Hum	Ftr	Mid	Retired King's Bodyguard, lives in Dunromin
Moon	Central	Hum	MU	Mid	Owes and runs the timber business out of the Greenwood west of Dunromin
Munstervelt	Vale of Karan	Hum	Fighter	Mid	
Muskratt	Far Baron (East)	Hum	Cleric	High	High Priest of Odin
Ndanka	City	Hum	Druid	Mid	
Nindelf the Wise	Central	High Elf	MU	High	
Nothellin	Home Counties	½ Elf	Ftr-MU	Mid	
Oakborne	March Baron	Hum	Fighter	Low	
Ogresbane	Northern marches	Hum	Fighter	High	
Olaf	Southwest	Hum	Knight	Mid	
Oldwalk	Central	Hum	None		
Olf	South	Halfling	None		
Oltomarc	South	½ Elf	Ftr-Thf	Mid	
Orff-in-Selt	Northern marches	Hum	MU	Mid	
Pelegrin	Southern	Wood Elf	F-MU	Mid	Baron is father to a bunch of Wood Elf kids who love hunting Orcs across the lands to the south
Pellerdun	March Baron	Hum			Owes the town of Gotch as well (by marriage)
Pretelles	Northern marches	Hum			Administers the west bank of the mouth of the Greyflood (Heroes Reach)
Redguard			Ftr-MU	High	Outlawed rebel with Baron Ferrous; still on the run
Redhill	March Baron	Hum		Mid	
Redwash	Northern March	Hum			
Rhun	Central	Hum	Knight	Mid	One of the oldest and wealthiest Baronies in the land. The current Baron has twelve daughters and no sons
Riano	Central	Hum	Ftr	High	A female Baron
Riftclaw	Far Baron (East)	Hum			

Riversdam	Home Counties	Hum	Ftr-Cl	Mid	
Rutt-in-Slygo	City	Hum	Ill	Mid	Lives in Karan
Saltmarsh	Far Baron (East)	Hum			A cunning trader but not a brave man
Samedi	Southwest	Hum	MU	High	
Schelt	March Baron	Hum	Fighter	Low	
Shed	March Baron	Hum	Fighter		Administrator of Waybridge (East); an important river crossing on the Great West Road but not known as Baron Waybridge to prevent confusion
Shortspear	March Baron	Hum	Fighter		First March Baron from Dunromin on the Great West Road
Silverstone	Home Counties	Hum	Knight	High	
Skarti	March Baron	Hum	Fighter	Mid	
Skywatcher	March Baron	Hum	None		
Smith	Home Counties	Grey Elf	Fighter	Low	
Snow	River Baron	Hum	Fighter	Low	
Soodle	South	Gnome	Thf	Mid	
Sourbrow	South	Halfling	None		
Sparkinghead	River Baron	Hum	Fighter	Low	
Splendid	South	Hum	Knight	Low	
Starkelderspike	Central	Hum	Knight	Low	
Steel	March Baron	½ Elf	MU-Thf	Mid	Capital is Steeltown on the banks of the Coldstream
Stumblight	Gentry	Hum	MU	High	Fought in the Paladin Wars with the King's brother
Suhelelli	Central	Hum	Fighter	High	Barbarian ancestry ~ tradition is that a son of the family will always serve in the King's Bodyguard
Targrinn	Central	Hum	None		
Tarik	City	Hum	Knight	Mid	
Tellbelledow	March Baron	½ Elf	Knight	Mid	Has two towns, Glowton is on the edge of Lake Glowater
Thellerin	East Lands	Wood Elf	Ftr-MU	High	
Threnk	East Lands	Half orc	Ftr-Thf	Low	
Threshold	South	Hum	Fighter	High	Good place to start adventuring; on the east end of Burning Woods.
Thrush	Northern marches	Hum	Ftr-Thf	Mid	Still suspected of being a rebel with Ferrous
Tinklefingers	Southwest	Gnome	Ill-Thf	Mid	
Tolerin	Southwest	Hum	Ftr-Cl	Mid	Priest of Freja
Tollkeeper	Home Counties	Halfling	Ftr	Low	Sheriff
Trojan	March Baron	Hum	Knight	Mid	

Trollbane	South	Hum	Fighter	Mid	NW of Threshold and east of Felegriness (home of Baron Felegrun) – a ‘safe’ Barony but poorly managed and behind on tribute
Trophy	City	Hum	MU	Low	A childhood friend of the King
True Vale	East Lands	Hum	Fighter	Low	Large area but very poor soil
Tumbledown	South	Halfling	Thf	Low	Sheriff
Übercakeness	March Baron	Hum	Fighter	Low	Last March Baron before Karan
Uert the Lotallin	Central	High Elf	MU	Mid	A Great Storyteller and musician – Lotallin is elven for Silvertongue
Ulamnir	Home Counties	Hum	Fighter	High	
Ulfelm (Prince)	East Lands	Hum	Fighter	High	A dour and grim man who rules a dour and grim Barony, also known as The Big Man
Ulkerrecht	South	Dwarf	Fighter	High	
Utrecht	Southwest	Hum	MU-Cl	Mid	Priest of Thor
Validartuum	Home Counties	Hum	Ftr-MU	High	
Varl	Vale of Karan	Hum	Ranger	Mid	A romantic with a very business-savvy wife. He is on the Wine Road and does well out of it
Various	Home Counties	Hum	Ftr-Thf	High	
Veldt	Southwest	Hum	Knight	Low	Yet to reach their majority (21) – rest of the family killed in the War of the Ring
Velk	Vale of Karan	Hum	None		The river Velk comes out of his lake and flows east along the Wide Valley and the Valley of the Velk, but he owns none of it
Volt	March Baron	Hum	Fighter	Low	
von Darkk	Western Borders	Hum	Knight	Mid	
von Luftwaffe	Vale of Karan	Hum	Knight	High	
von Nulf	Vale of Karan	Hum	Knight	Mid	
von Rudolph	Vale of Karan	Hum	Knight	Mid	
von Runschdedt	Vale of Karan	Hum	Knight	Mid	
Vrolf	March Baron	Hum	Fighter	Mid	
Vulcan	March Baron	Hum	MU	Mid	
Vulf	Southwest	Hum	Paladin	Mid	Sworn to guard his borders, follows Odin
Wander	Home Counties	Hum	Knight	Mid	
Warbois	Central	Hum	Fighter	Mid	

Waybridge (east) – See Baron Shed					Manages the main crossing of the Barrow Wash, west of Dunromin, known as Baron Shed to prevent confusion with the older Waybridge (west) family
Waybridge (west)	March Baron	Hum	Fighter	Mid	Manages a crossing on the Velk towards Karan
Wentworth	Northern Marches	Hum	Paladin	Mid	An old man but great hero in his day
Westford	Southwest	Hum	Fighter	Mid	
Whitemoor	Northern Marches	Hum	Ftr-Cl	High	Celtic Priest
Wick	Western Borders	Hum	Fighter	Mid	
Wide Olanin	Central	Wood Elf	Ftr-MU	Mid	
Wolfhound	Far Baron (East)	Hum	Ftr-MU	Mid	
Worth	Northern Marches	Hum	Knight	High	Once a close friend of the King's elder brother; fought in the Paladin Wars
Wrathbone	March Baron	Hum	Fighter	Mid	
Yallohammer	City	Dwarf	MU	Mid	
Yeoman	Home Counties	Hum	Knight	Mid	
Younghusband	Northern Marches	Hum	WDBar	High	An odd character who swore allegiance to the King as the result of a bet

## Other Inhabitants of the Land of the Young

**Elven Communities** – See also the section on the Forest of Loom above.

As the king's wife is half-elven King Mordred has prided himself on cultivating good relationships with the elves in his kingdom. Many are Barons (often called 'Leaf Lords') within their own right like the Sylvanian or High Woods, which are a High Elf homeland ruled by various elven Barons

Some elven communities have also established 'enclaves,' which are primarily semi-independent woodland realms within the borders of the Land of the Young. They are respected and tolerated

in a similar fashion to such places at Lichtenstein and Monaco in Europe or perhaps how the Native American Reserves were conceived in the 'States (but didn't quite work out). Stand-out examples of these are Belentine, which is essentially an embassy of several ruling families from the Forests of Loom (elven kingdoms south of the Blue Mountains), and Tothgran and Nebulair, which contain sizable colonies of Wood and Grey elves respectively and have their own, independent governments.

The elves of the Land of the Young generally confirm to certain stereotypes associated with the type of elf they are. High Elves are the most common sort in the Land and most elves met will be High Elves. These are the most human of the elves and are the most integrated at all levels. While they have their own definite culture it is

one that other races can understand in the main and even enjoy. The only really unnerving thing about High Elves is their ability to hold a grudge and remember a slight. They are always at pains to deal with everyone they meet with good manners (except certain humanoids, depending on which High Elf lineage the individual is from). But when a certain line of good manners or tolerance is reached High Elves can react with immediate and ferocious violence.



**High Elves** are the most warlike of the elves, although all breeds can be highly skilful warriors. High Elf society is the only one that includes armour and weaponry in their traditional dress. They are great weapon smiths and larger communities will be capable of manufacturing magic weapons. This is despite High Elves having the least magical capability of all elves; barely one in six High Elves are able to become Magic-User classes.

**Wood Elves** are the next most common but are the most difficult to get along with. They can come across as aloof and rude or childish and unreasonable. Their sense of humour is nasty, featuring meanness and name-calling. Their hospitality, although good, will often feature odd manners and ‘traditions’ kept up purely as a joke on outsiders. Wood Elves are arrogant and condescending, and the less cosmopolitan

tribes can be very suspicious or even hostile of strangers.

Wood elf society values music, poetry and creative arts, especially carpentry and pottery. They have some skill with magic but are not as naturally magical as the Grey Elves. Having said that, more Wood Elves than humans are able to use magic as a proportion of the population; as many as one in four can become Magic-Users.

**Grey Elves** tend to be the rarest and most ‘different’ of the races. While they are wise and friendly enough their idea of ‘polite’ behaviour can come across as superior and intolerant, but they are a lot more charming than Wood Elves. Grey Elves can be very circumspect and spend a long time making up their minds about things, which comes across as disinterest or intolerance. Their sense of humour, if they have one, is very obvious and blunt. They are often confused by the subtleties of what other races think of as funny, especially Dwarves, which had led to a myth of animosity between the two races.



Grey Elves are very fond of nature but not specifically trees, as is the case with Wood Elves and, less so, High Elves. Grey elves often occupy areas of distinct natural beauty and love coastlines and islands. Most Grey Elves are equally at home on

land or water; they swim and practice boat craft from an early age. Grey elves are also the greatest magical craftsmen of the elven races, being closely tied to the Moon in their basic nature.

The other species of elves are very rare in the Land of the Young. The **Valley** or **Jungle Elves** of the northern Rim Jungles are very seldom seen in the Land, even as diplomats and merchants.

**Wild Elves** are scorned by the other races as Chaos creatures tainted with evil magic. There is rumoured to be some in the southern Borderlands near the Black Wood but no one is sure about it at all. There are certainly none in the Land of the Young.

**Dark Elves** will be dealt with later.

**Half-elves** – exist all over the kingdom and are generally treated much as anyone else. The fact they are a mixing of different bloods is only a problem among followers of the Babylonian gods. A specific Half Elf will generally have the racial characteristics of their most dominant parent but will be accepted in either society as one of their own.

**Dwarves** – See also the section on the Blue Mountains above. Dwarves tend to live in more populous areas as skilled craftsmen or builders, or in their own colonies underground. These latter style communities are very rare in the land but common in the Blue Mountains to the south. The Dwarves of the Blue Mountains are a mixture of Mountain and Hill Dwarves organised into extended family groups or “Clans” that might number thousands of individuals each. Each clan has a capital ‘city’ which will be an underground fortress.

The Clans generally elect a collective representative to the outside world whom many mistake as being their king. This is

mainly an office the Dwarves are less than enthusiastic to occupy and has no real power. The King supposedly manages the relationships with outsiders and negotiates trade deals and such. However, in truth the King’s position is usually the starting one from which the other Clans use in their own, separate negotiations over everything from trade to land use to family alliances.

The Dwarves of most interest to the game are the ones that have left these homelands and gone out into the world for some specific purpose. These are the merchants, craftsmen, religious minded and adventurers that are met in the Land of the Young.



Dwarves tend to be rare in farming communities unless passing through or trading with the locals for supplies for their own clans. They might be classed as Freemen in one sense but are a law unto themselves. They will pay tax to a local landowner should they hold a property of one sort or another, but only if the landowner was there first and the property is above ground. Of course if the landowner chooses to evict a dwarf from their land such an action may or may not have more serious consequences.

The Dwarves have no distinct, independent areas within the Land of the Young. There are a number of Barons, termed Hammer-Barons, who are Dwarves but they are subservient to the king and pay tribute in the normal way. These Dwarves are usually outcasts from their own society or dislike the normal dwarf way of living for some reason. Some are Dwarves from communities other than the Blue Mountains.

There are dwarven temples dotted about the land as well but again, these don't claim any right to being an independent state. The dwarven philosophy on this is that all things human are transitory and irrelevant in the grander dwarven scheme of things. Far better to humour men in the short-term as it's less hassle and makes buying the goods and services the Dwarves need more convenient.

And there's a lot the humans and elves have that the Dwarves want.

Dwarves grow Thaumofunghi in their deeper halls for food and such but the quality of food produced is poor. See the comments under the Blue Mountains above as regards the dwarven desire for better, fresher foods from the human farmers in the Land of the Young.

As has been said, and is widely known, Dwarves like their creature comforts so alcohol, tobacco and meat can command a good price in the Blue Mountains.

Although there are Mountain and Hill Dwarves in the world, the difference between them is only in terms of a slight difference in build and beard growth. To non-Dwarves the difference is barely noticeable; like the difference in skin colour on humans.

Female Dwarves have beards, as is well known, but represent much less than 50% of the dwarf population. For reference, barely 25% of Dwarves are born female. As such they are valued far higher than male Dwarves and rarely allowed to travel

outside of the 'safe' homelands they were brought up in. Given that all Dwarves are quite single minded this traditional view has caused more family splits and feuds than anything else.

The biggest known population of Dwarves in the world is the powerful communities in the dwarven "Homelands" around Belegost, far across the Wild Lands to the northwest. This is a very strict militaristic state and riven by internal power struggles and hatred of many other races. The Dwarves of the Blue Mountains, despite their gruff attitudes and independent natures, are positive hippies compared to those from Belegost.



**Gnomes** – See also the section on Constantan and the Gnome Hills above. The Gnomes see all humans as potential customers. Establishing independent states all over the place would increase the complexity of transacting business and end up costing the Gnomes profit. So instead the Gnomes tend to concentrate their population in and around Constantan and send envoys, merchants and tinkers out into the world to establish secure supply chains.

It is a closely guarded secret that the Gnome homeland around Constantan is in decline as many of the rich seams of copper, silver gold and gems are now being mined out. There are still many skilful glass-makers and other crafters in Constantan but many of the old noble houses and elite craft guilds are having hard times. This is a closely guarded secret but already some of the lower classes of Gnomes are slowly abandoning their homeland. The upper classes dwell on in lonely mansions underground, some barely scratching out a living on the remnants of their ancestral claims.

Gnomes are even rarer than Dwarves in the Land of the Young but can be found almost anywhere. They settle easily into the human social structures, respecting laws and paying rents much as Halflings do. Gnomes tend to drift though, living wandering lifestyles as tinkers or briefly establishing themselves in an area as a source of expertise in one skill or another. Almost every Gnome keeps up close ties with their homeland and are constantly on the look-out for new opportunities to make a profit. Gnome adventurers are unusual and will generally see adventuring as a temporary occupation; a means to an end. They will usually have an angle they are trying to work or some other reason to be trying this rather desperate lifestyle.

Gnomes are as likely to set up in a town as in the country, but rarely in remote areas on their own as they will need customers to flourish. They are also equally comfortable above or below ground. In the main all the Gnomes to be found in the Land of the Young are migrants from the gnomish City-State of Constantan in the Constantan hills to the southeast of the Land of the Young. It is very rare to come across a Gnome that doesn't come from there and have the characteristic Scouse-like accent.

It is worth mentioning male and female Gnomes are very difficult to distinguish and many Gnome-friends are often

surprised to discover that their old friend is, in fact, not the sex they thought they were. Gnomes are not upset by this as they have a very low sex drive and don't regard gender identity as a particularly big deal, ranking it alongside what might be their favourite pudding, or whatever.

**Halflings** – Like Gnomes, Halflings also regard choice of puddings as more important than sex, but for different reasons. That is to Gnomes both are relatively unimportant but for Halflings pudding is more important than sex. As regards where Halfling communities might be found, it simply wouldn't occur to the Halflings that they would be better off in their own independent state. Or more generously, they probably have considered this and decided they wouldn't be.

Far better to pay a bit of tribute and have the humans protect them in return for beer. There are several Halfling Barons (or Sheriffs as they tend to call themselves) but these are old families and very conservative in attitude and allegiances.

There are many villages in and around the home-counties of the Land of the Young where the Halflings are in the majority but this is usually by happenstance rather than planning. There are similar villages scattered throughout the Land of the Young, especially in areas where some form of agriculture is specialised in. Halflings are very closely tied to the land and enjoy living in and around it – preferring underground or partially buried accommodation to houses.

They boast no great craftsmen but are modestly good at almost anything they turn their hand to. It is not regarded as becoming to boast of ones skills but a challenge or demeaning remark will never be left alone. Some are quite passionate about the most ludicrous things and they all have the capability to be particularly vicious in a fight.

Halfling adventurers are relatively rare but not usually as unpopular among their families as is generally thought. Even female Halflings adventurers. Halflings are very proud people and heroes are held in great esteem.

**Half-Orcs** – apart from an increasing number of Half-orcs in the Barony of Illmere the low numbers of Half-orcs in the Land as a whole prevents them from being an issue, either as a threat or even a vocal minority.

Individual Half-orcs will tend to resemble the version of their parents they have spent most time with. Appearances also vary, from pronounced differences to even resembling thick-set, brutish Half-elves.

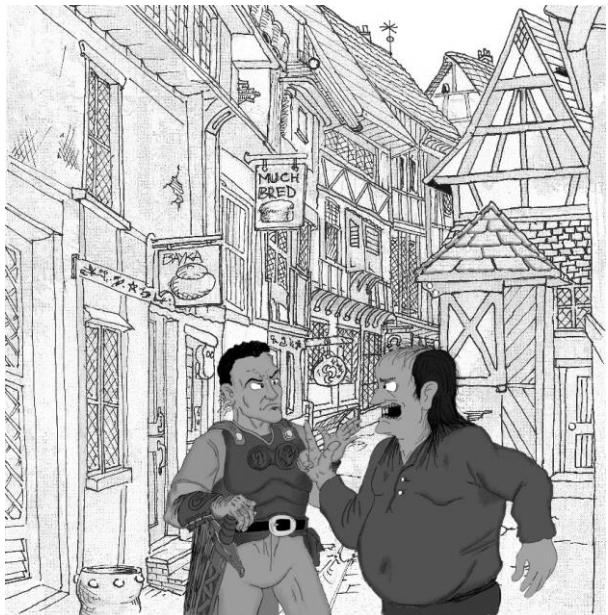
Of course, any such creatures are viewed with suspicion or even open hostility by the rest of society and Half-orcs are often driven to fulfilling their monstrous stereotype by the treatment they receive when growing up. Half-orc player characters will find all sorts of discrimination and hostility throughout the land.

Some Half-orcs have made a respectable life for themselves – there is a Half-orc Garde Captain in Dunromin – but generally they have fallen into bad habits as the product of nurture rather than nature. Of course, there are many exceptions to this sweeping statement too.

There are many Half-orcs in the humanoid tribes too, very much on the other side of the tracks, who thrive due to their ability to have character classes more easily than their pure-bred brethren. Among some tribes it is even a sign of great success to have half-breed offspring.

Many scholars have observed the fact that there are many Half-orcs but no such thing as half-Hobgoblins and so on. This has a complex genetic explanation but is generally seen as being due to the non-fey

nature of Orcs. Half-ogres are not unknown (one owns the Bawdy Wench Inn in Dunromin) but such hybrids are very, very rare due to the basic mechanics of the process.



**Babylonians** – the Cult of Babylon is in the ascendancy. As the king gets more and more tolerant of the increasing number of foreigners and non-humans trading with the country and seeking to live here, the honest, (kind of) hardworking native is being squeezed by uncompetitive practices (working harder, selling cheaper, etc.).

Into this political arena come the Babylonians, preaching human superiority. They started as a minority cult a few hundred years ago but grew in power and even had a king or two in their ranks. With the current king's actions the policies of the Babylonians are becoming more attractive again. They are becoming more and more mainstream as a result of aggressive propaganda. The Babylonian Temple was a crumbling semi-ruin not thirty years ago but has been completely refurbished now.

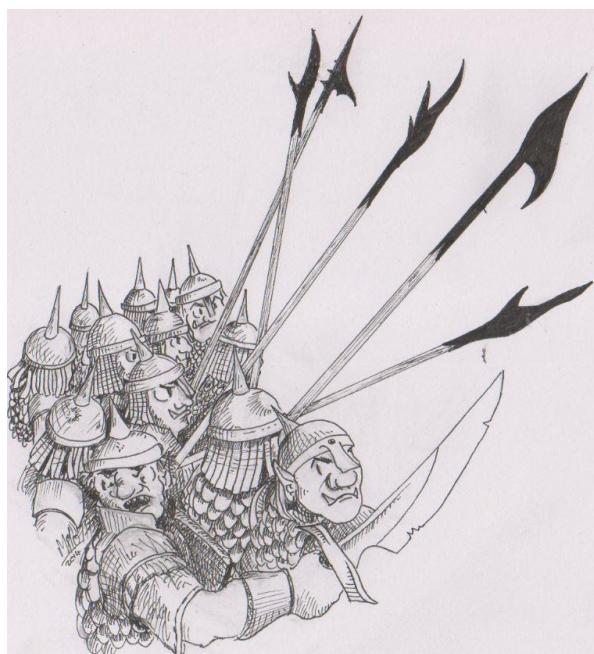
This human-supremacist cult is based in the Jungles of the Rim but the Dunromin Temple has been in existence for many years. Always under the management of a

bizarre creature called Balgamesh the Witch-King, who must be at least 300 years old by now.

If there are any non-humans in the party they might cross paths with some powerful potential enemies amongst the Babylonians. Or if you fancy a little White Supremacist style of role-play, join the Ranks of the Chosen Ones of Babylon and their world-wide cult of contradictions.

**Humanoids** – There are endless tribes of various different humanoids constantly trying to get a piece of the action as regards the loot and food in the Land of the Young. These are, in the main, localised and annoying upstarts rather than any large body threatening the kingdom as a whole (Kzenzakai's hordes are an obvious exception here). As a result player character parties might be hired to deal with such threats and infestations from time to time or even come across them as a random encounter. In some areas of the Land humanoid infestations are endemic but this tends to be around the edges and the locals will be well aware and protected.

There are a number of tribes of Goblins and a few Orcs on the moors, plus some Goblins and Kobolds in the Black Forest.



These will continue to be a perennial annoyance to the good people of the Land of the Young and are unlikely to ever be completely eradicated. Likewise the unknown hives of the Darkworld connect to deeper labyrinths under the moors as well as the Burning Woods, the Borderlands and the Horn Mountains. More humanoids occasionally make their presence felt in these areas, notably Bugbears, Trolls and Ogres in the southeast and southwest (rarely the central south), Gnolls and ogres in the west. Giants are less common than they were in the west and almost unknown elsewhere.

**Dark Elves** – Due to the supposed death of their demonic Spider Queen, the nations of the Dark Elves are in even more of a state of civil strife than they usually are. While this has relieved some of the pressure on the Land of the Young as regards the threat of invasion from the Hellmarch Mountains (never much of a threat really) it has changed the balance of power in the Darkworld. This will, in turn, have inevitable consequences for the uplanders. One key aspect is that races subservient to the Dark Elves are more likely to surface and those kept at bay in the deeper Darkworld are now venturing closer and closer to the surface.

A new Moon Cult is growing among the Dark Elves as well, allegedly sponsored by one of the aspects of Hecate. Of course the Olympian Temple is at pains to observe there is no real proof of this and the Moon is a common Magical talisman among many faiths and cults.

There are those that have alternative explanations for the chaos underground and many have the ear of the king. This is one of the main reasons why Baron Garibaldi, a High Priest of Hecate, is no longer in favour with the king.

But this is perhaps taking a rather pessimistic view of the situation, especially from the point of view of a new adventurer. The Dark Elves were the most

significant power in the middle ranges of the vast caverns and trading networks of the Darkworld. They kept a lot of the species down there on a short leash, true, and those creatures are freer to roam and raid now. But the Dark Elves also kept their vast underground networks guarded and safe from raiders from the surface world.

The same chaos that is allowing deeper foes to rise is allowing surface raiders deeper and faster access to the more profitable deeps of the Darkworld. So, with jubilant cries of “Fill your boots!”, many successful adventuring parties from the Land of the Young have charged off into the mountains to seek their fortune. Few have returned of course, but that’s the nature of adventuring.

**Rakuli (the Old Ones)** – ancient legends and myths claim a race of super lizards or intelligent dinosaurs once ruled the world and spawned all the mysterious races of the Darkworld from their strange laboratories. That is to say, these are not common stories; very few will have heard of them. The existence or not of the Rakuli is in the realm of scholars, particularly the mad ones, interested in particularly niche areas of ancient research.

The best documented line of research suggests that when the Rakuli’s ancient seers foretold of a doom to strike the world (or something) they went to sleep in vast chambers beneath their subterranean cities. These same researchers suggest (but are not sure) that the Old Ones have slept there, quietly ticking away the aeons, ever since. Which is all very well; such legends are not uncommon, be they about disgraced gods, vengeful Necromancers or scary frogs. The truth of the matter is that no one really knows who or what the Rakuli were. There is a lot of archiaolical evidence for many different extinct races scattered all over the world. The only thing that sets the Rakuli apart is the levels of magic involved in their sites and the

commonality of references to them in many ancient scrolls and tablets.

Until now: Eighty-thousand (some suggest) years later, heroes have claimed to have fought mysterious and powerful creatures like Lizardmen, bringing back trophies of great magic and age. Certain mad sages have claimed the symbols and styles of these items match those on the ancient ruins of the Rakuli.

Are the Great Old Ones rising again? Perhaps only a few have been awoken by accident or to see what has happened to the world? Or was this another kind of entity mis-identified by the adventurers? No one can say for certain.



The Rakuli were said to be worshippers of Mad Gods and used Dragons as mounts. They were great in fighting and magical power and, of course, they were evil. Or at least they seem to have been evil. Or at least some of them were.

It isn’t known how many Old Ones there were nor how many cities there were, or even if all of them went to sleep, or if they were actually just a myth (one theory is that they were land-based relatives of the

Sahuagin, but that is one of *many* theories).

What is known is that the centre of their civilisation, or at least a significant location to them, was the legendary Isle of Dawn. This island exists on this plane only for the time that the dawning sun is transitioning the horizon (about ten minutes each dawn and dusk) and is about 500 miles east of the Land of the Young in the middle of the Wide Sea.

What wonders and mysteries await on that island it is impossible to guess but one recurring myth does suggest a portal lies there, guarded by Great Wyrms, that gives access to anywhere and any-when.

**Dragons** – Barnaynian Dragons are, on average, more powerful than normal Core Rules dragons. They live all over the place, sustained by the magic of life as they sleep as much as by meat. They inhabit a variety of locations, often wilderness away from any civilisations that might disturb their long hibernation. Many live on the Necklace, which is a set of asteroids trapped in a perpetual orbit around the planet, lower than the sun and numbering many hundreds. Some dragons live in the Ocean Loops; the part-frozen arcs of the underworld that pull water that flows off the edge of the world back underneath to replenish the seas of the lower and upper worlds: More about all that in **SM05 The World Guide to Barnaynia**.

Regardless of where they live (and there are many of them) the dragons themselves are solitary, miserable old boots, regardless of alignment, and constantly on the lookout for more loot, preferably without any risk to themselves. They are believed by some to be unnerved by the rumours of the return of their old masters, the Rakuli, and might be tempted to help a party seeking to destroy their creators. Others suggest the dragons have no idea who or what the Rakuli were and have no interest in them.

**Oomlanders** – Far across the Wide Sea are a race of dark-skinned men of science and discovery. They are advanced in many ways, compared to the Land of the Young, but their magic is more precise and less powerful. It is said that the Oomlanders have long coveted the mystic knowledge of Dunromin and they have certainly invaded the peninsula twice in the last 600 years.

Such an expedition across the fickle winds of the Wide Sea would take astonishing resources to complete. Having tried twice, many years ago, can anyone be sure they might try again? Could the vast jungle empire they once had even still exist? Travellers say it does. Some return telling tales of great cities filled with wealth and luxury. While science has yielded them many wonders they remain poor with magic. Could they still covet the mystical powers of Dunromin and the Land of the Young? And if so, who can say if and when they might come again?

## Living in the Land of the Young

### *Standard Travel Times for the Land of the Young:*

It is likely that the Player Characters will spend a large amount of their time travelling around the Land of the Young and visiting various inns and villages along the way. Whether they travel on the main routes or choose to take a circuitous route from A to B the ways they will likely be travelling are through civilised Baronies, well populated and patrolled and, usually, farmed. This means such journeys are a bit light on the role-playing opportunities available to enliven the journey. In fact, once you have role-played a couple of short journeys when travelling through civilised areas can even become tedious; far better to knock off the time and travel expenses and press the "I'm there!" button.

If this is the situation you are in then the following tables give some information that will help you calculate the time and expense associated with different journeys using a variety of different transportation forms. The first table is a simple distance calculator, with each section having two values given on it. These two distances are the straight-line and the road distance

The straight-line is based on the understanding that the character has some form of flight available to them and can fly high enough to avoid ground-based issues and get over mountains, rivers and such. Remember that flying over wilderness areas and most civilised areas still puts you at risk of wandering monsters.



The second number is the road distance and is the mileage for walking or riding the whole way. The traveller will be following the most advantageous roads, using road-signs and asking the locals the quickest way to the next village and so on. It will include wilderness areas in some journeys where wandering monsters will be more dangerous. If the traveller is specifically avoiding populated areas and

busy roads for any reason then add 30-80% to these distances (1d6+2 x10%).

### *Cost of travel:*

Use the Travel Distance table for information as to how long a specific journey is. Then use the travel time tables to work out how long the journey will take in terms of days travelled; then use the Cost of Living details from SM01 The Players' Guide to Dunromin to work out how much this will cost. This is given there as **1gp per character class level per (or part thereof) day plus 1gp per mount.**

Travelling costs the same amount and this amount will include accommodation and food as well as whatever tolls and gate fees the traveller comes across along the way. Hirelings and hangers-on will all need to be paid for too, at the same rate as a 1<sup>st</sup> level character at least.

This time x cost calculation will give the standard cost for that journey. Of course an adventurer may try to travel 'on the cheap' or even for nothing. The GM will have to be the judge of how effective this strategy is dependent on the skills and equipment the character has. Certainly, the character can 'pretend' to be first level and survive on 1gp per day (plus 1gp per mount) but this might attract derision and suspicion from some people; for instance, Aragorn was known a little contemptuously as "Strider" in Bree in the Lord of the Rings. By surviving incognito and on less money than he could probably afford people treated him strangely - certainly in a more unfriendly way than they did the free-spending, gregarious hobbits.

Some Player Characters, such as particularly pious clerics, paladins and monks, might seek to reduce the amount they spend and it is up to the GM as to how much of this expense is 'real' as in tolls and accommodation charges, and how much is ego-based, such as rich meals, tips, the best wine and hospitality, etc. Anyone who can afford it will buy the best quality they can,

and a spare. This is reflected in what they spend. An experienced adventurer will not want to be seen in paupers' clothes.

Player Characters will probably know how to survive in the wild but without tents they will struggle in some weather and this may harm their Appearance and general health. Plus most of the Land of the Young is owned by someone and farmers may react in a hostile manner to gangs of ruffians camping out on their land; they might call the local Baron's men and denounce the party as bandits and outlaws. It may take some time to sort out such misunderstandings. And if an immoral party choose a more expeditious solution a murder in the country is still an offence punishable by hanging.

### *Travelling Speeds:*

The following travelling rates are assuming average creatures being involved. If the adventurers have some knowledge of horseflesh then they may be able to select healthier beasts of burden and increase these distances by 1d20%. Likewise if the party are supplied with old, starving or otherwise substandard mounts then travel distances will be reduced by 1d20%.

**Normal Travelling** rates are the most common travelling form associated with that mode of transport. Walkers and mounts will not be over-strained and generally the travelling speed can be maintained for long periods of time; weeks, perhaps months, possibly indefinitely if you are nomadic, given ready access to provisions and over-night shelter.

**Fast Travelling** rates suggests all time not spent eating or sleeping is spent travelling. Good distances can be achieved but at a cost. This requires fresh mounts daily or suitable support services (such as comfortable inns and good stabling) and can only be maintained for a number of

		All distances are straight-line (flying) and by road, in miles																	
		1900	2300	440	500	500	500	500	500	500	500	500	500	500	500	500	500	500	500
Belgane	1500	1800	440	500	500	500	500	500	500	500	500	500	500	500	500	500	500	500	500
Bok	1800	2100	170	210	200	260	260	260	260	260	260	260	260	260	260	260	260	260	260
Constantan	1300	2200	1360	1600	500	650	1200	1300	1300	1300	1300	1300	1300	1300	1300	1300	1300	1300	1300
Deerlish	1700	2000	280	350	125	130	150	180	1100	1300	1300	1300	1300	1300	1300	1300	1300	1300	1300
Dunromin	1800	2000	180	220	230	260	120	150	1200	1255	100	110	110	110	110	110	110	110	110
Duransk	900	1000	2500	2700	2100	2600	2300	250	1400	1600	2200	2300	2350	2300	2460	2300	2350	2300	2350
Fortress Doomedank	900	1100	1500	2600	1300	2200	1400	2430	1650	2790	1350	2250	1400	2360	1850	2250	1850	2250	1850
Gidrall	1600	2000	2600	3050	2200	3000	2450	2880	1200	1300	2300	2700	2400	2810	900	1200	2450	2850	2850
Grom Castle	1200	1400	750	850	350	400	620	680	680	790	470	500	570	610	1700	1850	1150	2000	2200
Karan	1640	1950	230	350	250	305	230	275	1220	1475	150	175	110	150	2250	2525	1250	2425	2400
Long Drop Pass	1400	1700	2460	3150	2050	2700	2350	2980	1200	1400	2200	2800	2300	2910	680	700	2200	2700	1400
Loom	1540	1800	610	725	230	270	450	605	740	750	350	425	450	535	1950	2350	1450	2340	1900
Lund'nfouikit	1400	1520	670	825	300	350	540	585	650	670	420	475	550	585	1830	1970	1300	2100	1900
Misty Havens	2100	2900	1750	2770	1400	1820	1600	2470	750	1170	1550	2470	1400	2580	1920	1900	2400	3960	1300
Shadwall	1400	1700	2460	3150	2050	2700	2350	2980	1200	1400	2200	2800	2300	2910	680	700	2200	2700	1400
Skull Crag	2100	2900	1750	2770	1400	1820	1600	2470	750	1170	1550	2470	1400	2580	1920	1900	2400	3960	1300
Troll Bridge	1400	1500	600	700	100	110	470	530	820	920	330	350	440	480	1900	1980	1200	2130	2000
Vulcan	1400	1500	600	700	100	110	470	530	820	920	330	350	440	480	1900	1980	1200	2130	2000

days equal to half the Constitution of the lowest value in the party. A rest of a half the time spent travelling is required afterwards.

**Travelling in Haste:** This mode of travel is generally reserved for the professional messengers and requires a support network for them, practice and great endurance. For mounted travellers each rider will need a new mount every 4 hours and will only be able to maintain the pace for 3xConstitution in hours before needing to sleep.

The King maintains such a network of Royal Messengers and the Barons are required to maintain suitable services for the Royal Messengers. More information about this group is in **SM02 – The Game Master’s Guide to Dunromin**.

#### Explanation of the following table:

Note that the hourly travelling speeds for Fast and Hasty are the same – the difference being that with Hasty travel; the pace is kept up for more hours of the day.

Carts and mule trains do not have this option; the roads are simply not of sufficient quality for even sprung carriages to travel at such speeds.

“Roads” refers to the normal communication route between two locations. This might be a proper road or well-travelled track. The land has been cleared to allow passage and the road is flat. The GM might wish to add an adjustment for inclement weather or flooding to this.

“Off-road” means away from these common routes but still in reasonable navigable terrain. Moorland, desert, farmland, steppe and so on. Places where there is a clear route and a good walking surface.

“Rough” refers to land that is worse than this and requires some effort to pass through, either finding a suitable route or hacking away vegetation. This includes woodland, marshes, fens, steep ground (not mountains that need climbing but foothills and scree slopes) and so on.

Mode **	Daily miles *			Hourly Miles *		
	Roads	Off-road	Rough	Roads	Off-road	Rough
<b>Normal</b>						
Foot	12	8	4	3	2	1
Mounted	24	12	3	6	3	1
Cart/mule train	9	6	2	2 ½	1 ½	½
<b>Fast</b>						
Foot	40	18	5	8	5	3
Mounted	50	20	5	10	8	2
<b>Hasty</b>						
Foot	60	27	7	8	5	3
Mounted	75	30	7	10	8	2
<b>Flying</b>	150	150	150	30	30	30

\* Distances given are based on light/normal loads. For heavier loads reduce the distance by ¼ or ½.

\*\* Distances are based on humans in good fitness. All these figures can be adjusted for unfit (CON less than 9) and different sizes of person; over 8 feet can walk 25% faster but can't ride. 4 feet and under reduce by 25%.

*Note that these figures are based on the author’s own estimates and are probably hopelessly inaccurate. Feel free to replace with your own figures if you know better.*

The Land of the Young is a civilised land and all the roads in Baronies are patrolled, making them relatively free from wandering monsters, bandits and other sources of inconvenience. But as the party progress further from the capital they will encounter areas that aren't patrolled and pass through other areas being contested militarily by the local landowners. How this affects the party is up to the GM.



Roads tend to be free to use but almost all large bridges, fords and ferries will be tolled, usually a silver or two for mounted adventurers, included in standard travelling costs below. Coppers for serfs and paupers. Villages will be built around primary communication routes near sources of water and other raw materials. Solitary farms will be unusual far from the capital where they might be raided by wandering monsters and so on, but in more central areas farms, manor houses and homesteads will be common and generally poorly defended. As a rule of thumb, villages more than fifty miles from

the capital will have a stockade, ditch and/or other defensive structure, becoming sturdier the further they are from Dunromin.

Likewise travellers will attract more and more attention the further they are from Dunromin and may even find themselves interrogated by representatives of the local Baron when they arrive in town. This is where a good reputation can be useful and Knights (or anyone really) might want to invest in a coat of arms and recognisable banner to avoid embarrassing confrontations with local law-enforcement. A coat of arms that is registered with the Guilds in Dunromin will be circulated to the various Baronies as a point of class and civilised behaviour, in the same way that people read about important new celebrities and royal events in magazines and on-line today.

Different rules, laws and by-laws apply in different Baronies and the GM is free to make the players' lives as complicated as they like in this regard. The King mostly doesn't care what the Barons do as long as they keep paying his tithes and enforcing the law. Unless there is some level of confrontation going on between the Barons involved then all the Barons in a region will work together and bad news will travel quickly. If the party start throwing their weight around in one village or town they might find their progress throughout the country plagued by rumours, distrust and even bounty-hunters.

## Establishing a New Settlement in the Land of the Young

When player characters get to a certain level they may wish to try and establish their own power-base, as described in the Core Rules. Exactly how they go about getting this little largess presents a number of role-playing possibilities.

## *Where to go?*

As has been said, the further from Dunromin you go the more gaps there are between the established Baronies (assuming that the party doesn't want to occupy an existing Barony – that idea is a different thing all by itself – see “Is there anyone there before the party?” below). This means there are opportunities to occupy a parcel of land and start to do things with it, such as patrolling it or attempting to attract followers. The density of land owners increases nearer the capital so it is unlikely that any space within 50 miles of the capital will be uncontested in some fashion.

Occupying any space outside the Land of the Young will be politically easier but may also be relatively short-lived. The bottom line is that the king's frontiers are established and, while he is trying to expand them all the time, a step too far will not be supported. There are a great wealth of creatures and groups that will be quite happy to watch a player set up shop, investing in lots of nice, steal-able stuff, and then sweep in and grab the lot as soon as they can see a weakness, torching anything they can't steal. If the character has set themselves up off their own back no one will bother trying to help them and, indeed, the person attacking them might even be their neighbour from the Land of

the Young who sees their establishment as a threat or opportunity themselves.

There are other ways of establishing yourself, of course, including marrying into the land, or similar. There are a lot of role-playing opportunities based around the idea of the politics of the Land of the Young and how the players might interact with it. A bold player can quickly get into a significant social position by cultivating the right relationships, if they play their cards right. As a rule of thumb, first sons will only marry into established, landed families. Second and other sons will be in the same situation as the players and looking for a useful proposition in terms of increasing the wealth, land or influence of the family they come from.

Daughters will be a similar proposition, if you are playing D&D as it is intended, but if you are playing it more true to the mediaeval reality then women are chattels to be bought and sold. A daughter of a rich or influential Baron will be currency to be traded and used. A daughter of a less influential Baron or land-owner might be seen as a tool by their parent to extend their own links. The lower the station of the individual the more freedom they will have and the lesser the rewards of the choice they make, at least in a material dowry sense.



A rich character might buy land from the local land-owner but this is very rare. Land is power and an income. A land-owner is far more likely to rent a space to an adventurer.

The crucial consideration will be the king's perception of the situation. The last way a character may get some land is that the king has awarded the character the land as a recognition of something they have done. This may be with or without a Baronial title depending on the situation. This might seem like a tremendous gift to lay at the feet of an aspiring player character but there are many and varied ways in which such a boon might become a poison chalice. But at least if it is the king that has given the land then the neighbours won't try and steal it off you.

### *Is there anyone there before the party?*

How can you tell? There are three basic possibilities here: No, there's no one there; yes, there's someone there and you don't care; or yes, there's someone there and you don't know about them.

The first, that the land is unoccupied, is the most favourable opportunity, probably. It means you have come across a parcel of land that no one is particularly bothered about or is beyond the realms of anything someone else would consider as theirs. Lucky you. Of course there will be a reason why the land has not been occupied. For instance it might be cursed, it may be barren land, it might have once belonged to someone but something bad happened to them and no one wants anything to do with it anymore, and so on. It may be that it's indefensible. It may be that there's nothing there people can live on (without serfs and people to work the land you won't get any income from it), or it might be so close to hordes of monsters that staying there more than a few minutes is a risky proposition.

The second possibility regarding an area of land suggests there's something about the occupier that the player thinks they can overcome. Either the occupiers are an existing community recognised by the king or they are not. In the latter, more likely, case then you are invading an area of non-citizens. They may fight or flee. They might hide and come at you later.

It may be that you have come into an adventure, cleared out the bad-guys and suddenly thought "WTF? This is a cool place. I think I'll make this my crib and set myself and my lineage up for perpetuity!" If so, fine and dandy. The GM has a whole assortment of interesting things they can throw at that one...

Or you might be trying to take over an existing community. Then the issue becomes a question of how powerful the existing community are? Or indeed, how powerful the friends of the existing community are? Fundamentally, if you get aggressive at an existing Baron then the whole of the establishment will come down on your naïve little ass and give you a very good kicking.

There are a lot of little communities in the land that seem to be hanging on by the skin of their teeth, such as religious retreats, magical lairs, foreign colonies, miners and so on. Someone has set themselves up in the belief that what they have there is good and worthwhile and that the king will both see this and protect them, or that the king won't care and just leave them alone. The GM can decide what friends such communities might have. For instance, there are some apparently defenceless but very rich monasteries about the kingdom but no one seems to bother them...?

Of course the party might decide to just invade an existing Barony. Suddenly D&D stops being a game of individuals and becomes a war-game. The party will find such forces moving against them as they cannot really keep a grip on, and this will challenge the GM as well. It's a marvellous

proposition but also epic in scale; a true ‘campaign’. The party must have an army – because an army will be sent to get them. The party must also be individually powerful, because powerful individuals and Assassins will be sent after them (and not just *pure* Assassins; pretty much anyone who fancies a go). And the party must have a lot of magic, because the king has a lot of magical allies.

Any such conflict will become a war of resources. The party will be hard pressed to succeed against such levels of attrition. It could be argued that the Kingdom of the Land of the Young is punch-drunk and on its last legs, but there’s a lot of tools in its armoury yet. Even rebellious Barons will come out for the king if the threat is a shared one. The Counsel of Three in the Dunromin Guild of Magick will unite with the Guild of Black Magick if the situation warrants it. Even the temples have a vested interest in preserving the status-quo, unless they really have some hidden power working for them (or the party, or the party’s greatest foe). The party had better be **VERY** sure of themselves before they try this one.

The third possibility is the most interesting one, in terms of role-play. The party have

done their research, they have occupied a piece of ground, checked with the neighbouring Barons and the king (even) and everyone’s good with the party building themselves a castle and setting up shop. They might even have gone to the trouble of getting “Planning Permission” or some other document of safe passage from the authorities.

But what about the mad old man that lives by the pond? What if the party build themselves a nice little trading community and then the Baron next door queries who has the precise title to the land the main market town is on? While the party are building the local Barons might be more than happy to sell them the labourers and masons required, or they might charge tithes for bringing supplies across their land, or they might contest ownership of the land the party need to feed their growing colony.

There is a whole raft of interesting situations the party might find themselves in and none of them will be solved with a sword or a well-placed *Fireball* spell. A key thing to remember is that people will lie if they see an opportunity, and they will certainly back the king against anyone, even their new best friend.



### *What to do once they get there...*

Any party member will have an idea of what they want to do when they set up their little freehold. They might want a castle, they might want a retirement plan, they might want to start an empire. If you want some ideas read George R.R. Martin's Song of Ice and Fire, or a really good book about the War of the Roses, or the history of the Italian, French and Germanic states in the middle-ages. It's not really what D&D is about but you can keep chucking stuff at the party and see why they really wanted to set up somewhere to call home. There's a reason why all the successful old heroes are drunkards in the shadowy corner of city bars – they're the clever ones!

### *What is it worth?*

The Core Rules suggest what kinds of revenues can be got from an area of land once the party have established themselves but this is very much an opening shot and something that doesn't really make sense in a setting like the Land of the Young. The suggestion is a fixed rate of a number of pieces of silver per person per month (or year). The economics of a feudal society are far more complex than this and the GM and the players can have a lot of fun setting this all up.

People will not live in an area where they don't feel protected. People are more likely to be productive if they have some vested interest in the success of the community. Some people will take advantage of an overly-generous patron, some will push back against one they see as being overbearing. Reading a bit of Machiavelli might help here but there are other ways to enjoy yourself.

For instance, Baron Garibaldi was a very successful adventurer whom the king didn't entirely trust. So the king gave him a very dodgy border region and promoted him to Baron. Two birds with one stone –

keeping your enemies close and all that. Garibaldi decided he wanted to have a go at a kind of Capitalist Socialist Democracy. It cost him a fortune but he made a fortune. His serfs and freemen were the happiest in the country, and the richest once the Wine Road was open. They even withstood the hordes of the Witchking Kzenzakai. But when they all discover the king has been playing them the whole time everything may go pear-shaped very quickly.

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### **Threats and Opportunities in the Land of the Young**

As the party become more powerful or the campaign drags on for years it is likely the layout of the land and the key NPCs will change or evolve in line with the players.

We are not going to detail what happens to the internal, political form of the land here but rather give an idea of how the different racial/political groups around the Land are changing.

If you want some food for thought have a look at the “Future History” section in **SM02 The Games Master’s Guide to Dunromin**.

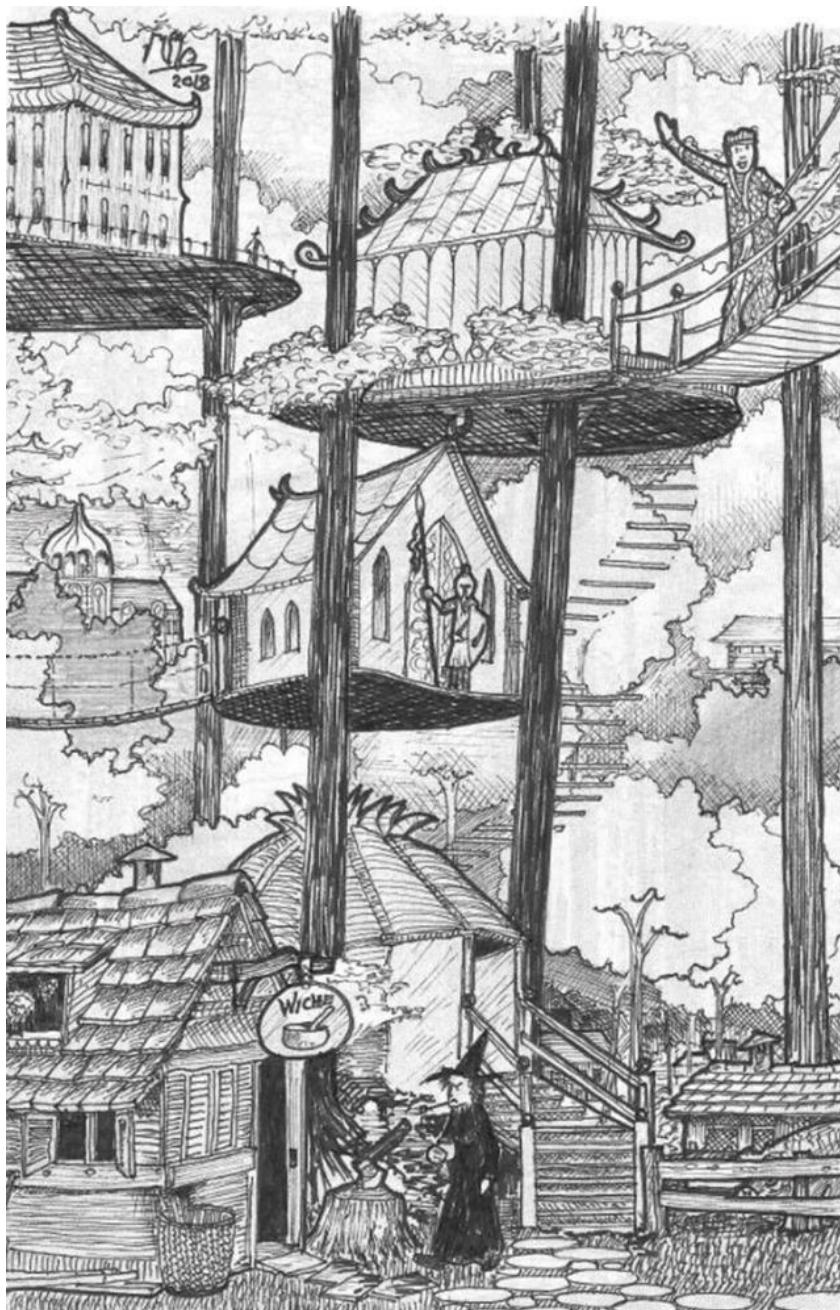
### *Expansion*

Any capitalist economy like the Land of the Young needs a steady increase in trade to survive – lack of expansion prompts collapse. As such the Land of the Young is always looking for new opportunities. Successful adventurers can often find themselves forging new and lucrative trade links with various powers. Or they are likely to enable the occupation of border lands when the adventurers have pacified them.

There are more and more Barons appearing all the time as well. On average there is one to two new Barons created every year and one, perhaps two, will fall out of favour and be stripped of their lands and titles. This ‘churn’ will accelerate in times of political upheaval. For instance, there have been a number of changes of Barons in the southwest of late as existing Barons were killed in the attack by the Witchking Kzenzakai and their heirs have taken over. In the North several Baronial families have been stripped of their titles and the heads of their families executed for open rebellion. These Baronies have mainly been reallocated but some remain under Stewardship, so ready-

made opportunities are present there.

If existing space is occupied and some expansion is still required there is significant space in the northwest where someone could set up relatively easily. Likewise there is an opportunity building on the new foray west of Karan or up into the Borderlands, should that appeal. The Burning Woods and the Black Forest are predominantly unclaimed and certainly unoccupied by anyone recognized by the king. There’s space downwards (underground) as well, although this has never been done before.



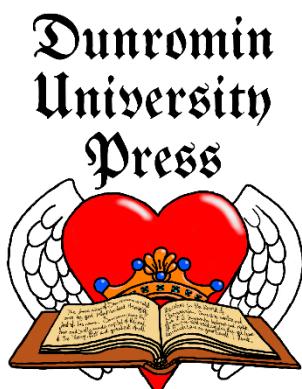
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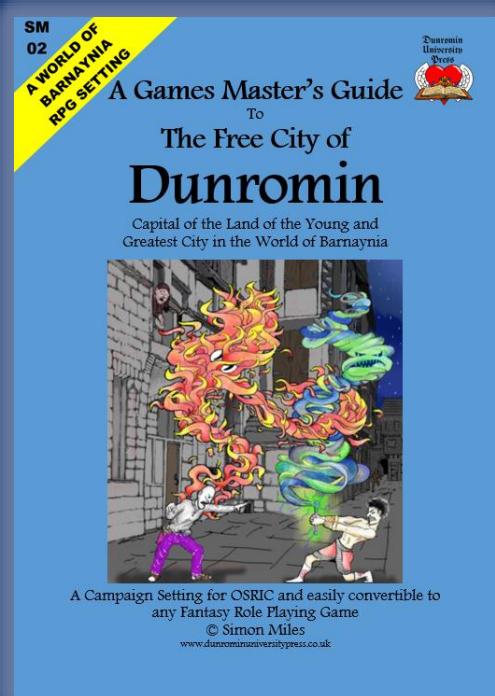
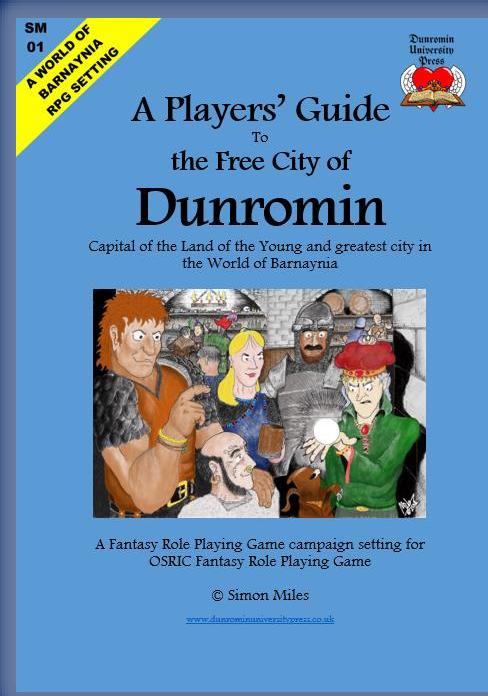
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