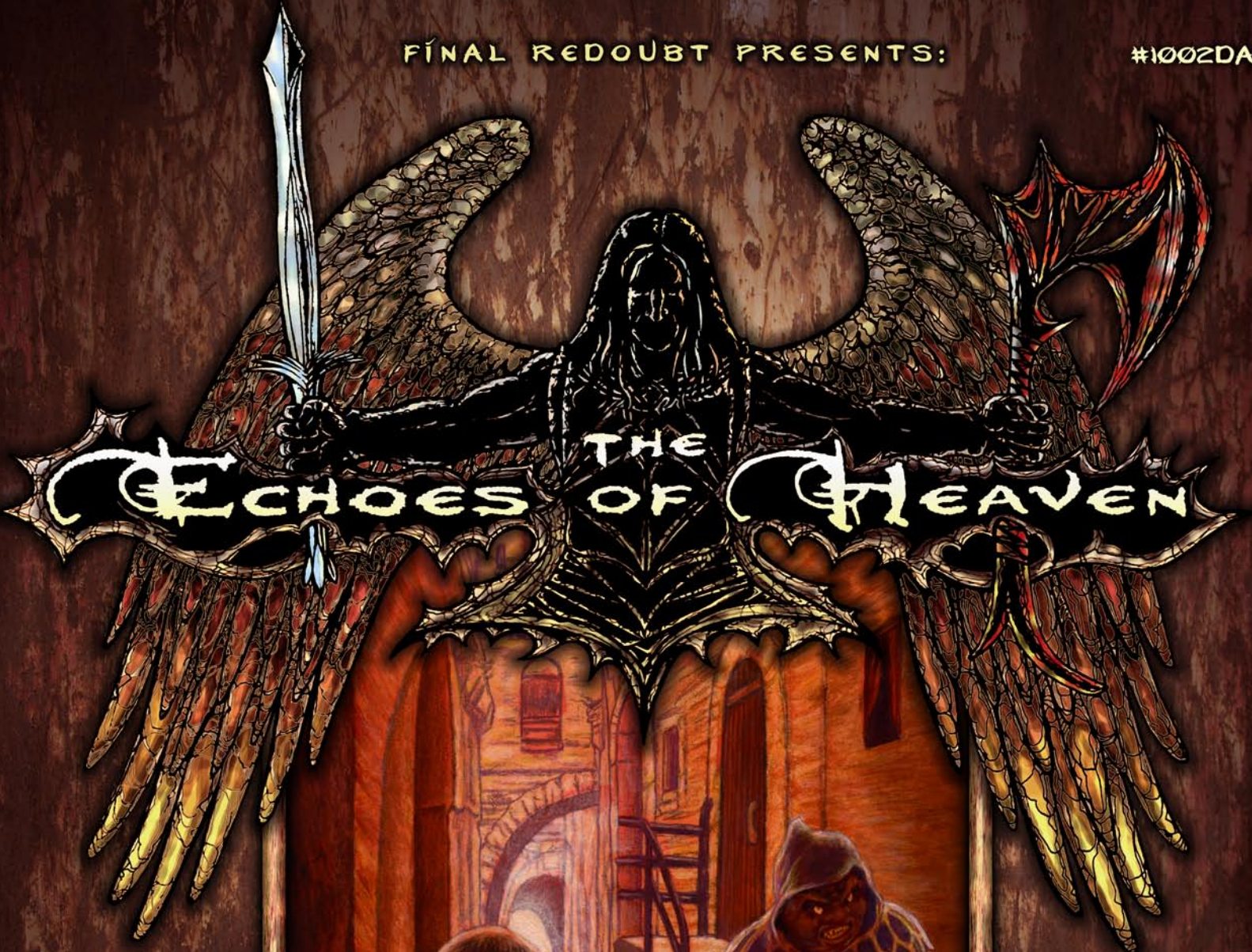


FINAL REDOUBT PRESENTS:

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Requires the use of the
Dungeons & Dragons
Player's Handbook, Third
Edition, published by
Wizards of the Coast, Inc.

This product utilizes
updated material from the
v.3.5 revision.



As Felric's
Redoubt goes,
the world
follows.

Felric's Redoubt
is crumbling.

For all levels of play.

The Last Free City
by Robert J Defendi



It was the humidity that made the duty miserable. Conus Caedelus stood on the docks of Kerius. Flies swarmed over his armor and crawled under his clothing. He whipped and beat at them in the sweltering heat, but the buckets of sweat just enticed new flies. The summer heat would only worsen as the day progressed. The sea breeze was cooler, but it was heavy with water and even with it, he felt as if he were boiling alive.

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"Ships, sir."

Gaius looked out to sea and nodded as he noted the sails as well. "It's about damn time. Let someone else shoot Elves for a living. Maybe this means we'll get a little leave. . . ."

Sheltered in the lands of Ingrast but beyond the woods of the Elves, this city has remarkable freedom . . . but with freedom comes danger. Felric's Redoubt is a land of merchants and craftsmen, a cosmopolitan city that acts as a center of trade for all the world. This makes it a hub of culture and learning. Many would say that it's the axle of the world.

But the axle turns.

The Echoes of Heaven is designed for use in four different games systems. They are the *d20 System* game (owned by Wizards of the Coast), *Rolemaster* (owned by Iron Crown Enterprises), *HARP* (owned by Iron Crown Enterprises), and *HERO System* (owned by Hero Games).

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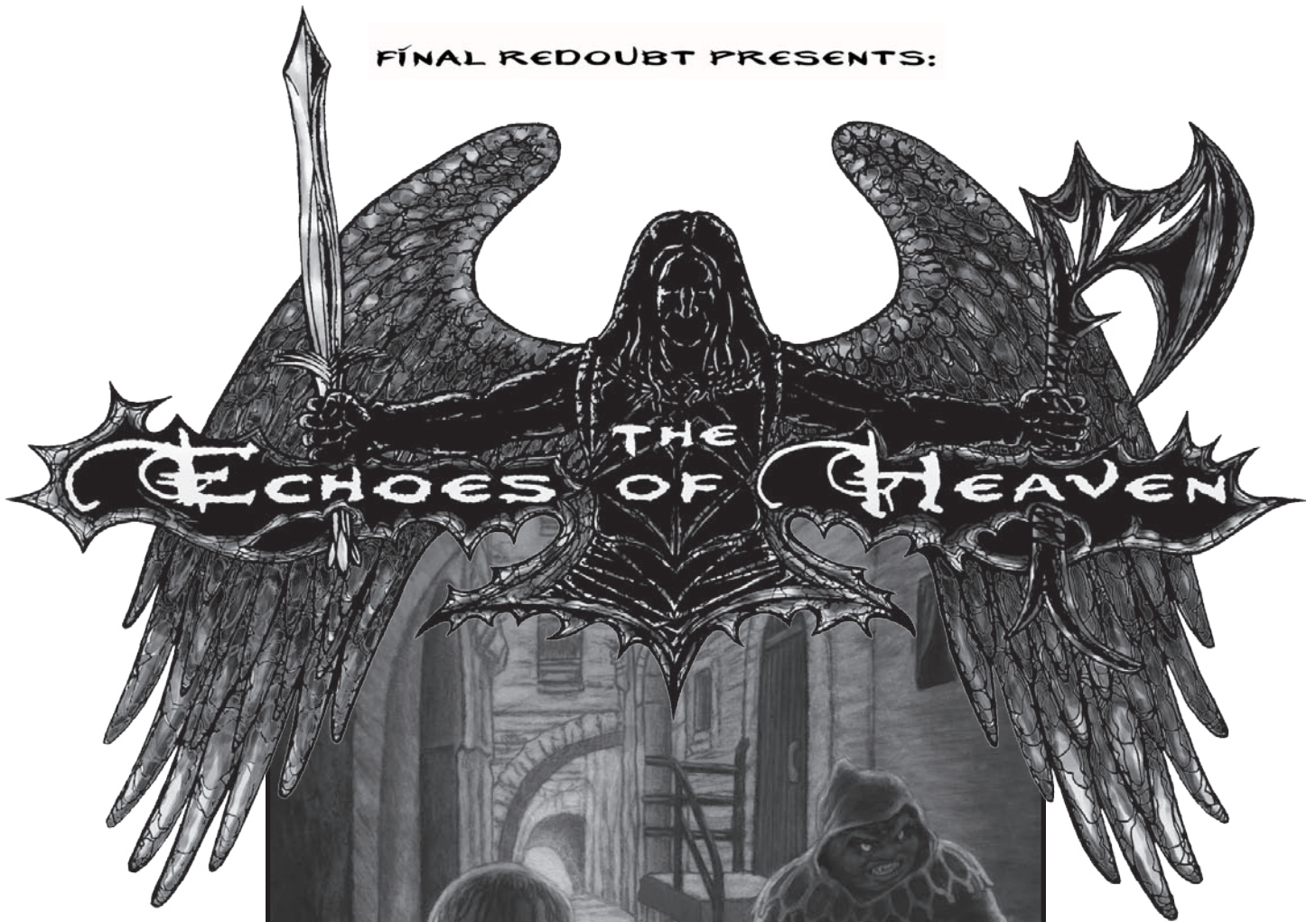
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by Robert J Defendi

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*It is through the union of all races that mortality will
prosper.
—The Teachings of the Herald (Apocryphal)*

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tomer), and Yammahoper.

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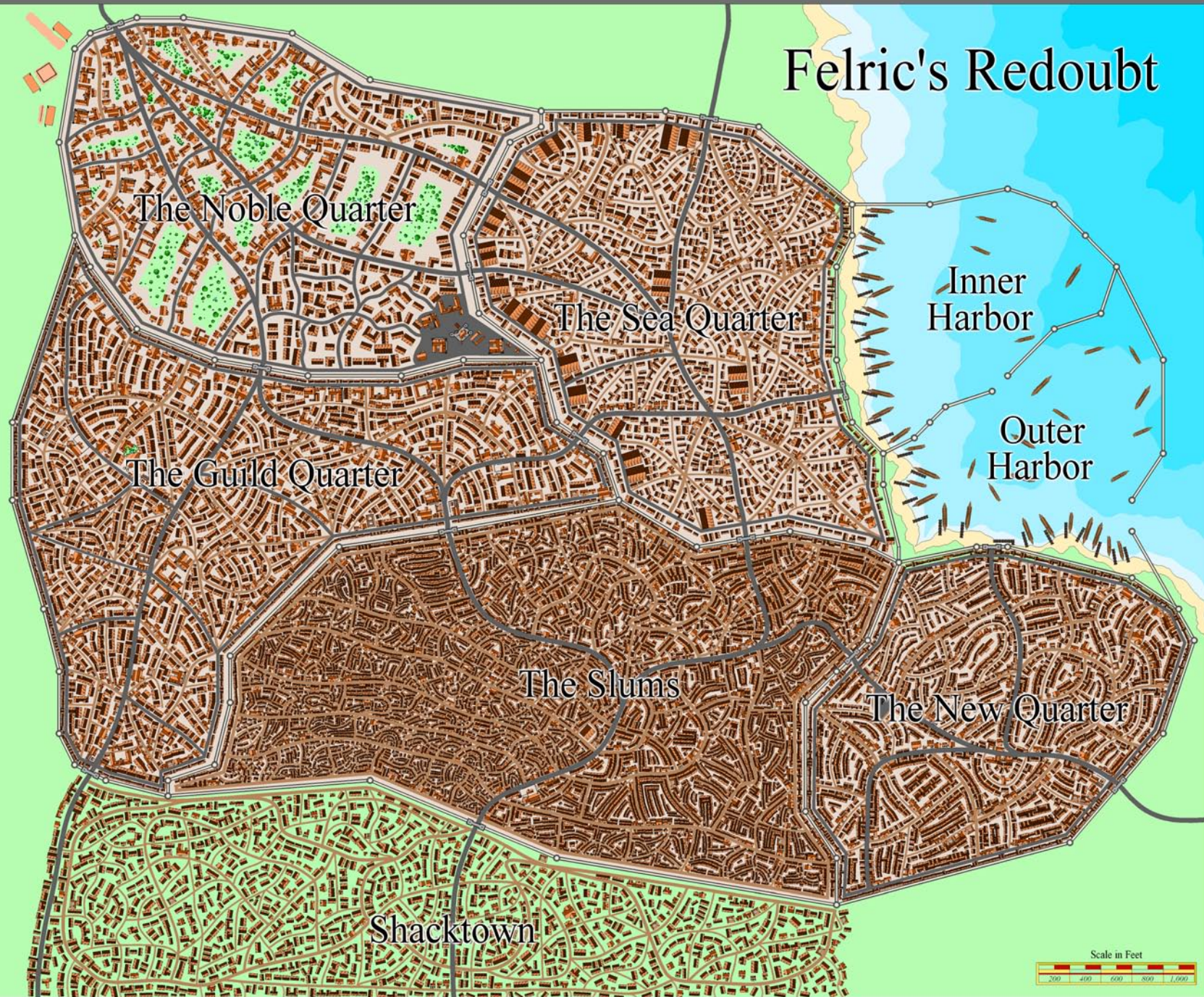
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Felric's Redoubt





Felrican Lands

Gulf of Orbean

Smaller villages not shown.

Felric's Redoubt

It was the humidity that made the duty miserable. Conus Caedelus stood on the docks of Kerius. Flies swarmed over his armor and crawled under his clothing. He whipped and beat at them in the sweltering heat, but the buckets of sweat just enticed new flies. The summer heat would only worsen as the day progressed. The sea breeze was cooler, but it was heavy with water and even with it, he felt as if he were boiling alive.

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Gaius Magnus, his red plume proud and high in the air strode over to Conus. "What is it, soldier?"

"Ships, sir."

Gaius looked out to sea and nodded as he noted the sails as well. "It's about damn time. Let someone else shoot Elves for a living. Maybe this means we'll get a little leave."

Ten other soldiers straggled out onto the docks while the ships grew in the distance. They could just make out the imperial banners now, the glitter of armor at the oars. Probably a thousand men. It would be a nice relief.

The ships rowed in, their sails furled against a head wind, sliding forward one pull at a time. More soldiers came out to watch, and more. It would be more than just relief. The ships would have letters from the east and their bonus pay, the only consolations to a soldier serving in this backward part of the world . . . in Belkanâth.

"Attention!" Gaius shouted, and the soldiers in uniform snapped upright. With barked commands they formed up on the docks as an honor guard while merchants, fishwives, and urchins stared on.

The first of the ships pulled up to the docks, tossing bowlines to a soldier who secured it to the pier, then the Imperial legion filed from the ship, a centurion in shining armor at their lead.

"Centurion!" Gaius said.

"Centurion!" the new officer replied.

"My name is Gaius Magnus."

"And I am Felric Henalding."

Gaius blinked a couple times, evidently surprised at the foreign name. Conus looked around, then grasped for his sword.

But it was too late, the new legion had worked its way among the soldiers on the docks and Conus found three gladius swords pointing at him, their blades glinting in the noon sun.

Gaius smiled at the foreigner. "Who are you?"

"We are the Sons of Almia," Felric said. "And the Emperor's crimes against the Elves ends today."

Welcome

By opening these pages, you enter a new world, a world of danger and nobility, a world of shadow and light, a world of sorrow and love. Most of all, it is a world of hope.

The Mortal Realm desperately needs heroes. Will you answer the call?

A NOTE ON PRONOUNS

Whenever referring to a person of indeterminate gender in this book, the masculine pronoun is used. This should be taken to mean he/she, his/her, etc.

WHAT IS THE ECHOES OF HEAVEN CAMPAIGN SETTING?

The Echoes of Heaven is a game world of darkness and danger, where a monolithic church has split into dozens of quarreling factions and holy war looms like a shadow. Here, strength and brutality win the day and only those with the most faith, honor, and courage can stand against the terrible tyranny of those who would enslave everyone of a different belief, a different philosophy, a different race.

Worse, it is a world infected by the very fabric of Hell itself.

It's a world that once knew wonderful, perfect grace, where Mortals and Angels labored side by side and all spent their days basking in the light of God. There was no Mortal Realm. Hell was nothing more than a province of Heaven. All lived in Paradise and they knew what it was like to wander in Grace.

Then came the War.

Felric's Redoubt

The Fall of the first third of the Host of Angels nearly destroyed Heaven. The Fall of the second third came as a death knell. Only the foresight and planning of the Five Prophets saved everyone from languishing under the rule of the Fallen . . . but it came at a terrible, terrible price.

Enter Meridrin, the Mortal Realm, a world Sundered from Paradise, a world both familiar and strangely different. A world where *you* can make a difference.

The Echoes of Heaven is designed for use in four different games systems. They are the **d20 System** game (owned by Wizards of the Coast), **Rolemaster** (owned by Iron Crown Enterprises), **HARP** (owned by Iron Crown Enterprises), and **HERO System** (owned by Hero Games).

This Product contains stats for use in the d20 System game.

WHAT IS THE LAST FREE CITY?

This book contains source material on the city of Felric's Redoubt. This metropolis, located in Elven lands and out of the reach of other Human nations, serves as a center of commerce and learning, a place of intrigue and adventure. Felric's Redoubt is one of the largest and most prosperous cities in the known world.

But prosperity comes at a price.

A city like this calls to the most despicable elements of the Human condition. Thieves, assassins, extortionists. These are common to every city, but in Felric's Redoubt more sinister elements lie: Demon worshipers, wizards, and foul murderers. Few people understand just how close the city is to falling. At any moment, something could put it over the edge, and when that happens, the city will become an Ulcer.

And the lives of everyone inside will be forfeit.

LINE ELEMENTS

The Echoes of Heaven contains two main elements. They are sourcebooks and adventures.

Sourcebooks

Some of the scheduled sourcebooks are as follows:

The Echoes of Heaven Campaign Setting—*The Echoes of Heaven Campaign Setting* details the Mortal Realm and includes a bonus supplement detailing the Kingdom of Ludremon at no extra charge.

The Last Free City—The book you currently read. This book details the city of Felric's Redoubt, known as the City-State to many. Sheltered in the lands of Ingrast but beyond the woods of the Elves, this city has remarkable freedom . . . but with freedom comes danger.

The Lost Kingdom of the Dwarves—Centuries ago an Ulcer opened inside the Dwarven kingdom of Uzarâg. Now this land is more Hell than earth and it fills to overflowing with a multitude of dark and evil creatures, most notably the Cambionic Orcs and worse yet, the Great Fiend known as the Warlord.

Adventures

Each sourcebook comes packaged with an adventure. Between these two works, your campaigns can explore an ever-widening world of intrigue and danger.

The Throne of God—A story that spans 10,000 years, here the players learn the lay of the land in the Mortal Realm and fight to find an ancient relic—a diamond splinter said to come from the Throne of God Himself.

The Festering Earth—The adventure packaged with this sourcebook. The characters travel to Felric's Redoubt, the City-State. There they must solve a

House Rule Constitution-Based Death

A character does not necessarily die at -10 HP. Instead, he dies at a negative value equal to his Constitution score. In addition, checks for stabilization, waking up, and the like all are made against a percentage equal to his Constitution. Therefore a character with an 18 Constitution dies at -18 and has an 18% chance to stabilize or wake up when those rolls are needed.

Felric's Redoubt

series of murders before the serial killer brings the entire place to its knees.

On Corrupted Ground—Still reeling from their adventures in Felric's Redoubt, the characters must now delve into the heart of Hell on earth—Uzarâg. Inside the fallen kingdom, it will take all their skill, faith, and mettle to survive.

OUR PHILOSOPHY

At Final Redoubt Press, we wish to bring high-quality products into the hands of the gamers who need them. Starting with characters ignorant of the world around them, players can discover the Mortal Realm even as the story unfolds. With each new adventure, player and character alike will discover a world rich in excitement and adventure, a world as intriguing as their GM can make it.

An Ongoing Campaign

We're aware that different games progress at many different rates. Some groups play almost every day and some fight to meet once a month. Therefore, we've tried to devise this world and this series for any rate of play.

Each adventure is designed for characters of a certain level. A GM needs only to adjust the rate of experience gain to meet the needs of his group. If a group can play an entire adventure in one weekend and that leaves three more until the next product releases, then the GM can match the experience gain to move hand in hand with this pace. Meanwhile, he'll find Adventure Seeds in every product that will allow the characters to explore the world around them until they're ready for the next episode of the series.

For more on gauging experience given, see the accompanying adventure.

World Threads and Adventure Seeds

We've all been there. A GM tries to plan out his next adventure, and although he can find many things that seem intriguing inside the game world, he has no idea which will be explored in future sourcebooks. If he answers a mystery now, will he have continuity problems if the answer doesn't match a future work from the publisher?

There are two types of hooks in *The Echoes of Heaven*. World Threads are little intrigues about the world itself. Some of these will be explained to the GM, some will be withheld for future revelation. However, since these are world elements not marked as Adventure Seeds, the GM knows that they might be expanded in the future. He can still play with them and even change and reveal them, but he knows the risks of conflict with future supplements if he does.

The second type are Adventure Seeds. These are puzzles, hooks, and problems that we at Final Redoubt Press promise to never explore. If we state in an Adventure Seed that no King of Ludremon has ever lived longer than thirty years, a GM knows he can build adventures, intrigues, even entire campaigns around this puzzle, and we will never do anything to dispute the answers that arise at his table.

That is not to say that a GM can't touch World Threads, just that he should know the risk. Anything he does with a World Thread might invalidate future material.

Quad Statting

The Echoes of Heaven contains stats for four different games. We at Final Redoubt Press purposely chose these games for their compatibility. Each of these games has the same general levels of power and abilities for the major classes or professions. Mages in all four have similar spells and clerics in all four have similar divine powers.

This means that we can weave a story without worrying about whether a mage can cast a fireball in all three systems. We can provide a GM with everything he needs to run his game, and he can do that with his own house rules and his own style of game play. As much as possible, we intend to stay out of the way.

This isn't saying that we won't add optional abilities or even change the way that some things work. That's necessary in all game worlds. It just means that we won't stumble all over ourselves because a *d20 System* game Bard can do a bit more with illusions than a *Rolemaster* Bard. Each game group should play the game the way *they* like to play it.

Felric's Redoubt

Using This Product

This product provides everything that a gaming group needs to run a campaign in, around, or out of Felric's Redoubt. The city languishes and few people know it. The events in *The Festering Earth* are just a symptom. An adventuring party could spend their entire careers just saving the lives of the people in this city.

And some do.

Mage Terminology

In these books when we refer to a mage, we aren't referring to any one class. Instead, this is a general term referring to any character that casts spells based on skill and knowledge, not their connection to a Divine source.

Priest Terminology

In these books when we refer to a priest or a druid, we also aren't referring to any one class. Instead, we mean any religious person that may or may not cast spells based on their connection to a Divine source.

Campaign Cartographer

The maps in this product were made using Campaign Cartographer Pro by Profantasy. Viewing and printing software can be found at: www.profantasy.com. There are two types of maps included, one

for CC2 and one for CC3. Only CC2 maps can be viewed with the free viewer.

DEDICATION

I would like to dedicate this work to all the fine authors who created the *Thieves' World*. While life in Felric's Redoubt differs from *Thieves' World* quite a bit, the way those books shaped my young mind can't be measured. I'm sure the footprints of those stories shaped the information in these pages.

SPECIAL THANKS

We would like to thank our play testers: Amanda Peltier, Angela Daley, Bjorn Olsen, Brandon Leavitt, Brenda Llewelyn, Dan Willis, Gary Llewelyn, Jennie Mollerup, Josh Peltier, Kori Emerson, Mark Giffune, Mason Emerson, Mathew Daley, Matthew Fitt, Scott Llewelyn, and Stephen Johnson. Without them, this product wouldn't be possible.

The City-State

This is a sourcebook detailing the greatest city in Belkanâth. While some may be larger, more prosperous, or have a better university, Felric's Redoubt boasts a cultural mix and an atmosphere

Ulcers

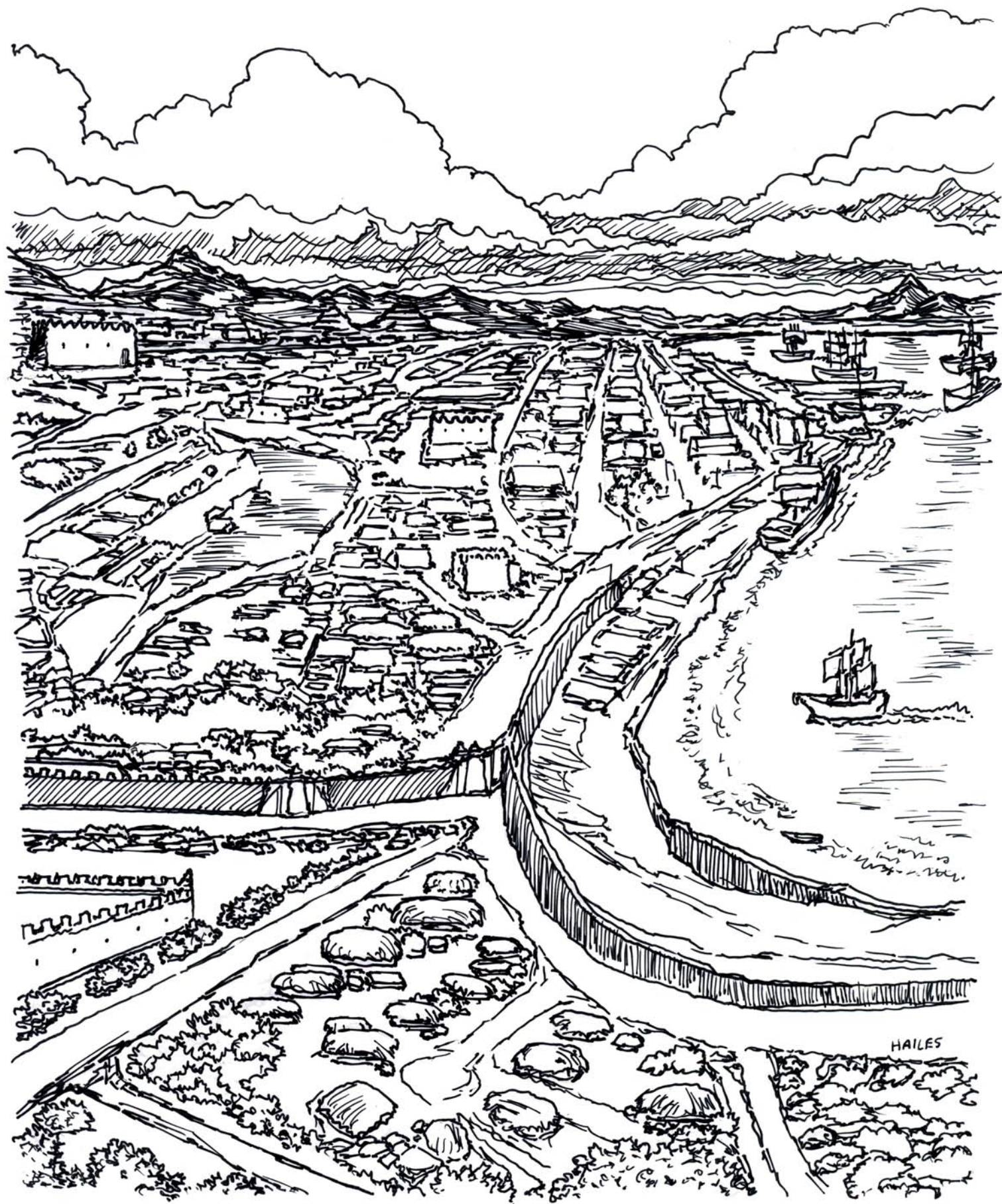
There is much talk in this book about Ulcers. For those who don't play in *The Echoes of Heaven*, this might be a bit confusing. While this book deals with playing without Ulcers, it wouldn't hurt a GM to know what all the hubbub is about.

Ulcers are an infection in the Mortal Realm, where the nature of Hell has infected the land and the laws of nature break down. Anything can happen in an Ulcer and the very shape of the place warps around the desires and dreams of those inside. Some Ulcers become powerful puzzle traps, some fill with hordes of cambionic creatures (such as orcs and hobgoblins). Others might fill with traps or riddles.

Any adventure a GM might like to run can take place in an Ulcer. The sky's the limit, and it doesn't matter how outlandish, how improbable the nature of the adventure site is. Ulcers are, by their very definition, not of this earth.

Ulcers are caused by evil. Worse, they are rooted in evil, but in *The Echoes of Heaven* spells that detect good and evil only detect the Divine or Angelic sparks and the Infernal Taint. There is no way to determine what evils anchor the Ulcer, and so the Witch-Hunters have a much more direct solution. When they find an Ulcer, they kill everything inside.

Period.



Felric's Redoubt

of trade and culture unparalleled in the world. Many people consider it *the* center of commerce.

They would likely be right.

Introduction

City of Secrets. City of Lies. The Land of Freedom. The Land of the Almighty Coin. The Hub of Civilization. All these and more describe the city of Felric's Redoubt.

But there is something more.

Everyone knows the world will end when the Chaos in the east consumes it. Everyone knows this, but a small band of people *hope* it. Not because they want to see the world destroyed, but because that will happen in some unknown future.

Felric's Redoubt is a threat now.

So many people, so much greed and power. So much freedom. People think freedom is a good thing, but it also means the freedom to make mistakes, and when everyone in a city the size of Felric's Redoubt makes mistakes, Ulcers happen. If an Ulcer opens in Felric's Redoubt, who knows how fast it will grow? Mab, Ingrast, and Ludremon could fall in weeks or months. Many of the nations of the world would find their attention divided between the Warlord and Felric's Redoubt. Others would add Dientor to this equation. Marnele would almost certainly fall if these three forces moved at once. That would cause a chain reaction that might mean the collapse of all of Belkanâth.

Felric's Redoubt is the center of the known world. It's the hub, and everyone knows that. What few people realize is it's also the fulcrum. On it turns the world.

In another world, Felric's Redoubt would be nothing more than a city. Here it's the current that undermines the bedrock of civilization. Those who have realized this keep quiet. The Church would likely destroy the entire city if it were ever to understand the danger this place poses. If the residents were lucky, they'd only be scattered to the winds. If the Knights Lonnuso were to lead the charge, the entire city might be cleansed as a proto-Ulcer.

But Felric's Redoubt brings much good to the world. It's a center of diplomacy. It fosters trade

among enemies. Cultures and stories and myths pass in and out of the city. Around the world, there are nations that despise each other, nations that fight and war and sometimes attempt to enslave entire peoples. Here, they can meet on neutral ground. Here they learn that the monsters of their childhood are just people like any other. Felric's Redoubt might one day be the flashpoint of the end of the world, but in the meantime it is the mortar that holds it together.

This city needs champions.

Felric's Redoubt borders the ocean on the east and south. This leads to very predictable weather. Around it are the great mediating effects of the ocean.

Located south of the great forest of Ingrast, the land is dominated by plains. Trees and clumps of woods dot the countryside, all of them long since cultivated and many replanted with oak for ships. The lands that support Felric's Redoubt are shaped to the needs of the people living there. They are more perfectly tamed than any other lands in the world. Felric's Redoubt has no need for wilderness. The city needs *food*.

Small streams cover the land on the way to the ocean. Most of them flow out of the forest to the north. There are many legends about the waters of the Felric's Redoubt, most of them involving arcane Elven magicks.

Felric's Redoubt considers itself the bastion of freedom and liberty in a world of feudal obligations and slavery. They see the world around them and cherish their values. Sometimes they look down on the nations around them, if only just a bit.

Felric's Redoubt prides itself on ideals and forward thinking. Every Lord Mayor must prove he's a philosopher as well as a leader.

Overall, these are a happy people. The lowest citizen will debate a noble in the streets and every man thinks that he owns his own skin, if nothing else, and this is his God-given right.

Felric's Redoubt is one of the richest cities in the world. It's no surprise that the criminal element thrives here. Someone can buy or sell almost anything in Felric's Redoubt if he has the patience and wherewithal to find a buyer (or wait for the object to arrive).

Felric's Redoubt

It goes without saying that everything attached to these walls is fortified. The Warlord has tried to take Felric's Redoubt on many occasions. Saint Kûlan himself died in one such attack. They are ready at any moment, but lately the Warlord's eye is turned elsewhere.

He might know something about the city that others don't.

USING THIS BOOK IN *THE ECHOES OF HEAVEN*

Using this book in *The Echoes of Heaven Campaign Setting* is a simple matter. All of the material here is written with that end in mind.

Be aware that Ulcers are perhaps the biggest fear of anyone in Belkanâth. With the Knights Lonnuso slaughtering anyone even remotely connected to an Ulcer, no one in the world hears the word with apathy. That is why so much of this book deals with threat of the phenomena. Ulcers will eventually destroy everything. It's in Holy Scripture. The evidence is out there for everyone to see. The only question is when, and where will it start?

USING THIS BOOK IN ANOTHER GAME SETTING

Luckily, everything that makes for the threat of an Ulcer also leads to good storytelling. All of the evils and dangers of the city are interesting seeds for adventures in any game world. The only difference is there isn't a threat of mass destruction hanging over the details of every little bit of evil in the city.

So Felric's Redoubt would fit very nicely into any game world without difficult conversion. One merely needs to ignore the metaplot and work out how the city deals and trades with the other nations of the world. Choosing game world equivalents for the Church orders and maybe one or two of the bigger power groups is the largest concern.

But even the metaplot could work with a few adjustments, especially if you play the inclosed adventure. Ulcers are a common threat in the Mortal Realm, but in another world they could be a localized occurrence. The plot of *The Festering Earth* involves the use of an evil artifact to create an Ulcer in

the middle of Felric's Redoubt. What if this wasn't the end? What if the fabric of reality was now weak here, and all these little evils become great threats. What if the City-State now sits on a thin spot between the Mortal Realm and Hell.

Or if you don't intend to run the adventure, you could build a similar plot into your game. Perhaps a group of mages tore the fabric of space-time here, many centuries ago. The tear wasn't large, but it has grown over time, and now every little thing threatens to tear it open, to release all the dark things of the multiverse into the city.

Or maybe the city sits on a crossroads in the planes of existence. Here all the paths and the gates pass, and while they aren't supposed to open here, great evils and great magic can punch through the thinning nature of reality. If this happens, it lets loose things evil, uncaring, or just too alien to be trusted.

History

The lands and peoples of Felric's Redoubt have a long and complicated history. However, most historians begin with the signing of the Killing Accord.

UNREST IN INGRAST

In 521 AI, the world lived under the grip of the Empire Vurtus, known as just "the Empire," to most people and historians. This was an era of growing unrest in the time of the Empire. Gone were the glory days when it brought enlightenment and prosperity to all within its borders. The Empire had become brutal, its kings and governors tyrants. Many people looked for the day when it would end.

The world still watched in the wake of the Thorn Rebellion and many people thought the next great change would come soon. They thought it the first blow in the campaign that would end Vurtus. But that was not to be.

What the Thorn Rebellion *did* do was cause a war between the Emperor and the assassins of the world. It began with the assassination of an Emperor and by the time it finished, the Assassins' Guild had proven they could bring any government to its knees.

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This all seemed ready to explode when the Emperor finally made peace with the Assassins' Guild, signing the Killing Accords and legitimizing the profession. The Elves of Ingrast were furious. They sent message after message to the Emperor, demanding that he do something to reverse this travesty. The Emperor ignored them.

Ingrast sent diplomats to Durelius, the capital, only to have them ignored. They hired courtiers to plead their case, only to find dead ears. In the end, their messages rose to the level of threat.

But that wasn't the tipping point. Rogue bands of Elves raided out of Ingrast. They captured Imperial patrols, robbed armories, and posted messages in towns denouncing the Emperor's actions. Finally, the Emperor had enough.

The Emperor sent a unit of soldiers to the shores south and east of Ingrast. There they raised the fortress of Kerius, a base from which to contain the "Elven problem." In Kerius, the Emperor stationed a light legion of troops (3,000 men). He tasked these men with capturing and imprisoning any Elves who ventured more than a bowshot from the forest. Those soldiers who tried to venture *within* bowshot soon learned the folly of that.

The Elves so captured were placed in the dungeons of Kerius and "interrogated" . . . vigorously. Most of them eventually confessed to any crime the Imperials seemed interested in pinning on them. Those Elves who didn't confess rarely survived.

This further strained the relationship between the Elves and the Empire, but Ingrast didn't move. Elves are patient, and they just became better at sneaking in and out of their woods unseen. The Elves became experts at smuggling, not goods, but other Elves.

Over time smaller forts sprang up around Ingrast to contain the Elves, and ships patrolled the coast, but there was too much to guard. The Elves slipped in and out with impunity.

PIETY

Things grew worse over the years. The Elves almost missed the implication of the Freedom of Religion laws. Still, once they realized that this made it legal for Demon cults to operate within their borders, they made their outrage known. For a year and a day,

the Elves waged a war against Demon worshipers within their borders.

Though these Demon worshipers were certainly there before the signing of the laws, the Elves now had added reason to find them. They were startled by how many there were, but that was mostly irrelevant to them. What was important was their statement to the Empire.

Throughout this purge, a head would appear in the chambers of the Castellan of Kerius every day at noon. This head had a polite note attached explaining it belonged to a criminal and a heretic and that such people were not welcome within Elven borders. The note further asked that the package be forwarded to the Emperor in Durelius.

A year later they sent Elvish medical instruments with written instructions on how to safely remove arrowheads. When these appeared with notes to forward *them* to the Emperor, he upgraded Kerius to a heavy legion (6,000 men).

Over the next years, this game of cat and mouse continued. The Elves sniped and ambushed Imperial patrols and generally escalated the conflict. They were careful not to kill the Humans however (of course, accidents happened).

Things reached a new level in 605 when the Emperor declared the worship of Eurustace the state religion. The Elves redoubled their attacks, and the Emperor declared that all Elves of Ingrast outside of bowshot of their woods were to be killed on sight.

With this, the Elves backed off, preparing to outwait their enemies again. They had yet to intentionally kill any Humans, but this conflict spiraled out of control. They went back to their cautious ways and prepared to wait for a few Emperors to die of old age, thinking that would allow things to calm down.

GROWTH

Over these years, Kerius grew and grew. Soon they'd built barracks outside the fortress walls. Then craftsman and camp followers settled as well. Houses went up. Feet pounded streets out of the dirt. Soon Kerius was more than a fortress. It was a castle, then a castle and a village. Then it was a town.

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Bounty hunters arrived as well, and the legions concentrated on their fortifications and their patrols. They put bounties on the heads of Elves with the rule that no Human was to enter the Elven wood. Soon, the legions weren't guarding the woods. Their bounty hunters were.

The bounty hunters were more aggressive. They didn't care about the rules and they didn't care about containing the Elves. They only cared about the bounties, and they would pursue them by any means.

The Elves saw this and withdrew deeper into the woods, abandoning many of the border cities. They

set special Human-killer units to patrol, slaughtering any Humans that set foot in the forest.

After a time only the stupidest bounty hunters entered Ingrast. Things reached equilibrium. The Elves gave worse than they got. They continued to wait. All of Belkanâth seemed arrayed against them. It wasn't time yet.

OPENING BLOWS

Then came the Marshal.

With the beginning of the Marshal's war, the Elves of Ingrast were the first to notice and the first to realize the implications. The world was ready this time,



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and they finally had their moment. This wouldn't end like the Thorn Rebellion.

But for a rebellion to work people had to flock to the Marshal's banner. They had to step up. If no one was willing to be first, the Marshal would fail.

Of all the nations of the world, they were in the worst position to revolt. They were, after all, surrounded by blockade.

Still, they knew what they had to do.

Any attack against Imperial forces was certain to draw full retribution from the Imperial army, and the Emperor's Roads had an exit inside Ingrast. That meant they needed to leave a large force guarding the Emperor's Roads.

They marshaled every able-bodied Elf. They placed a large enough force outside of the Emperor's Roads that they could hold off legions. Unfortunately, they did not know how to enter, or to close the Roads against an army.

The remaining forces they took to Kerius. They intended to seize the fortress quickly, before any word could get out. From there they could launch their attacks against the other fortresses.

They launched their attack, and the defenders on the walls fell quickly. For a moment it looked like the Elves would take the fortress, and then the reinforcements appeared.

Unknown to the Elves, the Emperor thought they knew how to shut the Roads. He moved his invasion and reprisal force to Kerius, and they lived in the town. While the Elves took the barracks, this new force of the enemy crashed into their flanks just when everything seemed to be going their way.

The Elves were crushed. The troops at Kerius ignited their watch fires and within minutes every fortress and many of the ships knew the Elves had attacked. They launched a major assault back into the Elven borders.

Cities burned. Trees fell. Maidens and children died under the heels of the Imperial Legions. The force guarding the Emperor's Roads rushed to respond, but they were too late. By the time they managed to repel the Imperials from their woods, the Kingdom of Ingrast lay on the verge of ruin.

They'd lost the opening blows of the rebellion. The world watched and the world could see that the

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Marshal couldn't save them. If they stood up, the Emperor would smash them down.

THE DARK DAYS

With the failure of their assault on Kerius, Ingrast teetered on collapse. Many of their homes and farms were gone, their trees burned. While their priests labored day and night to save the woods, the tattered remnants of the Elven army patrolled the borders.

But the armies weren't the only danger. With the fall of the Ingrast defenses, the bounty hunters sought Elven heads again. The bounties were still good and now Human freelancers moved into the woods, tracking and ambushing the Elves. While the Elves could handle most of them easily, the ones who survived were the most skilled hunters and trappers the Humans could produce, more than a match for the typical Elf. They didn't hunt the Elven experts, who could school them in woods crafts—they hunted the Elven bankers and children and craftsmen, who only had the most basic Elven wood skills.

This reign of terror lasted for months, and Ingrast's population dwindled until entire communities had to pack up and join with others just to have enough people to keep alive the baseline of civilization.

Then came what seemed to be the death knell of the Elves. Ships sailed into the harbor of Kerius, loaded with troops. The legionaries at the docks recognized the incoming soldiers as their reinforcements. They welcomed the new arrivals with open arms.

They found swords in return. With a lightning movement and no blood, the "legionaries" seized the docks. They contained all news of the attack, and no one in the town or the castle realized they'd been invaded.

Ingrast had stood up, and the world had noticed. But while most people had taken it as a sign to back off, the Son's of Almia thought differently.

ALMIA REBORN

Almia was the golden moment in the history of the Mortal Realm. Here Humans and Elves had ruled

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side by side, and when Almia had fallen, people remembered.

The sons of Almia were a secret society that kept alive the ideals and philosophies of Almia. They preserved the traditions of many of the ancient Almian orders, and one of these organization was the Order of the Knights-Errant.

One thousand Knights-Errant marched into the town that day, dressed as legionaries. They didn't march in force, but in groups of five to ten, many with cloaks that hid their uniforms. It was a market day and in all the confusion, no one could tell that the number of armed soldiers on the streets was higher than normal.

The leader of the army was the Knight Commander Felric Henalding. He waited for the church bell to ring five and marched on the gatehouse with ten men. There he reported for duty as their relief.

The commander of the gatehouse didn't recognize Felric, but there were many soldiers in the 6,000 men he didn't know by sight, especially on the level of the leader of a single file.

But there was another level to Felric's plan. The guard changed in an Imperial garrison at *six*.

The commander, thinking that he was getting away with leaving duty an hour early, didn't question Felric too strenuously about the "illness" of the man who usually relieved him. Felric had obviously messed up and come an hour early. The guard didn't want to give him time to realize it.

And so Felric took the gatehouse of Castle Kerius without a single blow.

They managed to replace three other guard stations using the same ploy before Kerius realized invaders had come. When the alarm rose, the new troops were ready. They surged in and took out the guards stationed inside in a brief but bloody fight. By the time troops arrived from the barracks, Felric controlled the entire castle.

But Felric was still outnumbered six to one. He held the castle, but they held the city.

Still, he'd foreseen this. Days before he landed, he sent smugglers to land Elven members of the Knight's Knight on Ingrast's shores (Almia was more than just Humans, after all). These Elves man-

aged to make it to the Elven King and they told him what Felric had planned.

The king would have been a fool to go along with the plan. It would have left his nation undefended in an attack that was likely to fail. After all, what was the chance that Felric's part of the plan would even work?

But the king knew Felric had put his life and the lives of all his men on the line for this. He couldn't abandon him. The Elves marched.

When the legionaries sieged Kerius, the Elves attacked from the rear, pelting the Imperial lines with volley after volley of arrows. When the Imperial troops turned to fight the Elves, Felric abandoned the safety of the castle to attack on foot.

The battle lasted for hours, but when it finished, the legion was defeated and the beacon fire had never lit. One by one, they seized the rest of the border forts.

It was time to wait for the Emperor's reprisal. They all knew there was no chance of surviving *that*.

FELRIC'S REDOUBT

But reprisal had to wait.

At that same time, the Marshal began a major push and the Emperor spent all his resources fighting the Marshal, and when Alric finally withdrew, it was too late.

The Elves had fortified, arming Elf maidens and children when necessary, and they held the entrance to the Emperor's Roads. Meanwhile, dispossessed knights from all over the region flocked to Felric's banner.

When the Emperor attacked, they were ready.

The first assault came through the Roads, but the Elf maids and children, directed by experienced Elven archers, managed to blanket the entrance with so many arrows they choked the Roads with bodies.

The second attack also came through the Emperor's Roads, the next closest entrance being in Mab. Ten heavy legions came out of the west, 60,000 troops. Felric controlled five thousand men.

Felric had fortified and reinforced and laid in supplies over the months, and after an initial assault, the legions settled in for siege. They might have had twelve to one odds, but Felric was a good enough

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tactician to hold a castle against greater numbers than that.

The food dwindled. The legions poisoned the water supply and catapulted plague rats over the walls. Disease and attrition settled in, and there would be no help from the Elves this time.

The months passed, and plague and starvation swept through Felric's troops. Soon he had four thousand. Then three. Then two. The legions knew that he had nothing to do but wait.

Then one night the legions heard retching and wailing. Over the previous days fewer and fewer soldier had manned the walls. The morning after the retching, no one stood at post at all.

They approached cautiously and managed to lift the gates. The legions entered, finding nothing but bodies and the infirm. The legionaries killed many of the sick, looking for some sign of a trap. When no trap sprang, the general of the legion entered after the first five hundred men.

Then Felric sprang his trap. He still had two thousand men. He dropped weights that shattered the shoulders of the legionaries holding up the portcullis. Suddenly he had five hundred legionaries and their general trapped in the central courtyard with four to one odds.

The general surrendered immediately.

But he wasn't done. Felric understood the internal politics of Imperial Legions and he raised the banners of the General's lieutenant. His men took the walls, again dressed as legionaries. The surrounding troops, believing the lieutenant had betrayed them, split into two camps, those loyal to the lieutenant and those loyal to the General. When the dust cleared, Felric had won.

Many of the legionaries joined Felric. Others disbanded. The sick soldiers who had volunteered to sacrifice themselves in the courtyard were honored, but the honors didn't end with them. At the end of the siege, the soldiers refused to call the castle Kerius any longer.

It would be called Felric's Redoubt.

THE DARK YEARS

For the rest of the war, the defense of Belkanâth centered out of Felric's Redoubt. As the years

progressed, the town surrounding Felric's Redoubt grew until it was one of the largest cities in that part of the world.

The City-State remained free throughout the war, avoiding all feudal entanglements. The Elves didn't want the lands, preferring to remain in their woods. Yet Felric's Redoubt was in their territory, and no other nation dared claim it.

It was during this time that Felric's Redoubt built its philosophy as a free city filled with free people. There would be no serfs in Felric's Redoubt, even in the surrounding countryside.

But with the fall of the Empire came the rise of the Great Fiends. Alric the Marshal was dead, and Kûlan took over as the protector of the world.

Felric's Redoubt fell from the public eye a bit during this period. It wasn't that the city was less preeminent, in fact it became central to Kûlan's efforts.

After the fall of Uzarâg, Kûlan made Felric's Redoubt his central base of operations. From here he organized and rallied all of the troops of the faithful.

Felric himself became less important during this period as well. He was a High Man, and so the years didn't drag on him as they did those around him, but with Kûlan leading the defense of Belkanâth, Felric was able to take a back seat for the first time in years.

The Sons of Almia recruited all over the west to supply Kûlan with his troops and it was Sons of Almian moneys that fed and clothed them. From here they launched reinforcements that held back the Demon Queen. From here they sent out expeditions that held the Lich King beyond Shieldwall. From here they fought the Warlord.

Then in 1035 AI the Warlord attacked Felric's Redoubt again. Felric led his troops in the defense of the city until Kûlan arrived with reinforcements. Felric faced off against the Warlord and everyone was certain that this would be his undoing.

Then Kûlan appeared with an army of Dwarves from the Elven-Dwarven Alliance. They came up through the sewers and led sorties through postern gates into the Warlord's forces. The Warlord cut

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Felric down but retreated to deal with Kûlan, leaving the Son of Almia for dead.

Kûlan rallied the defenders and took command of the city's defense. He managed to defeat the Warlord's troops, but even as the Warlord retreated, a final arrow caught Kûlan in the eye, killing him instantly.

Felric recovered with aid of magical healing. He built a shrine for Kûlan and gathered a party of Dwarven volunteers, who paid their own wergild to their clans and set off with Kûlan's body for Uzarâg. They wanted to bury him in his ancestral tomb, which legend said had resisted all attempts of the Warlord to enter. The citizens of Felric's Redoubt begged Felric not to go, but he said he owed his life the Kûlan, and that the Dwarf should be buried with his ancestors.

They never returned.

... TO THE PRESENT

Since then, Felric's Redoubt has only grown in power and population. As a neutral city, they have become the trade center of the west. Goods travel through this city, even between two countries at war.

While the Maroldan merchants can supply much of this need, Felric's Redoubt serves as the central location where tons of wares can be stored. Plus, a single Maroldan merchant might not have the goods a person wants, but there are hundreds of Maroldan merchants doing business in Felric's Redoubt.

Felric's Redoubt is a cultural center as well. Elves from Ingrast and Dwarves from fallen Uzarâg are almost common in the streets. Gnomes and Halflings come here as well. If one wants to live among other races, Felric's Redoubt is the place to find them.

Visiting Felric's Redoubt

While casual travel isn't common in the Mortal Realm, this city is the center of what travel does occur. Merchant caravans and cargo ships come and go daily. Members of the Church move about on clerical business. Diplomats meet and errand

knights come here, looking for someone to buy their talents.

ROADS AND TRADE ROUTES

Felric's Redoubt has many roads covering the countryside. While none of them have any paving stones, they are all quite well traveled and covered in villages and patrols. They are some of the safest roads in the world.

There are two trade routes out of Felric's Redoubt. The first trade routes heads west through Mab. There it splits to head south into Ludremon and Northwest into Zûram.

The second trade route is more specialized, traveling north into Ingrast. While this road does continue into the Elven wood, where it meets other roads and connects to other nations, the Elves do not permit the use of their nation as a thoroughfare. Ingrast is open, but not *that* open. Instead, this road handles all the trade between Ingrast and Felric's Redoubt, which means this is their main connection to the world. If one wishes to trade through Ingrast, one must do so with Elven intermediaries.

PORTS

Felric's Redoubt was never meant to be a port city. In fact, the initial survey and building of Kerius was terribly handled. There are two natural harbors within a day's walk of Felric's Redoubt, both of these controlled by large fishing villages.

Therefore when Felric's Redoubt blossomed into a real city, Felric decided something needed to be done. He had little contact with the Dwarves of Uzarâg at the time, and they probably weren't the best candidates for sea construction, but the Elves of Ingrast were. Elven masons came to the city at his request and built a large breakwater out into the ocean. On top of these they built a towering wall that could serve as a platform for siege weapons and archers.

Later they built a second set of break waters and walls. These create an inner and outer harbor, the inner for commercial and the outer for military use during a time of war.

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This has become a great harbor over time, and although the walls need constant maintenance, they create a more defensible bay than most cities possess.

The harbor does have deep water near shore. This means that any ship can pull up to the wharfs and there are plenty of good places to careen a craft.

The only thing the harbor lacks is a good harbor fortress. The city has discussed building one for years, but they've never gotten around to it. It will take a near defeat in a sea battle to force the city's hand and since the only person who attacks Felric's Redoubt is the Warlord, and since the Warlord only uses ships as a means to transport troops, this doesn't seem likely.

MERCHANTS

Merchants in Felric's Redoubt make most of their money through foreign trade. While Maroldan merchants bring the most goods and business into the city, local merchants still buy these wares and sell them to the populace. In addition, local merchants handle much of the *export* of these goods, taking the inflow from Maroldo, buying it, and shipping it to merchants of the region who need it.

In fact, it's common practice to send messages to Felrican merchants with orders, especially for exotic and rare goods. The merchants then gather the wares as they come in on Maroldan ships, sending them out when they ship to that city next.

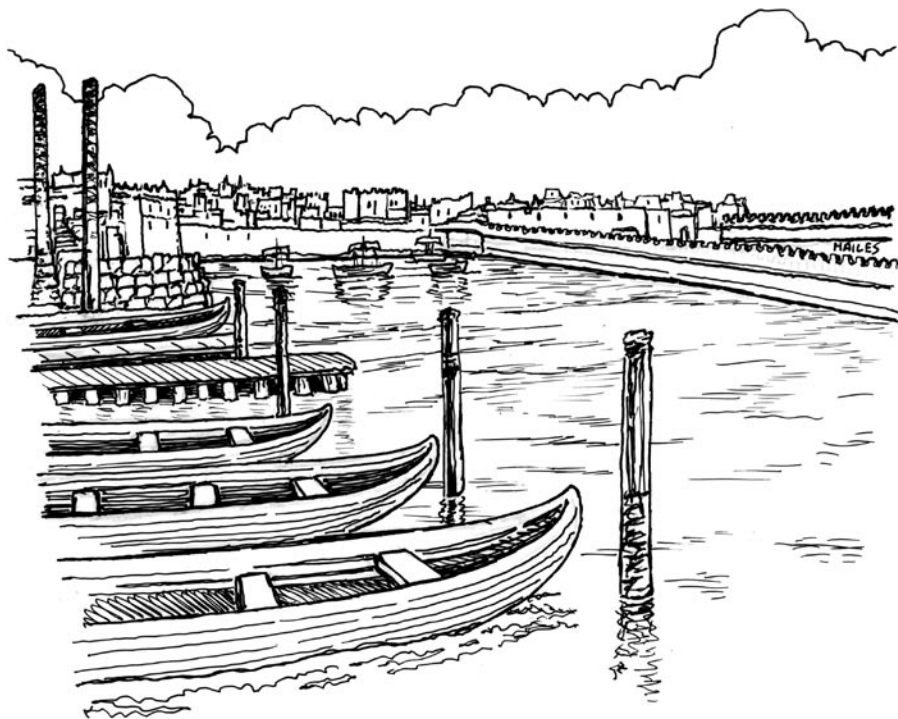
Felrican merchants tend to be savvy businessmen with expanding trade empires. While individual craftsmen tend to sell their own goods,

general merchants deal in foreign and city-to-city trade. The successful make fabulous amounts of money.

Most merchants join trade guilds. At their most rudimentary levels, these guilds protect the horses and goods in a caravan. More elaborate trade guilds can have bigger perks (and costs) such as telling members of possible opportunities and providing the protections of a craft guild to the merchant's family (see below).

Felrican Culture

The Felrican culture is typical for the world as a whole, with the exception of their politics. They pride themselves on their connection to Almia of the past, believing the Sons of Almia who founded the modern city to have an unbroken connection back to that nation. This gives them much of the same heroic tradition as the Æld.



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PEOPLE

Felricans are a proud people who value intellect and debate. They would rather argue than engage in other forms of conflict although they have their share of bravos on the streets. They value heroism over stoicism and ingenuity. While they *are* an honorable people, many of their best-loved stories involve a hero completely hoodwinking his enemy, and these usually push the borders of traditional behavior.

Still, they take their honor very seriously. To accuse a Felrican of lying is a grave insult, as is an accusation of cheating and other illegal behavior. Even many thieves will take offense at such claims, and if they don't like the accuser, they may just respond with violence.

Felricans are a pious people, but what religion they follow changes from person to person. All five racial churches and the Atavistic Church are all represented in the city, though most of the Atavists live in the same area in whatever quarter they can afford.

Foreigners are an everyday sight to a Felrican, and the locals love debating them. Felricans particularly love tearing apart the feudal structure of other nations, poking holes in their caste systems and generally tearing apart their ways of life. The foreigners rarely stand a chance because every Felrican is drilled with such rhetoric from birth, while few foreigners ever think seriously about the pros and cons of their country's system (other than to grouse).

In fact, a common strategy for a Felrican is to buy a foreigner several drinks, talking amicably and building up good will, and then pouncing savagely, calling in drinks from the other and generally making them feel like they need to stick around to fulfill the obligation. Ambushing foreigners could be considered the national pastime of the city.

It isn't surprising, either. If there's one thing that Felric's Redoubt imports more than foreign goods, its foreign philosophies, especially from the great Nolinan thinkers of antiquity. One is more likely to find a literate member of the lower class in Felric's Redoubt than most anywhere else in the world, and philosophers often shout their dogma to gathered crowds in the streets.

Every citizen of Felric's Redoubt is the hero of their own story. They try daredevil feats, take risks,

and often injure themselves trying to win bets or fulfill dares. Wagon races down choked city streets and races across rooftops often break out with little provocation. The city watch has more to do with carting off wounded on many days than stopping actual crime. It's not unusual for a young child to decide to take on four or five bullies. Although this rarely ends well for the child, when it does, it's the stuff of childhood legend.

Felricans love telling stories, the more outlandish the better. This is the only time where a Felrican feels it's justified to lie and there are more stories of monsters in the Felrican sewers than of muggings in the slums. A minstrel is a highly respected tradition in the city and most evenings in taverns involve who can tell the most ridiculous story with a straight face.

Felric Redoubt has nobles of its own, but they don't have quite the respect for their nobility that one would find in other countries. While citizens are in awe of the nobility just like most of the lower classes, when gazing on the fabulously rich, there is no sense that a noble has his position through innate right. The nobility of Felric's Redoubt must be careful to run the city as a democracy (which it essentially is). The place is always one catchy student slogan away from torches and barricades.

Felricans like to fight, but they tend to reserve this for battles of "good against evil." (Both sides naturally consider themselves the good.) While duels over matters of honor do happen, a Felrican is more likely to start a good flyte over such things unless the insult is truly vile. No, it's more likely they will start a fight against a mugger or a wife-beater or someone who raises a hand against clergy. Felrican's might affront as easily as anyone, but they only grow violent if one trips their sense of righteous indignation.

There is a hero in every Felrican, and woe to the villain who lets him out.

DEMOGRAPHICS

Felric's Redoubt and the surrounding land has 263,880 souls. The city itself houses a population of 54,682. Of these people, fewer than 1 percent are Half-Cambions. Some 2 percent are Gnomes.

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Another 2 percent are Halflings. 3 percent are Elves from Ingrast and 5 percent are Dwarves formerly of Uzarâg. The remaining are Humans, almost all of them of Ældic stock.

Felricans are nearly all fair skinned, with hair ranging from dark to blond and everything between, blond hair being the most common. Green or blue eyes are most likely with hazel next and the occasional gray. Felric's Redoubt has an unusually high number of citizens with eyes of different colors. They are larger than most of the surrounding Human stock.

Perhaps 2 percent of the population are High Men. This is about twice the racial norm.

NAMES

Felrican names follow the same conventions as Æld, which both states believe descended from Almia. Whatever the truth, so sample names are as follows:

Male: Alchrego, Aldfrith, Alfrego, Alfold, Athelweard, Ædric, Ædwald, Æfric, Ælfsige, Ænric, Æthedman, Æthelfrith, Æthelric, Æthelweard, Æthenwold, Belfrold, Beolf, Bostig, Byrhtic, Cædmon, Cældhelm, Cælwald, Cedrand, Cedrold, Cedwald, Celbald, Celd, Ceodric, Ceongadith, Déorgred, Didarold, Eadic, Eadrego, Eadwig, Eared, Earold, Edrand, Emgand, Eoldrold, Eolfrith, Éomund, Eordic, Eowald, Erhwin, Felred, Felric, Forigand, Fredwold, Fregest, Frego, Hælfgar, Hælfhelm, Helfgar, Helfrold, Hidric, Hild, Isegnald, Leofrith,

Ofwig, Peadred, Ræthere, Réal, Réod, Saefu, Sagerht, Stinward, Theofwig, Therl, Tréoden, Weard, Wigerith, Winafast, Wulfred.

Females: Alle, Anda, Ælfwine. Æna, Æthedwalh, Berhtwin, Burewalh, Cædda, Cenda, Denda, Eadwine, Eddéor, Edwa, Edwane, Edwine, Elcu, Erke, Greca, Horsa, Igna, Odestine, Réoda.

People of the city still use patronymics. A male patronymic is formed by taking the father's name and adding -ing to the end. A female patronymic adds -ingen. So Adwin and Æthe, the children of Edman, would be Adwin Edmaning and Æthe Edmaningen.

LANGUAGES

The most common language spoken in Felric's Redoubt is Ludremonian, due to its wide use throughout the region. Ludremonian is a young, quickly-mutating language that has borrowed from just about every tongue in its region. It has poor language rules with many exceptions and this makes it difficult for foreigners to learn.

The second most common language is Maroldo. It is a direct descendent of Imperial, and speakers can usually work out the gist of spoken or written Imperial. Because of this nation's vast trade, most merchants speak Maroldo, and so this is a perfect language to speak with foreigners and traders.

The next most spoken language is Ældic, because of its supposed ties back to Almia. This is considered the language of their heritage, so most children

The Dark Underside of the City

There is much talk in this book about the dangers lurking under the surface in Felric's Redoubt, especially because they might bring about an Ulcer. It might occur to some to wonder why, during the adventure, this is never mentioned.

There are two answers to this question. The most important is that it would be out of character. The player characters in the adventure are assumed to be foreigners, and no one is going to tell a foreigner their city is the apocalypse waiting to happen.

But from a game design standpoint, it's also a distraction, and one that pulls attention from the reveal of the Ulcer at the end of Act Two. It would be better not to mention this aspect of the city until at least after the adventure is over.

You will find pieces of boxed text throughout this sourcebook that discusses the characters from the adventure and how much they know or suspect about the dangers of the city. It's up to the GM how to use this information.

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learn at least some words and phrases. It's an old tongue. It has influenced many of the Runic languages.

The next most common language is the Divine Tongue. The language of God, this is the original tongue, the language spoken by all residents of Heaven. It is close to Elvish, Dwarvish, and Atavistic, all of which have drifted only a short way from this primal language. This is the language of magic. It's the language used in all Church services (except for the portions done in the vernacular) and it's also the language of academia. All learned men speak the Divine Tongue.

After that Mab. This lilting language is spoken with a strong burr. It has splintered off of Ciallic. Basic thoughts can be conveyed to speakers of Keireenish and Ciallic.

Dwarven, is next. One of the oldest languages on Meridrin, it is a complex tongue has been rigidly preserved, and has changed little through time.

The large number of Elves in the city speak Elvish. Another ancient tongue, this is a melodious language. It has remained more or less unchanged for millennia.

Halflings speak their own tongue. They allow their language, the one thing they've always had to themselves, little change.

Finally, Gnomish. It has a written form, borrowed from the Dwarves.

Most people in Felric's Redoubt speak only Ludremonian, with a sprinkling of the Divine Tongue (from prayers, mostly), and Ældic. When someone learns a second language fluently, it's usually Maroldo.

The Spoken Word

Of all the customs held by the Felricans those spoken aloud are the most obvious. They are the traits discussed most often by foreigners and held the most dear to the people.

Swearing

Although Ludremonians speak the language with a great deal of swearing, Felricans are much more restrained. It's considered bad form to swear in front of women and children. It's also not acceptable to

swear in front of superiors or inferiors. Essentially, only men can swear, and then only in private or among their peers.

Vows

Like Ludremonians, Felricans might swear on their lives or the lives of their families. They might also swear on the graves of loved ones or on God's name or on the saints, although they must do this carefully so as not to cross the border into profanity. The most



Felrican Woman

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common vow though, and the one used in formal occasions, is to swear on the Holy relics.

The easiest way is to swear on the relics in absentia. A new member swearing into a guild often just raises his hand and says, "I swear on the relics that. . . ." For more formal occasions, such as a coronation or at treaties, the people involved will swear holding an actual Holy Relic. Felricans believe that breaking a vow made on a Holy Relic will lead inevitably to Hell.

Flyting

Another habit that the Felricans have learned from the Ludremonians is called flyting. In flyting, two people, often friends, engage in a public and brutal insult contest. The more creative the insults the better, and the crowd cheers and jeers the entire time.

While it's unwise to insult a person of high rank or a knight, even that's okay if the person of higher station starts it and flyting is obviously their purpose. Everyone in Felric's Redoubt enjoys a good argument.

Flyting might seem like nothing more than a cruel pastime, but it serves an important purpose. For a people interested in matters of honor, any insult or slight must be addressed, and yet Felricans only violently duel when they think their opponent is morally depraved in some way (such as a thief or a wife-beater). Flyting is a form of dueling. Like Ludremonians, Felricans flyte for recreation, but that's just to hone their skills. More importantly, a quick flyte solves brewing disputes between two people quickly and efficiently. They have come into conflict, they've duled with words, and honor is satisfied.

GUILDS AND ORGANIZATIONS

Many guilds and organizations work out of Felric's Redoubt. The most obvious are the various craft guilds. Each major type of craft has its own guild.

Notes: *Much of the information below is the same as that shown in Appendix One of The Echoes of Heaven Campaign Setting. Since this book is meant to stand alone, it's presented here as well, as it pertains to life in Felric's Redoubt.*

Craft Guilds

Guilds are vital to the functioning of a city economy and they provide several services to members and to citizens as well. Dues range from a few coins a year to much of the member's income, depending on the guild. Most guilds have set dues and while a poor craftsman might pay 25 percent of his income in dues and fines (especially if he pushes the rules for more profit) a rich craftsman might pay less than 1 percent a year.

Guilds are powerful in Felric's Redoubt. While they do not technically equate to government, the leadership of both intertwine quite a bit.

Guild members are called confraternities, because they consider one another brothers.

Guilds regulate quality. Most of them require every product be inspected before sale. They forbid work at night, metal plating, advertising, and the sale of foreign crafts. They protect against bad practices by guild members, set prices and the number of masters, and stop members from buying an entire supply of any commodity. Sometimes they guard their guild's closest secrets with the help of the Assassins' Guild.

The guilds aren't all-powerful, however. The city government can intervene during interguild disputes, as well as dictate when the guild needs to change work hours, prices, and the like.

For all the limits guilds impose, they provide services as well. They provide funeral expenses for poor members and aid their surviving family, pay dowries if the member is too poor, build churches,

Guildmaster Cædmon of the Bucklemakers

It never occurred to Cædmon that the city was so close to disaster. It never occurred, that is, until the Demon came. Once the Demon of Gluttony came to the city, Cædmon saw all manner of horrific visions. He knew then the possible fate of the city. Worse, he knew the role he would play.

And so he fought, but no amount of fighting was enough.

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give art to existing churches, and watch over the spiritual well-being of their confraternities.

They contribute to the cities as well, taking turns patrolling the streets and erecting defenses. This makes them well viewed by the populace. It's also crucial to the peace in the streets of Felric's Redoubt.

There are three levels of expertise in a guild. The first is the apprentice, whose father probably pays for his training while the apprentice lives in the master's attic. The apprentice performs all the scut work while learning the trade. Apprentices can be of any age eight and up, but twelve is the most common. Apprentices learn for 2–7 years, depending on the difficulty of the craft.



Felrican Man

When the apprentice graduates to the next level, he moves to the third floor of the master's house and takes the name "journeyman." Although journeymen of old traveled about, learning their trade, the modern journeyman studies under one master. While the journeyman makes a wage, it's not a large wage and because of this, advancing out of this level is hard.

To do so, a journeyman must craft a masterpiece (or master's piece) to prove his skill. He can only craft this on his own time, and since he has no time during daylight on most days, this means he can only work on Godsdays (or Earthdays if he's in an Atavistic culture). He also has to provide his own materials and tools, which are likely beyond his easy means. Finally, the item must pass the muster of the guild's board, and for them to pass the new master, they must feel the city can *support* another master.

Once a craftsman becomes a master he is a full craftsman and member of the guild.

Organizations

There are many other organizations working inside Felric's Redoubt. Some of the more powerful are detailed below.

The Assassins' Guild

Those in the know consider the Assassins' Guild the biggest threat to Felric's Redoubt. This isn't because of their innate effectiveness, but because the Assassins' Guild is the best known of all.

This is ironic, because there is no evidence that the Assassins' Guild exists, much less that it has a base in Felric's Redoubt. There are only rumors and legend and urban myth to prove their existence.

But there's no doubt that assassins operate inside Felric's Redoubt. With the number of assassinations that occur over the course of a normal year, there must be at least a few, probably acting in collusion.

The number of murders in Felric's Redoubt is too high for comfort as it is. The type of premeditation and planning required to perform an assassination, the cold-blooded evil of it, has to add another level of threat. The murders keep the land drenched in

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blood. The assassinations give it a weight of evil to drive it deep.

Everything about the Assassin's Guild's operations inside of Felric's Redoubt is an Adventure Seed. Their existence in the city, however, is a World Thread. If a party destroys them, they will spring up again later.

The Champions of Wisdom

Perhaps the most annoying group in Felric's Redoubt, the Champions of Wisdom believe magic should be free for study by all. They petition the Church, ambush nobles and guildmasters in the street, and generally make a pain of themselves. They stand on street corners and in squares, shouting and haranguing.

They never cast a spell or study magic, which is good for them because every new Witch-Hunter or member of the Society of Sinnius hounds these men for weeks before realizing they're blowhards. While they constantly commit heresy, they never cross that line between free thought and action, and in Felric's Redoubt, this makes a difference.

In another Human city, they'd probably be burned at the stake.

The problem with the Champions of Wisdom is that they have no friends at all. Those against the practice of magic consider them blasphemers. Those who are secretly for change know they damage its chances with every word. These men are so annoying, their arguments so poorly devised, they can damage any philosophy, merely by stating they favor it.

They are the political equivalent of a yapping dog. No one listens to them and everyone wishes they would just go away.

Everything about the Champions of Wisdom is an Adventure Seed. Let the characters do what they may, and good riddance.

The Coalition

The Coalition is a world-spanning organization of the fallen races. They are powerful and evil and they operate inside the City-State, or at least they did fifteen years ago when one of their operatives fell prey to the Knight Equeenis.

Since then no one has seen nor heard from the Coalition, but occasionally, when a plot is foiled within the city, a Fallen Elf is spotted or killed at the scene. This leads most people to believe the Coalition is still alive and strong.

Many fear the Coalition is trying to recreate the Great Ulcer. If this is true, the Coalition has pacts in place with the Demons of Hell, and if they can turn the world into an Ulcer they will gain power and glory in this new world. If this is true, this makes them one of the few groups that would benefit from the end of the world.

They are in the proper place to make this happen. Felric's Redoubt *is* a focal point in the world. If it were suddenly to become a threat, it would only take one clever attack from the Warlord to overtax the defenses of the region.

And the Warlord is always clever.

The existence of the Coalition is a World Thread, but any individual operation in the city is an Adventure Seed. As long as they could move back into the city should the plot deem it necessary, you can do anything with them you wish.

The Confessors

Three Confessors operate out of Felric's Redoubt. These are unprecedented numbers, present with the goal of cleansing the city and protecting it from Ulcers.

However, that supposes they are ridding the world of more evil than they cause. If they truly are destroying it, their mind-raping tactics are probably the lesser of evils.

But if they are wrong about the people they execute, they are just making matters worse.

The actions of these Confessors is an Adventure Seed. The number and their existence is a World Thread, but if the party destroys one, another can always come in and take his place.

The Corini

There are Corini in Felric's Redoubt, just like any city. While the authorities of the city distrust them, the people are actually a bit more accepting. Felricans are used to foreigners.

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The fact the Corini are in the city is a World Thread. Anything else to do with them is an Adventure Seed.

The Cult

There are multiple Demon cults organized in Felric's Redoubt. While they are more successful here than in many cities, of late the Church has harassed them almost out of existence.

Because of this the five best-organized of the cults have united under a single leadership. These cults are for the Archdemons Aldron, Eurustace, Gharak, Karil, and Zinril.

Demon cults rarely get along, but the Cult (note the capital) runs perfectly under the command of a single charismatic leader. The name of this leader, and even which cult he comes from is unknown.

The Cult has been extremely successful in the months since it has organized. It grows and it gains in power. Under the Cult's tutelage gangs of urchins operate efficiently in the slums, pulling off bolder crimes. Priests have disappeared. Certain guildmasters who were once inattentive in their faith now go to Church every Godsdays.

All these things point to subtle changes in the nature of Felrican life. *Something* is happening, but no one knows how far it goes or where all the connections lead.

The Cult's existence and their relative secrecy is a World Thread. Their individual operations are Adventure Seeds.

The Emgel Brotherhood

While the Champions of Wisdom destroy the reputation of those who wish to practice good magic, the Emgel Brotherhood stands behind the scenes and watches. A collection of mages and scholars, the Emgel Brotherhood gathers and teaches and learns. The members care about one thing: the preservation of magical tradition.

They will do anything to perpetuate these traditions. They meet in secret, exchanging and copying books. Since the Church outlawed magic, untold secrets and bits of wisdom have been lost to the world. The Brotherhood works to keep things from slipping farther.

Lately, the Brotherhood has been in a frenzy. Rumors have arisen in Felric's Redoubt that Hegarion once had a lab, somewhere in the city. If that's the case there might be books here as well. A book from the Wizard-King would be the find of a millennium.

The Brotherhood's existence is a World Thread. Everything else about them is an Adventure Seed.

The Last Meeting

The Last Meeting is a group of reformists who believe the Church has become corrupt. It's their belief it's time for the Church's power to end, and they are willing to do anything to make this come about.

To that end they prepare, committing crimes throughout the city, gathering blackmail money, and generally building up funds. They've recruited members in many of the congregations throughout the city, all getting ready for the day of their final triumph.

On that day, their agents and assassins will strike at once. They will kill every priest in the city, riding Felric's Redoubt of the Church in one glorious bloodbath. Then they will seize the city and declare their own religion, one that bears none of the corruption of the current Church. They think this will be a good act and therefore aren't worried about Ulcers.

Many members who learn of this plan leave in disgust. So far, they've all disappeared before they could tell anyone what they knew. To date, no one has hit upon this group's true purpose. Most think it's a myth.

At the end of each meeting, they raise a glass in toast. "Let God make this our last meeting," they say. Their hopes God will scour the Church have yet to be answered. And so they prepare.

Everything about the Last Meeting is an Adventure Seed.

The Illuminated

The Illuminated always keep a rather large number of agents in Felric's Redoubt, ten or more. It's not that Felric's Redoubt itself is important in any plans of the Illuminated, but the fact that it's the trade center of Belkanâth means that power exerted

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here can have far-ranging implications. Merchants, diplomats, and nobles all come through Felric's Redoubt at some point.

In addition, this is the only place in the world where one can pull the strings of all five races at once. Although it's more effective to manipulate a race in their own country, race *relations* can have a great deal of effect here. A feud between the Half-lings and Gnomes in Felric's Redoubt will have effects in their home nations, as will cooperation and alliance.

Currently, the Illuminated have several major projects in the works in this city, but three are worth note for short-term adventuring. First of all, they are forcing the bounties on rats to stay at their current levels in an attempt to break the back of the Ratcatchers' Guild. They have nothing against the Guild, but they've decided they need to control the undercity, and when the guild collapses they mean to step in and take over, filling guild coffers and taking up old debts (such as widows and pensions).

Second, they've supported the current Lord Mayor. They think he's thoroughly under their thumb and they're anxious to keep him in power.

Finally, they've been circulating rumors about Hegarion in Felric's Redoubt. These rumors might or might not be true, but they are using them to flush out the Emgel Brotherhood so they can bring the group unknowingly into the Illuminated fold.

All details of the current operations of the Illuminated in Felric's Redoubt are Adventure Seeds. Their existence in the city is a World Thread.

The Red Watch

There are terrible dangers in Felric's Redoubt, dangers that threaten to plunge the entire city into an Ulcer. The Red Watch has stood against these

dangers for time immemorial. They have saved the city on untold occasions. They consider themselves the unsung heroes that hold the city together.

These are not idle boasts.

The Red Watch is a band of adventurers of all types, there are even some mages secretly in their midst, masquerading as scholars and foreign priests. They search the city at night, track rumors of evil and hunt down villains who are beyond the city watch. The Red Watch usually deals with these threats brutally, as they would with any Ulcer-causing threat. After all, if they were to turn the villains over to the city, they would only be executed anyway. Better that they should end these foes when they find them.

The Red Watch sometimes venture out into the surrounding lands, but only rarely, and only when an external force seems to threaten the city. Then they deal with it harshly and return as soon as possible.

The Red Watch recruits only after careful scrutiny. Typically the Red Watch tests them by feeding them rumors of a minor threat to the city (something the Red Watch intends to take care of themselves, but is minor enough it isn't urgent). Then they see if the prospective recruit attempts to handle it themselves. If he does, the Red Watch carefully observes their methods. If the prospect passes the muster, they then approach him.

Members of the Red Watch are overworked and often battle fatigued. They tend toward drunken excesses and have a high rate of suicide. The work seems glamorous, but more often than not it's thankless and the things they see . . . abuse of children, slavery, Demon cults . . . are enough to try even the most stalwart soul.

Sir Darick MacFlin

Out of all the people who are not in on the secrets of the dangers in Felric's Redoubt, MacFlin is the person who suspects the most. He's been here before and he's thought about the logistics of an Ulcer in a city this size, and this city in particular. He knows there are dark forces in the city, the Knights Equis hear all sorts of rumors, and he worries about the city from time to time.

He has no proof and he doesn't quite suspect that things in the city are as bad as they are. As he investigates the murders, there is a tickling in the back of his mind that this could be bigger than one mad man, but he doesn't quite cross over into the full worry the situation warrants.

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The Cult has recently infiltrated the Red Watch. From within, they've managed to trick three different Red Watch groups into fatal ambushes. The Red Watch has noted this string of bad luck, but so far the ambushes have been cleverly designed to look like the result of overwhelming numbers, not inside planning. The Red Watch thinks the Cult is unbeatably strong. They are at a loss for what to do next.

Everything about the Red Watch, except their existence, is an Adventure Seed. Their existence in the city is a World Thread.

The Shadow Order

The Shadow Order has three agents in Felric's Redoubt. Right now they are busy investigating the

same Hegarion rumors as the Emgel Brotherhood. The details of these individuals are Adventure Seeds.

The Shadowed Legion

The Shadowed Legion has operated unnoticed in Felric's Redoubt for decades. They've foiled and been foiled by both the Red Watch and the Illuminated, yet neither of these organizations have traced their actions back to the central locations.

Right now the Shadowed Legion has infiltrated the Knights Equines in Felric's Redoubt, taking over all the clerk positions in the city. While they haven't done more than up the fatality rate of Knights going

Darlan Gok

One of the most troublesome contraband materials in Felric's Redoubt is Dwarven ale, Darlan Gok. Made from the poison of subterranean fish and mushrooms with euphoric properties, Darlan Gok is much more potent than a mundane malt liquor.

A common joke is that Darlan Gok blinds Humans and kills Elves (an allusion to the poisoning of Elves during the Age of War). The reality is much more insidious. Non-Dwarves who drink Darlan Gok find they have trouble with inhibitions, most particularly those concerning violence. If a Human or other non-Dwarf drinks Darlan Gok long enough, he will fly into a homicidal rage.

This is best left to storytelling, rather than hard-and-fast game mechanics. The effects vary from person to person, but increasing outbursts and a worsening temper are usually the first signs.

Many people will want mechanics anyway. The following text shows how a "typical" Darlan Gok addiction might progress. Remember, though, that every person is different. Someone might only become enraged to members of the same sex, or only when they are in bright light. Some might mellow or grow violent when drunk. Some people are affected more or less than others (though all non-Dwarven Mortals are affected to some degree). Feel free to tweak things to make them more interesting.

Sample Mechanics: Have the character roll a Fortitude Save (DC 25) every time they drink Darlan Gok. If he fails, the DC increases by one to all future checks. A character can only gain one of these increases a day. When the DC 35, he must make a Will Save (DC 15) or he flies into a rage. If the DC of the Fortitude Save increases beyond 35, add one to the DC for losing his temper for every increase of one (a 38 DC to the Fortitude Save would equate to an 18 DC to the Will Save).

When the Fortitude Save DC reaches 45, he must kill anyone he meets in a fight. If the character tries to resist this drive, roll as for the bad temper. For every 1 the DC increases beyond 45, add 1 to the DC of the roll.

Darlan Gok is no more chemically addictive than alcohol. In fact, alcohol is a fine way to stave off physical withdrawals. Unfortunately, the stuff is psychologically addictive. Once a character has any penalties to his poison saves from drinking Darlan Gok, going a day without it becomes a stressful situation. If the character is addicted enough that he must make checks against his temper, he must check his temper every hour. If he must also make checks versus killing, it might be best to restrain him.

Every day a person goes without Darlan Gok reduces the penalty by 1.

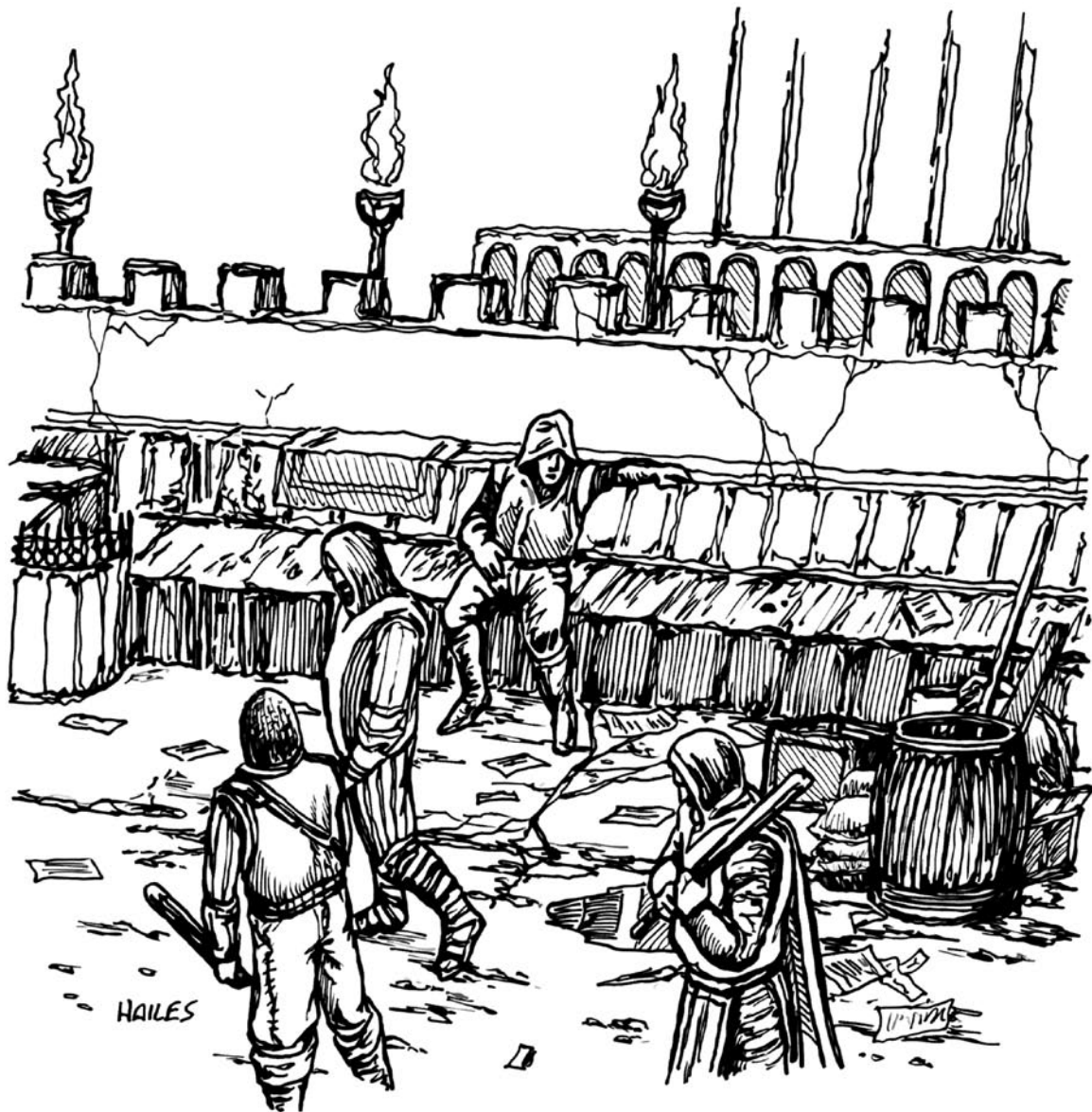
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out on quest, their plan seems to be farther reaching and much more sinister.

The fact the Shadowed Legion is in Felric's Redoubt is a World Thread. Everything about their current operations is and Adventure Seed. The infiltration of the Knights Equenis is a limited Adventure Seed. Future products that return to the City-State may assume that threat has been eliminated.

The Son's of Almia

The Sons of Almia are the worst-kept secret in Felric's Redoubt. While they are a secret organization, everyone in the city knows they have a presence here. Everyone knows this is their headquarters as well. The citizens even brag about it (in whispers). If almost every citizen didn't consider themselves an aid or associate to the order, they'd probably send out criers advertising the fact.



Guildsmen on Watch Duty Patrol Upscale Neighborhood

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Ironically, while the Sons of Almia headquarter here, they conduct very little work inside the city. Other than administrative work, meeting to discuss the next moves of the organization and the like, they don't feel the need. As far as they can tell, the city supports them so fervently that any task they *would* take inside the city is already handled by Sons of Almia supporters and wanna-be's. They have no idea the dark troubles that really go on within the city. They don't even know the Red Watch exists.

The Sons of Almia and their ignorance of the troubles in the city are World Threads. Other than that, their actions here are Adventure Seeds.

The Sowers of Seeds

The Sowers of Seeds have a cell in Felric's Redoubt, but currently that cell is thoroughly known and watched by both the City Watch and the Red Watch. The Sowers don't know this and they can't understand why all their plans fail so spectacularly.

Currently, the Sowers try to undermine sections of the sewers in a grand plan to drop sections of Felric's Redoubt into its own filth. The City Watch and the Ratcatchers' Guild are both aware of this activity. Since it takes a lot of effort, and therefore most of the spare time of the Sowers, the city is letting them do this for now. When they finish weakening a section and move on, the city sends in Dwarves to fix the damage. Most of the time, it takes an afternoon for Dwarves to fix the "artfully" hidden damage the Sowers take a week to create.

The Sowers of Seeds in Felric's Redoubt are an Adventure Seed. Even their existence here isn't a World Thread. Wipe them out if you'd like.

The Wunald Consortium

The Wunald Consortium are a group of business men who work to bring the economic ruin of Felric's Redoubt. They have hoarded money, purchased lands, and bought the debts of workers throughout the region, all in secret. They feel that if they can bring the city's economy crashing to ground they are in a position to bring a great deal of wealth and labor to bear in a very short period of time. When the dust settles, according to their plan, they will control all the wealth and most of the land of the restored city.

Right now their plans are just coming out of their groundwork phase. They have all the pieces in place to save the city. Now they just have to destroy it.

To that end they've been buying up the services of landless knights with the aim of turning them to banditry on the roads. With the numbers they have, they should be able to stop all caravans.

In addition, they have arranged to sink ships between the walls at the mouth of the harbor. With ten strategically-placed relatively-tall ships and a collapse on each end of the sea walls, they think they can stop all traffic in or out of the harbor. They plan to frame the Sowers of Seeds for the act. The Sowers are likely to take the credit with glee, even if they suffer for it.

Everything about the Wuland Consortium is an Adventure Seed.

The Trade Guilds

There are many trade guilds in Felric's Redoubt. See page 48 for more details.

Fences and Smugglers

Like most major cities, smuggling is something of a problem in Felric's Redoubt. Illegal herbs are smuggled in all the time, many of them with mildly euphoric effects. Darlan Gok (Dwarven Ale) is smuggled in abundance. While it's legal to sell Darlan Gok to Dwarves, in Humans prolonged drinking can cause homicidal rage. Smugglers also deal in proscribed texts and items, as well as goods banned for sale inside the cities by the guilds.

These are the high-profile smuggling rings, the types that get all the rumors and exciting stories. The truth is that most smuggling isn't nearly this glamorous.

The real purpose of smuggling is to move wares into a town without paying taxes. Many smugglers arrive with ships full of high-volume/low-cost merchandise, the type that merchant ships use to grind away at making their payrolls every month. Meanwhile, the ship also carries a small set of valuable goods, the type that can fit in a single large chest.

The high-volume goods are for customs and inspections. They give the ship a reason to be there. Meanwhile the smuggler puts off ship secretly car-

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rying the valuable wares, usually objects so expensive few merchants could afford to buy more than a chest's worth in a single trip. The smuggler pays taxes on all the low-cost merchandise and sells the valuable stuff in town on the sly.

There are many variations on this method of smuggling and many other methods as well, including false holds, swallowed jewels, and almost every other angle the smugglers can produce to get ahead of the law.

Smuggling is a great source of adventure in Felric's Redoubt. Characters could become smugglers, although honestly this is much like a normal workaday job most of the time, and probably not much interest to player characters. More likely they would either be performing a single, high-profile job, such as smuggling stolen jewels or a contraband book into the city. Another likely adventure for the characters would be to stop illicit smuggling, whether by taking out a big-time smuggler or by stopping a specific, highly-damaging operation.

Fences in Felric's Redoubt are all controlled by the Thieves' Guild. Some of this control is actually so secret that not even the owners know they are being directed, with extortion and blackmail from "third parties" actually driving the actions of the business. The Thieves' Guild commands, and what it can't commands it manipulates.

Fencing and smuggling are Adventure Seeds in the overall sense. The only World Threads have to do with the control of the fences by the Thieves' Guild (in a global sense) and the individual personalities, as listed below.

Thieves

The Thieves' Guild in Felric's Redoubt is a powerful organization, but they take a more relaxed and long-view than most guilds. Whereas thieves' guilds in most cities attempt to control all crime inside its limits, the Thieves' Guild in Felric's Redoubt knows thieves are an individual bunch. They know thieves in the guild lie and hold back profits from them all the time, and forcing them into the organization only gives them more motivation to try to keep more money away from the guild.

What the Felrican Thieves' Guild does is charge every member 10% of their take. For this charge, the members get all of the protections and aids of a craft guild, but because they aren't recognized by the city, they don't serve in the City Watch (pretty much everyone in the city agrees this is a good idea). In addition members get certain strong-arm protections as well, such as thugs to guard them if a nonmember decides to cause them harm. Since they only bring in members who *want* to join, this gives them a membership that expects to pay their 10 percent and the guild makes more off these members than they would if the person wasn't a willing confratellite.

Freelance thieves are allowed to operate in the city, but they must pay 25 percent of their take to the guild. Here is the catch: they only owe what the guild *knows* they owe. So a freelance thief that somehow makes a big score without the knowledge of the guild owes nothing. The guild has done a lot of study on their profits under this scheme, and they have a good enough grasp of the goings on in the city that they feel they make more money this way than by forcing a thief to join. If you need to know whether the guild is able to find the perpetrator of a crime, assume a 30 percent chance.

The Thieves' Guild and the way they do business in the city are a World Thread. Any details of individual operations are, of course, Adventure Seeds.

Academics

Most of the Academics in Felric's Redoubt have some association with the major institute of learning, Leondic University.

Leondic University is a purely academic college, but they excel at what they do. The university is one large building in the Merchant's Quarter and it's crammed with students and teachers during all daylight hours.

The university is ancient, has many sub-basements which predate the current city and university alike. These basements were used for magical study back when the imperial legions still controlled the area. At the time there was a large mansion here, away from the fortress, controlled by a magician and sage of some power. He used the basements to train El-

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ven and Human apprentices and when the city grew to expand around it, long after the mage was dead, the mansion and its libraries were claimed and made into an academy. By this time, magic was banned, but most of the people in the region had no particular bias against it, so they sealed up the basements and continued with their business.

Over the years several students have broken into the sealed areas and all have come out dreamily, in a state of bliss. They have no memory of what happened to them while they were there.

Sounds and lights are sometimes seen glimmering and seeping through the cracks in the stone from the foundations. Some people think there are summoned creatures trapped below. Others think the place is haunted by the mage and all his apprentices, trapped here because their heresies have kept them from Heaven (and yet they didn't know they sinned in life, saving them from Hell). The Watch is more practical. They believe there is a criminal element, maybe the Thieves' Guild, who have found a safe passage into the sealed areas and rely on rumors and legends of the basement to save them from investigation.

The existence of the university is a World Thread. The existence of the basements are a World Thread. The nature of the current mystery there is an Adventure Seed, but there are certain areas of the basement which are World Threads, so any adventure involving the basements should not explore the deepest depths. Those remain sealed by the mage himself.

Who's Who

There are many important people in the guilds and organizations of Felric's Redoubt. Some of the most important are as follows:

Felléod Æding

Felléod has a unique job, he's an assassin who tells other assassins when *not* to kill people. Felléod is a fine member of the guild and he kills with great skill, but he's proven to have far greater skills as a spymaster, an investigator, and an administrator.

He doesn't get to perform his chosen vocation very often. With Felric's Redoubt the hotbed of trouble and corruption it is, Felléod is one in a long line of assassins tasked with making sure the guild doesn't tip the city over the edge and into an Ulcer. He studies the natures of the guilds, plants spies in the Red Watch, the Knights Equis, and other crusading groups. Through a complicated system of tallies, notes, and instinct, he determines the current state of the city. When he decides an Ulcer has become too likely, he puts the guild on alert and they take only the most important jobs until he gives the okay. During this time, the guild will take *any* job that will rid the city of a corrupting influence, even if the client can pay only a fraction of the normal price.

If things get bad enough, he takes a few killings up himself. If things are really bad, he tries to arrange balancing influences, such as a pilgrimage or a great act of charity. Because of him, the Assassins' Guild in Felric's Redoubt is more generous with alms than the Church and the most philanthropic nobles combined. Naturally, when he finds out about any real problems beyond his personal ability he contacts the Red Watch or the Church, tipping them off. If the city becomes too evil, he'll be out of a job.

Felléod is an Adventure Seed. His office is a World Thread and if he dies for some reason, another person will have to take his place. Unfortunately,

Pacele

Pacele has worked a few times in Felric's Redoubt, but he doesn't understand the dangers of committing a great evil here. Still, he knows the dangers in general, and on seeing the murders of the Fat Man, he understands the risk they create for an Ulcer. Because of this, he isn't at all surprised when he finds the Ulcer in the Bucklemakers' Guild. In fact, he expected it.

Unfortunately, he doesn't think what he's doing is evil, but the opposite. When he begins to suspect an Ulcer might be forming in the city, he goes out of his way to step up his activities, hoping that slaughtering all the loyal priests will help keep the Ulcer from growing.

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all the assassins he's tested have failed to show an aptitude. He needs a good apprentice.

Helcwold Holcwinning

An aging man with balding hair and a paunch, Helcwold has dedicated his entire life to increasing his own power. After becoming a master bleacher, he quickly drove himself to greater achievements in the Bleacher's Guild until eventually he sat on the guild council and later became the guildmaster. The urgings of his wife helped things along. Helcwold's wife could charm any member of the guild at a party. In private she spurred her husband to succeed. She possesses a voice that can screech the color out of wool.

Since then Helcwold has gained political clout. Now he runs the High Council as First Councilor and is second only to the Lord Mayor. In fact, he's the most powerful man in the city because he handles much more of the day-to-day details of government than the Lord Mayor himself.

But Helcwold has changed since he reached his power. He has become jaded and childlike at the same time. He'll often laugh in the face of the most persuasive arguments. In fact, many on the High Council wish to have him removed in favor of a more sober guildmaster.

But he's just too effective.

Since Helcwold seemingly stopped caring about appearance and power, his policies have become shrewder, his movements bolder. He seems to have no care whether his actions will damage his position. Many think he's trying to get voted back into a subordinate position, but he doesn't do anything self-destructive. His actions are based on whim but his whims obviously are motivated by a desire to do right for the city. He doesn't care if half the guilds in Felric's Redoubt stand against his decision. He goes forward, laughing and pushing away all opposition. His disarming tactics work. More often than not, the opposing guilds end up *more* prosperous in the end, so while the High Council finds him infuriating, they do nothing to stop him.

His wife, on the other hand, seems ready to have a stroke. Still, she works furiously and her constant behind-the-scenes actions no doubt contribute to her husband's continuing power.

No one knows what has caused his sudden change. The most popular theory is that he is having a mid-life crises. In actuality, he murdered a blackmailer. Since this murder, he has become convinced the watch will find out and that he'll be hanged. In the light of that, little details like whether his policies are up against a dangerous voting bloc seem unimportant.

Helcwold, his position, and his crime are all Adventure Seeds. If he falls, someone will take his place.

Thelfric Dedwulfin

Thelfric is a member of the Cult. He is also a member of the Order of the Knight Equines. He infiltrated the Cult a month ago, but unfortunately, they knew he was a spy and took immediate action.

Using mind control spells and special herbs, they've broken down his former personality and brainwashed him into becoming the most zealous member of the Cult. Now this tall, blond man roams the city at night, using his combat skills and spells to commit heinous acts on the part of the Cult. In fact, after the events in *The Festering Earth*, this man's actions are the most likely to cause an Ulcer.

Deep down, Thelfric is in the middle of a terrible battle with himself. A fundamentally pious man, there is still a part of him aching to do what's right in spite of the brainwashing and magical control. Still, the forces coming to bear on his mind are terrible, and he has yet to throw them off.

Everything to do with Thelfric himself is an Adventure Seed.

Théorgred Olfstiging

Théorgred is not the most powerful member of the Emgel Brotherhood, but one could argue that he is the most influential. With a seemingly endless library of magical tomes, Théorgred has woven a network of favors and obligations with all other members of the Brotherhood. All of this works in *his* favor, of course.

Théorgred is a middle-aged man with coal black hair and a riveting look. He tends to whisper when he talks, forcing everyone around him to lean in to hear. This gives his words a perceived extra weight.

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Théorgred values all kinds of learning and he owns a large nonmagical library as well. He has strong ties to the University and often lends them volumes for copying. He contributes financially to the University as well.

All of this is in an attempt to get into the sealed basements of the University. He feels that all the rumor's of Hegarion's books lead there and he's obsessed with the Wizard-King. Unfortunately for him, he has yet to make real headway with the Chancellor.

He hasn't told anyone else in the Brotherhood of his theories (though some of them have thought of it themselves). He carefully directs them along other paths, hoping he'll be able to find Hegarion's treasure and keep it all for himself.

Théorgred loves music and is an honest patron of the arts. He sponsors several minstrels in the city and often takes them as lovers. No one seems able to resist his charms.

Théorgred and all his current plots are an Adventure Seed.

Aldróf Anbolding

Aldróf is a young man, eager to please and innocent looking with red hair and freckles. He is the Lord Mayor's closest companion and many think their relationship is somewhat improper, or at least that it has improper elements.

Aldróf laughs loudly and often. It's contagious and he's often joking and making light of little troubles. He's highly charismatic and women flock to him, but he rarely flirts with them, and never in the Lord Mayor's presence. He doesn't seem interested in women, less so in girls.

Aldróf is athletic in an easy, comfortable way and he often runs up and down stairs just for the joy of it. He wins in sports and games more than he loses, but he's a gracious loser when his time comes.

Aldróf is the most trusted of all the Lord Mayor's companions. It's said that this man's slightest whisper rings through the halls of power more loudly than the loudest shout of a First Councilor.

In reality, Aldróf works for the Illuminated. It is his job to keep the Lord Mayor firmly under his thumb. He's been instrumental in keeping down the bounties on the rats (although that's a much wider opera-

tion than he can handle alone) and it's rumored that he picks the Lord Mayor's mistresses for him (there are many rumors about his opinion of *that* duty).

The problem is, he's beginning to fail at his job.

Over the last months the Lord Mayor, Eadic, has noticed just how much power this one young man has over him. Eadic has turned the tables on him, using all the tools of the skilled seducer to bring Aldróf into *his* power instead of the other way around. Now the boy dotes on the Lord Mayor's every word and Eadic feeds him false information for his masters. Eadic has not figured out who Aldróf works for, but little hints and slips have given him the idea that it might be the Illuminated.

Everything about Aldróf is an Adventure Seed.

ByrthEOF Rædwalding

ByrthEOF is a tall man with broad shoulders and heavy crow's feet. He's gray before his time and his shoulders stoop with weariness. He limps from an old hip injury.

ByrthEOF is one of the most successful agents in the current Red Watch. He has personally caught no less than five murderers, thirty rapists, and untold thieves and thugs. He has also rooted out multiple Cult members and on three occasions, he almost managed to find and expose the Emgel Brotherhood. He's relentless, driven, and innovative.

ByrthEOF barely keeps himself from becoming the worst kind of drunk, and he has had to swear off normal alcohol altogether. In its stead, he has become addicted to Darlan Gok (Dwarven ale) and he drinks a mug at least once a week. It's his only release from the driving terrors of his day.

Lately, ByrthEOF has been blacking out. When he awakens, he's in radically different parts of the city. Once in a while, he has found blood under his nails, in his hair, or on his clothes. He doesn't know what has happened during those periods, but it terrifies him.

Everything about ByrthEOF is an Adventure Seed.

Wild Bolcwalding

Wild (pronounced like "willed") is an older gentleman. He cultivates a distinguished air, but his personality shines through in moments where his

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guard is down. At heart, he is an impish and childlike man, prone to laughing and practical jokes.

Wild is Chancellor of the University and the foremost academic in the city, known for his encyclopedic knowledge of almost any subject. At parties, people try to stump him with trivia and so far he stands undefeated in these impromptu contests.

Wild is actually attempting to become a mage. He sneaks into the sealed basements of the University and searches for old tomes and sources of knowledge. He hasn't found anything beyond theory in the maze of corridors and small libraries where he has searched, but since he started, he has had dreams in which an Angel of God comes to him and tells him he will restore the true lore of magic to the world. These dreams delight him and he has almost convinced himself that he's only imagining the sinister feeling that hangs about him when he wakes up.

Wild's excursions and dreams are an Adventure Thread. He is a World Thread.

RECREATION

There are many forms of recreation in Felric's Redoubt. Most of them are based on location and caste.

In the Village

Villagers tend to congregate every night in the village tavern, which is a floating affair that is nothing more than a house converted for the selling of liquor. Drinking and singing might seem like the primary pastimes, but tale-telling holds a special place in the heart of every Felrican. No matter how much ale they drink and how much they love their songs, every night some form of story contest occurs, the most outlandish and wildly entertaining tale winning. Most of their tales have a strong heroic element, but humor will usually carry the day. Tavern games such as bones and tossing games are also popular.

In the City

Recreation in the city begins with many of the same elements as a village. The exception is that Felric's Redoubt can afford permanent taverns. As things get richer, taverns have bards for entertainment and

merchants hold feasts, sometimes with entertainers. For the nobility, these feasts become more lavish and such sports as falconry and hunting emerge. Still, the story carries the day, and it's not unusual for the most gifted minstrel or entertainer to finish their performance only to have a drunken noble slam his fist on the table and shout, "I can top that!"

In the Palace

Everything, including eating, takes place in the great hall. The palace is extensive enough now to have solars for all its major guests, but to not come down for dinner and an evening's entertainment is considered the worst of bad manners. The nobles make exceptions for sickness, but even the Lord Mayor can only beg off for work so many times before his guests begin to shout for him and pound the tables. If he ignores the court too long, they'll send drunken revelers to serenade under his window. Once, they had a naked Dwarf streak through his room.

All the tavern entertainments are pursued in the palace as well. The Lord Mayor engages in frequent hunts and falconry is more than a pastime, it's a way of life.

The Church

The Church isn't all about services. It also performs theater, the only type of actual theater in Felric's Redoubt (though entertainers sometimes tell stories in monologue fashion). There are two types of plays: mysteries and miracles. Mysteries tell stories of the great moments in the life of the Savior. A miracle is about, well, a miracle, usually from the lives of saints.

Most plays these days are performed in the vernacular. The introduction and moral are still told in the Divine Tongue, though.

Tourneys

Tourneys are great affairs for every level of society, and they carry special meaning to the heroic-minded citizens of Felric's Redoubt and its villages. The knights fight for fame and glory (not to mention the ransom they get from the horse and armor of their vanquished opponent). This is the main event, but dancers, tumblers, archery tournaments, and foot

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lists (melees) are a part of most tourneys as well. The lord hosting the tourney (usually the Lord Mayor, but anyone can throw one) gives out chickens and largesse as well.

Tourneys are only legal under license and every knight participating must pay 10 PP to enter. Foot lists require 1 PP and the archery contest 1 SP. These fees are owed to the Lord Mayor; a lower lord throwing the tourney must supply any prizes out of his own pocket. Holding a tourney without license is an act of treason, but most of the time people in the area look the other way if it's small and the lord is just too poor to pay.

Tourney's are held on the fair grounds.

Fairs

Fairs are lavish occasions held outside the city. Every fair takes place right outside Felric's Redoubt. There's no other appropriate place to hold them in the Felrican lands. They attract people from near and far to come see the sights and spend their coin. Fairs are primarily trade concerns where merchants from all over the region come to buy and sell, but the Lord Mayor makes certain that there's so much more. Gifts and largesse, puppet shows, dancers, and tumblers are only the beginning. Storytelling contests and long epic poems ring out from the tents and open areas of the fairs. The Corini are always present and, for once, welcomed. Felric's Redoubt holds four fairs each year: one in the last week of every season.

Arts

The arts are important in the lives of all people. The types of art appreciated and created depend a great deal on the caste of the person.

Architecture

Most architecture is straightforward. Commoners use wattle and daub to create their houses. City

dwellers use heavy beams, often building one on top of another, so if one were to try to dig through the wall of one house into the next building, one might find the decaying and ruined walls of multiple former structures.

Only the nobles' manor houses and the churches and cathedrals attempt to show real art in their architecture. In fact, the greatest achievement in the modern world is the cathedral. There is one in Felric's Redoubt, in the Guild Quarter.

Common Arts

Commoners practice mostly short-lived forms of art. They dance, sing, and they tell stories. Many write long poems (or rather create them in their heads since few commoners can write). Flower collecting, weaving, and rock and gravel designs are prominent features of homes. Of course, the preferred form of art for any Felrican is the heroic story, and most of their poems are essentially epic tales of heroism.

Middle Class Arts

The middle class can afford to read and write, although poetry, still preferring the epic heroic tale, is the only true written art form. They love singing and dancing, and they can often afford entertainments. The middle class favors statuary, stained glass artwork, and tapestries. The tapestries usually depict heroic figures and moments from epic stories.

Noble Arts

The nobility hire the finest entertainers and buy the best statues and stained glass. They too can afford statues, often full-sized ones. The pastime of most noble women is weaving tapestries for their homes, again, usually depicting heroes or heroism. However, since the nobility supplies most of the city's knights, the tapestries in a noble's home often depict his own ancestors and the times he saved the

Guildmaster Beodwine

Guildmaster Beodwine knows fully just how fragile the city and its place in reality are. He's seen and heard of many evil things in the sewers and he suspects the existence of the Red Watch (someone is looking out for them). It's because of this that he was careful to dig up the body as opposed to using a more . . . direct method of imitating the Fat Man's killings.

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city. Most members of the aristocracy can trace their heritage back to Felric (truthfully or not), so many of them have at least one tapestry depicting the hero.

LEGENDS

Every county has its own legends. Some of the most common Felrican legends follow. None of these are proven.

Felric's Ghost

No one knows for certain what happened to Felric when he took the body of Kûlan into Uzarâg. It's known that he didn't return. Everyone accepts that this means he died, but no one knows exactly when

it happened. This uncertainty has led to several stories about the final state of Felric's soul.

The most accepted story is that he succeeded, but at great personal loss. In this tale he and his band of Dwarves fought their way to the ancestral tomb in Uzarâg, but in the final moments of battle, Felric took a mortal wound. He made it inside, as did the last couple of Dwarves, but they all knew there would be no making it out. The Dwarves sealed themselves in a tomb with Kûlan to serve as his guards throughout eternity. Felric died, still guarding the main door to the tombs. For his reward, he was promoted in Heaven to Kûlan's right-hand man. First an Archon, he has risen through the ranks to become a full An-

gel. Now he commands the guard on the Walls of Heaven, and while he stands there, Heaven will never fall.

The second legend states that he and the Dwarves managed to put Kûlan to rest with minimal losses. Their tasks done, they attempted to return to Felric's Redoubt. They fell into an army of Orcs on the way and were killed to a soul, but they didn't stop fighting. Felric is still seen at night, patrolling the walls of his city and sometimes the hammers of the Dwarves ring in the forges at night when everyone is asleep. They came home, and they watch over the City-State still. When the city is beset by the Warlord, from time to time his plans have seemed to fall apart with a disruption on his flanks. Though no one has ever confirmed



A Noble's Mansion

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what caused this and most people think it a simple accident or collapse of discipline, the true Felrican knows that it was a High Man, leading a band of mighty Dwarves.

The final legend states that Felric and his Dwarves died to a person on the way into the tombs. The Orcs, thinking they'd won, attempted to desecrate the body of Kûlan, but when they did, the angry spirits of the dead, fueled by the Ulcer, rose and slaughtered them all. They then carried the body to the Ancestral Tombs, where the sacred blessings cleansed them of the Nopheratus' taint. To this day they stand guard on the Ancestral Tombs, and when Orcs go missing or are found dead in Uzarâg, they whisper the ghosts are foraying, seeking vengeance.

The Blessing of Kûlan

Kûlan died on the walls of Felric's Redoubt, saving the city and Felric himself from the army of the Warlord. An stray arrow caught him in the eye.

Since then the Dwarves of the city have built a small shrine on the wall at the site of his death, between the Sea Quarter and the Slums. Every soldier in the city, regardless of faith, finds time to pay their respects at this shrine when they know a battle is coming. No soldier who has knelt at this shrine, whether in prayer or just heartfelt respect, has ever died shot in the eye. In fact, stories abound of guards who have seen their death in the form of an eyeshot, only to have the arrow bounce mysteriously off the open slit of their helm. Some of these stories even have witnesses.

Saint or not, no one denies that Kûlan was Holy. All in Felric's Redoubt honor him.

The Sewer Beast

It's inevitable. Every city in Belkanâth that has sewers has legends of *things* living deep within them. Felric's Redoubt is no exception. In fact, there's a great deal of evidence that *something* kills people every once in a while in the Felrican Sewers. Most believe that this is just a criminal element, killing people that happen on them divvying loot. They kill the witness and mutilate his body.

The more fantastically minded believe there is more to it than that. They believe that Leondic Uni-

versity had its basements sealed for a reason, the mage who built the original place summoned or created something he couldn't control. When the sewers were later expanded to reach the University, the wall collapsed, letting the thing loose. Now it slumbers and stalks. Most of its victims are never seen again, but sometimes it kills for sport and when this happens, it always leaves a mutilated body.

The Palace Ghost

Lights flicker at night in the palace, lights with no source or explanation. Cups and plates move. Sometimes weapons left out are stowed safely in the morning. Most residents believe there is at least one ghost (maybe more) haunting the palace. Tests have shown it's not an Ulcer.

The ghost seems to mostly be benevolent, except to guards who shirk in their duty. If a guard falls asleep or is late, he will find himself tripping and stumbling over obstacles for the rest of the night. On at least three occasions, guards have died of accidents after slacking on their watch. Because of this, the palace guard is vigilant and punctual all the time.

The Last Guard

When all seemed lost and Felric was about to lose Keriûs, many of his men were too ill to lift a sword to fight. Unable to bear the loss of their people due to their inability, they volunteered for a suicide mission. When the legions broke into Keriûs, they lay scattered around the fortress with the bodies of the plague victims. They were there for the enemy to test. They knew that if the legionaries began killing them and no one stopped them, the enemy general would become convinced it wasn't a trap.

After Kûlan and Felric, these men are considered the greatest heroes in the history of the city. Their dedication to duty was so great that they wouldn't allow the most vile infirmity to stop them from stepping up and sacrificing themselves to save the day.

When the city is under siege, sometimes a sword appears and blocks a blow at an overwhelmed soldier. At times someone pulls an injured man free of combat. Often a soldier makes a stand over the body of a fallen comrade. Afterward, no one can be found

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who performed these actions. It's then the saved man knows the Last Guard is still fighting.

They are the loyalest of all soldiers, so loyal that even in death they refuse to stand down. They fight among their living brethren, and they save the weak. Only appearing when the city is under attack, not a single battle goes by without some unexplained act happening. They are the Last Guard, and when the apocalypse comes and Felric's Redoubt falls, they will still be fighting, even after the last living defender has died.

Adventure Seeds and World Threads

Felric's final fate is a World Thread. However sightings of him are an Adventure Seed, the reason is that evidence supports *all* the conflicting stories. Characters might see evidence of him fighting in Uzarâg. They might spot him and his Dwarves attacking the Warlord in Felric's Redoubt or walking the walls and working the forges at night. A Holy man might have a vision of him leading the defense of the walls of Heaven. While what this means is a World Thread, a GM is welcome to play with him as a noble and sad figure, still toiling a millennium after his death.

All other legends are Adventure Seeds.

The Government

Felric's Redoubt is essentially an oligarchy. Membership on its Council is automatic for guildmasters of major guilds and nobles of major houses, but the Council has the right to invite new members. Thus, others can buy their way in with a large bribe. The populace fills ten reserved spots with a general election.

The Council handles most of the wide, sweeping policy for the city, but for more important and time-sensitive tasks there's the High Council. The High Council consists of ten members and the Mayor. The lower Council elects the High Council and they elect the Mayor. One member of the High Council has to be from the general election, but much of the infighting in the Council comes from the swing of High Council seats between lords and the guildmasters.

Essentially, the Council acts as a legislative power and the High Council acts as the ruling body. The Council is ruled by its elected chairman, Théorn Golfreding. The High Council is ruled by the First Councilor, Helcwold Holcwining (see page 34). The First Councilor handles the practical administration and steps in for the Lord Mayor should the Mayor be indisposed (such as when ill). The Lord Mayor technically leaves the High Council when he takes his office, so during the election process there are usually eleven members sitting on the High Council.

The Lord Mayor rules until ousted by a vote of no confidence.

RULER

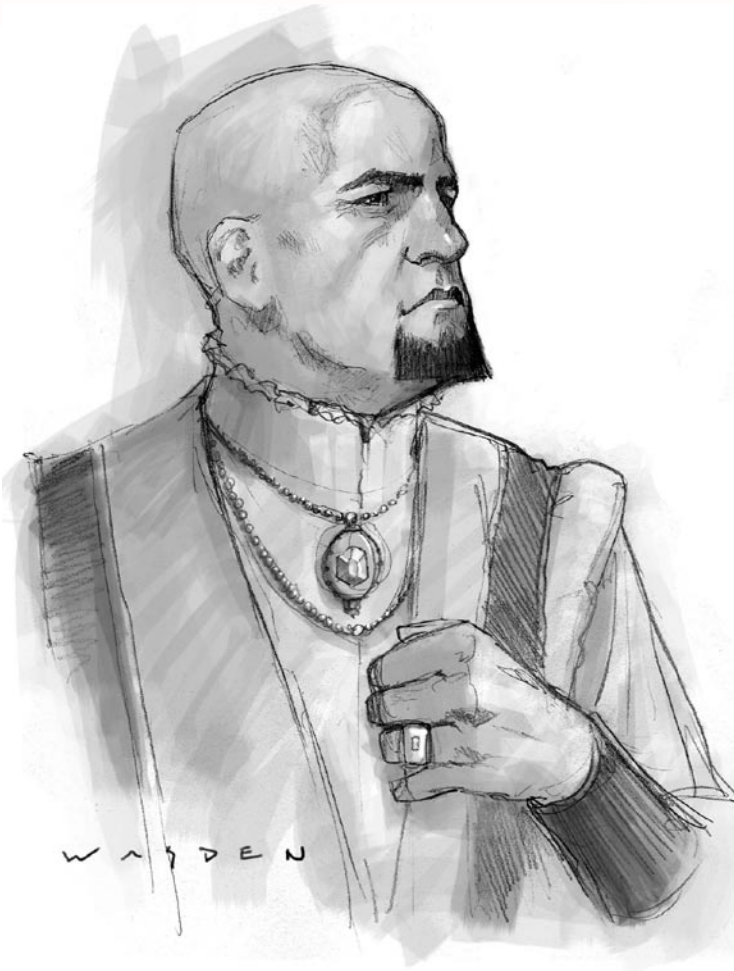
The current ruler of Felric's Redoubt is the Lord Mayor Eadic Illéoding. Eadic is a bald, powerful looking man. His every gesture draws the eyes of those around him. Men respect him. Women worship him. He's a confirmed bachelor and with all his options, it's no wonder. Most people feel he's too honorable to cheat on a wife and the unmarried women of the city nearly throw themselves at his feet (as do the married ones, but he's too honorable for that as well).

For all that Eadic keeps a cool head. He cultivates his relationships tenderly and maintains his power with an easy hand. He has connections on every level of the city and many people suspect that he maintains more spies than his Lord High Inquisitor. The only thing he has in greater numbers than women and spies are favors. Eadic makes certain to perform favors for everyone he can, at every level of society. He could probably raise a small army of street urchins at a moments notice.

Eadic has a dark side as well. Aside from the opportunist philosophies that go hand in hand with power, Eadic has a strong sense of vengeance and often lets his temper get out of control. In fact, his thirst for revenge will likely be his undoing.

Eadic has become aware of the actions of the Illuminated in his city of late. He's been cultivating Aldróf as a double agent to use against the Illuminated, but he hasn't taken this "betrayal" to heart. Aldróf has responded too easily to his manipula-

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The Lord Mayor

tions, and Eadic knows that means the boy's friendship is genuine. So he hasn't done anything to ruin the boy.

It seems unlikely that Eadic will be voted out of office any time soon . . . that is unless Hodwig's plot blows up in Eadic's face (see below). Eadic is a High Man.

All the current politics and plots surrounding Eadic are Adventure Seeds. His position and his security as Lord Mayor are World Threads.

THE HIGH OFFICES

There are technically only three high offices, the Lord High Priest, the Lord High Inquisitor, and the Lord High Marshal. The First Councilor and

Chairman, however, are powerful enough to be of note.

The High Offices are appointed until the office is stripped from the person holding it. Since this usually only happens to the Chairman and the First Councilor, most of the High Office holders keep their position for life, only leaving if the Lord Mayor gets angry enough to boot them out on the streets. They create continuity of government.

Lord High Priest

In most nations, the Lord High Priest is the king's spiritual and religious adviser and is appointed by the king himself. While the Lord High Priest fills the same roll in Felric's Redoubt, setting policy for the city and its surrounding area isn't considered as big a job as for an entire kingdom (though in all honesty, it probably is). The Lord High Priest in Felric's Redoubt is the Bishop, and who the bishop is depends on whether you've run *The Festering Earth* and if so, what the final outcome was. See that adventure for details on the death of the Bishop and his succession. Whoever becomes acting Bishop in Felric's Redoubt will probably keep the title permanently. After the

murders, the Church wishes to move on as quickly as possible.

The Lord Mayor *can* strip the bishop of this office (though not the bishopric). That rarely happens.

Lord High Inquisitor

The Lord High Inquisitor is the spymaster of Felric's Redoubt. It is his job to keep his finger on the pulse of the nation and to spot any plots against the government. It's also his job to cultivate foreign spies and keep abreast of threats from those nations.

The Lord High Inquisitor is Hodwig Hedranding, a middle-aged, ugly man. He has lost some of his verve over the years. Now he mainly coasts through life, living off the prestige of his job.

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Théoda Olchredingen

When the Lord Mayor took office ten years ago, Hodwig took offense at something he said (neither remember what it was). At that time he built a large case of falsified evidence against the Lord Mayor in an attempt to blackmail him into stepping down. Hodwig abandoned the plan before ever carrying it out, and he's forgotten the evidence even exists.

Everything about Hodwig except his position in government and his general ambivalence is an Adventure Seed.

Lord High Marshal

The Lord High Marshal is in charge of the Felrican Military. He typically avoids court politics and there is a tradition of giving the office to a Dwarf in honor of the sacrifice of Kûlan.

The current Lord High Marshal is Naledûn Bloodstone. He is an aging Dwarf who has spent much of his life either fighting the Warlord or preparing to fight the Warlord. He is powerfully built and tall (five feet in boots). He carries a hammer that seems too large for any mortal to wield practically.

Naledûn has studied the Warlord his entire life, and lately he has come to the conclusion that they can't win, the City-State will fall eventually. He's so overcome with the bleak despair of their position that he is considering making a backdoor deal with the Warlord. Certain elements in the city have sensed this and approached him with tentative messages from the Warlord. Naledûn has yet to respond.

Everything about Naledûn is an Adventure Seed, even his position. If he colludes with the Warlord and is discovered, it's unlikely he'll hold his position for long.

The First Councilor

For more information on Helcwold Holcwinning, see page 34.

Æthedgand and Cewulf

These two thugs have little in the way of knowledge of Ulcers. They do, however, know that some strange things go on in the sewers. If anyone brings the subject up, they will tell stories ranging from the true (there are thieves in the sewers) to the plausible (cults meet regularly in the sewers) to the outlandish but true (there is a conspiracy to take over the sewers) to the ridiculous (Clavenbad the World Wyrms sleeps beneath the city, the waste of Humanity feeding it out of its torpor).

Felric's Redoubt

The Chairman

The Chairman of the City Council is an elected merchant named Théorn Golfreding. He is a middle-sized, neutral-complexioned, average looking fellow. He speaks quietly and rarely loses his temper.

Théorn is secretly an Elven spy named Errelor. Errelor entered the city to keep an eye on things for Ingrast a dozen years ago. On a whim, he ran for Council to get a more inside view of the workings of the government. Once he got there, he tried to keep his head low and stay out of prominence, but this came back on him terribly.

There is something about his quiet charisma that inspires, and soon various factions on the City Council struggled to bring him into their confidence. Before he knew it he was the most powerful “man” there. Not long after that, they elected him Chairman.

He's terrified of stepping down for fear of looking suspicious. He has the best magical healers, and he doesn't dare fake an illness for fear of the contact of an examination exposing his illusions. He's starting to seriously consider faking his own death, or perhaps having a female Elven spy masquerade as his love so he can publicly marry her, then have her “die” to give him an excuse to step down. He's at a loss because Felric's Redoubt's supposed to be on good terms with Ingrast, and while a little spying is expected, subverting the government is way over the line.

Everything about the Chairman's plight is an Adventure Seed. He's a World Thread, so be careful about starting this without planning for him to have an out.

LAWS

The law in Felric's Redoubt is stern but fair. All acts of murder, rape, and treason are punishable by death. All acts of thievery branding. Other acts with fines.

A jury of eleven of the accused peers judge trials in Felric's Redoubt (this

means that commoners must be judged by commoners and nobles by nobles).

A judge mediates, and a defender and prosecutor handle the arguments. All officials of the court must wear ceremonial floor-length tunics.

Older laws exist that allow the accused to demand trial by combat or trial by ordeal. Only the defendant may demand these types of trials, and the judge may deny the plea if he feels, for instance, that they can't find a champion good enough to allow God's will a chance to manifest.

The Guard

The city guard of Felric's Redoubt stands 365 strong. They are professional soldiers who guard the walls of the city and handle training duties. When the city conscripts troops, the guard must train them and acts as leaders and noncommissioned officers.

The city guard is in charge of the watch, but they don't handle law enforcement. They only defend the city.



Wildic Edwaning

Felric's Redoubt

The Watch

The city watch is in charge of patrolling the streets of Felric's Redoubt. They travel in groups of two to ten, depending on the crime level of the area in questions. They carry cudgels and cords to handle prisoners. If they have a large number of prisoners at once, they tie the prisoners' wrists together and then cut their waistbands, making the prisoner use the other hand to hold up their pants. This makes running away much more difficult.

The watch is supplied completely by the city guilds. Each guild has a watch requirement, and this tends to amount to journeymen and older apprentices serving a week's duty every year or so. The patrols are organized by guild, meaning that each patrol will have all members from a single guild. Several guilds patrol the city on any given day.

THE COURT

While the high offices might seem to be filled by the most influential people in the kingdom, they rarely exert their actual influence. The current group is more wrapped up with their own plots and duties.

More influential are the top layer of landed nobility who spend much of their time at court. Since the current city politics have a lot to do with guild rights, that's an important matter for the court as well.

Théoda Olchredingen

Théoda is an elderly woman, at court so long that many people consider her more integral to the working of the city than the high offices. The Lord Mayor meets with her almost daily, and he always does so in her quarters in the palace, so as not to force her to move her arthritic bones.

Théoda despises the current Lord Mayor and has been attempting to sabotage him with her advice for years. He figured this out early in his career and started to do the opposite of what she said. She realized this and started changing her advice, sometimes giving him sound counsel, sometimes leading him astray. No one is sure why the Lord Mayor continues to seek her advice. Some think he just loves the challenge of figuring her out.

Théoda is slightly plump and dresses with severe modesty. She rarely smiles and when she does it typically means she's up to something.

Théoda and her relationship with the Lord Mayor are World Threads. Any plots or intrigues that arise from it are Adventure Seeds.

Wildic Edwaning

A powerful warrior, Wildic is the representative for the trade guilds in court. His job is to pursue their goals and to make certain the Lord Mayor doesn't make a move without considering the implications on trade in the City-State.

Secretly, Wildic works for the Lord Mayor, perusing his agendas as a spy within the trade guilds. He does this because an unknown party has blackmail material on him, detailing an illegitimate son that would throw his house and his heirs into chaos. He believes the Lord Mayor is the person behind this, but the Lord Mayor has no idea why Wildic helps him. He thinks it's for money, so he pays the man well.

Wildic is a powerful man in his mid-thirties. He's handsome, but the years of warfare before he earned his fortune have left him scarred. These scars only seem to increase his popularity with the ladies of the court.

Wildic and his position are World Threads. His betrayal and blackmail are Adventure Seeds.

Margold Elcwiningen

Young and seemingly flighty, Margold has set her sights on the Lord Mayor. While she has all the physical attributes necessary to capture a husband, the smart money at court gives long odds against her. Still, she prattles on, playing the roll of the vacuous idiot.

Margold is just as dumb and just as earnest as she appears. What she doesn't know is that her infatuation with the Lord Mayor has more to do with a secretly administered love potion than anything else. The real intelligence behind her actions is unknown, but this person or persons hope the Lord Mayor will at least take her as a lover. Someone that close to him could be used to unwittingly poison the man. The act would kill her as well, but the Halflings have a say-

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ing about cooking with eggs. . . .

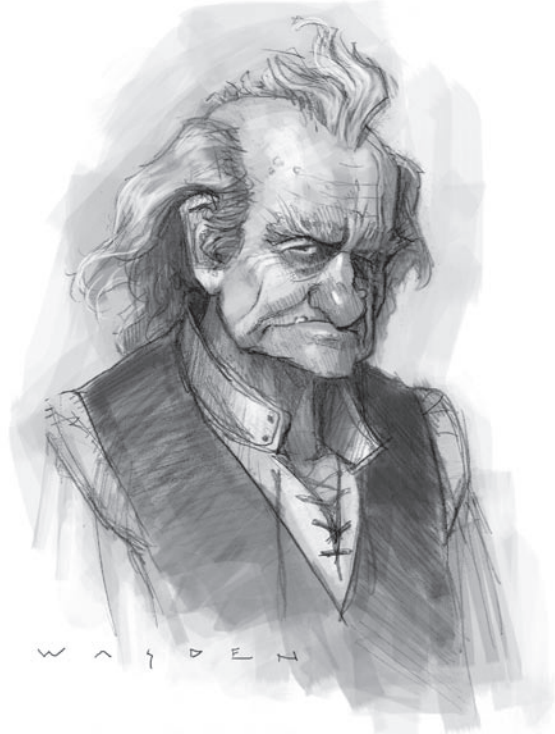
Margold is lovely and young and spry. She turns the heads of everyone around her and the blatant lack of a chaperone at most court functions gives men ideas. She dresses in Ludremonian fashions. She is an orphan and her estate is controlled by her parent's Bailiff,

which gives her time to shop and plot her conquest of the Lord Mayor.

Margold and her love of the Lord Mayor are World Threads. The plot to use this to kill him is an Adventure Seed. If you work with it, it would probably be best to end their relationship in the same situation as it is now.

Duke Edine Eonricing

An old man, Duke Edine is still a brutal and thorough strategist. While many people discount him because of his age, he suffers no senility and has years of experience. Sometimes he takes delight in setting the younger members of court into wild conflicts of intrigue while he sits in the back pulling the strings. He particularly enjoys setting them into fits of courtly romance when he detects an attraction between two members, possibly because he is so far beyond such things himself.



Duke Edine has a simple goal in life. He wants to turn Felric's Redoubt into a monarchy. His goal is to kill or neutralize the Lord Mayor in such a way as to leave the city in a state of panic, possibly during some terrible trial, such as an attack of the Warlord. He believes he has the backing in the High Council to slip in and take the reigns of the city when this happens, instituting war powers that he will never quite release. He only has a few years left. When he dies, it can go back to an oligarchy, and he wouldn't care. The Lord Mayor knows he's after power. He has tried to take it before.

Duke Edine is hideously ugly, very old, and generally unpleasant. The only thing worse than his face and his temper is his smell. At court functions others create a wide perimeter to avoid the odor.

Captain of the Guard Éodwyn

Éodwyn is aware of the dangers of an Ulcer in Felric's Redoubt. In fact, the thought has given him a large ulcer of the more mundane kind. He spends much of his time worrying about such things and has set up several contacts and dead drops to people he suspects to be members of the Red Watch. He isn't afraid to tap the local vigilantes if things get out of hand. One of the reasons he's happy to work with the party during the murders is he fears that investigating something like this is beyond the Red Watch as well. They are more talented at handling methodical threats, such as cults, rather than random psychopaths.

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Duke Edine is unshakable in his position in court and too savvy to allow a plan to come into being that would incriminate him enough to remove him from power. Because of this, his position and relationship with the Lord Mayor, are World Threads. His current plots are Adventure Seeds.

Guthere Felricing

Guthere is new to court. He came from Ludremon seeking his fortune as a merchant and an importer, but he's native to the City-State. Several early business deals earned him a reputation and favors from the powerful members of the guilds, and this earned him his inclusion in court. He's charming and friendly, but the women seem to think of him more as a little brother than a love interest.

And they might have something. Felricing is the name given to orphans in the city and so no one knows exactly who his parents were. His mother died when he was young, but everyone suspects, from little hints he dropped, that his father was a powerful noble or a guildsman in the city.

In reality he is the long lost brother of Margold. He tracked her down with some difficulty and now carefully watches her to decide whether he should let her know his true identity. Her family abandoned him and now through hard works he has managed to become far richer than her. He doesn't want to reveal his identity until he determines whether her reaction

will be based on his wealth.

Meanwhile he has become embroiled in the politics of the city. The Lord Mayor has noticed him and thrown one or two little jobs his way to see if the man is trustworthy. If he decides Guthere is a man to be trusted, the Lord Mayor finds the idea of



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having an ally without any strong blood ties in the city appealing.

Guthere is young with dark hair and a friendly look. He grasps a man with both hands when shaking and sometimes moves in slightly in a half-hug. He has an easy way with the women, but pays them too much attention for them to do more than invite him on picnics.

Guthere's presence in the city is a World Thread. How the relationship develops between him, his sister, and the Lord Mayor are Adventure Seeds.

Boswald Théodmering

Boswald is a young boy, twelve years old, a page in the court. He runs errands, fetches people and otherwise makes himself useful in the day-to-day workings of the court.

Boswald has begun to have dreams lately. In these dreams he carries a knife into the bedchamber of the Lord High Marshal. There, he slits the man's throat and then takes his own life. Boswald doesn't know why he's having these dreams, or what they mean, but they frighten him, and he doesn't know what to do about them. So far, he hasn't told anyone.

Boswald is young and while he used to be full of energy and fire, lately he hasn't had that spunk. He appears sleepy when his guard is down and sometimes a person can see bags under his eyes.

Everything about Boswald is an Adventure Seed.



Fréwane Borenaldingen

Fréwane is a quiet and unassuming woman. The astrologer of the last Lord Mayor, she still skulks about court and no one can seem to get her to leave.

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She frightens pets and small children. Young women in experimentally tight clothing have been known to faint at a stern look from this woman.

Fréwane hates the current Lord Mayor, who makes light of her abilities. For years, she has wanted nothing more than to see him dead, and over the last two months she's had her wish. Every night, she dreams of a young boy slitting the Lord Mayor's throat in his sleep. Now Fréwane is torn trying to decide how much she hates the Lord Mayor. All she has to do is stand back and let things take their course, she believes. That will be the end of that.

No one knows that Fréwane has visions in general. She feels that to let that out would be inviting a sudden lynching.

Fréwane is a large woman with greasy black hair. People who see her expect to find fangs when she smiles. No one has called her pretty (other than sarcastically) since she was six.

Fréwane and her visions in general are World Threads. Her current dreams and why they seem to contradict Boswald's dreams of killing the Lord High Marshal are an Adventure Seed.

Resources and Trade

Felric's Redoubt is rich in farmland with some small mines. The mines it has, while small in scope, are rich for their size. From this, the City-State manages to pull enough materials that the city is self-sufficient except for food.

Food is the problem for Felric's Redoubt. Without enough people on enough land surrounding the city, there is a shortfall on food production. Because of this, Felric's Redoubt averages two tons of food imported every day (they bring in *much* more, actually,



but two tons stay in the city). While the percentage of the shortfall is small, this would make for some intense need in areas of the under classes should the trade stop.

Luckily it seems unlikely that trade will ever stop. Maroldan merchants come from all over the world to trade in Felric's Redoubt and many of the richer ones have summer homes either in the city or in the surrounding lands. People from all over come to trade within these walls.

The cosmopolitan nature of Felric's Redoubt adds to its appeal and usefulness. Every race is represented somewhere within these walls and there are a great many Elves and Dwarves in particular. The Dwarves that haven't gone to the Elven-Dwarven Alliance consider this their home in exile, with the fall of Uzarâg. While no Uzarâg Dwarf will ever say they are Felrican, many would be quite sad to see the city behind them.

MONEY

Felric's Redoubt mints its own coins, mostly from imported metals, but a great deal of the cash circulating in the country are foreign currencies. Maroldan coins are the most common, with Ludremonian second, and Marnele and Ingrast tied for third.

BANKING

There are three types of bankers in Felric's Redoubt. They are pawnbrokers, money changers and deposit bankers, and merchant bankers.

Pawnbrokers are the bottom rung of the ladder since their blatant charge of interest violates the Church's usury laws. Many pawnbrokers are Dwarves and Atavists. Felricans are more comfortable using these pawnbrokers because the brokers aren't violating tenets of their religion. While the Atavist pawnbrokers tend to stick to their respective sections of town, the Dwarven ones can be found anywhere. Pawnbrokers know that a great deal of their business comes from clients unwilling to walk far from home.

Money changers and deposit bankers are almost respectable. They provide an honest service for their

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fees, and while they make extra money from long-distance exchanges, most people are willing to turn a blind eye. While there are Dwarven and Atavist money changers as well, Felrican natives find this an appealing business. Money changers cluster near gates, the harbor, and the Guild Quarter. Deposit bankers are as widespread as pawnbrokers.

Merchant bankers are a newer development. They hold a person's money and give them "bonuses" in exchange for investing the money in their own enterprises. Merchant bankers also handle written monetary exchanges from one banker to another, transferring the real funds later during their normal caravan travel. Merchant bankers can be found throughout Felric's Redoubt as well, but the richer the neighborhood, the more likely one is to find one.

TAXES

Felric's Redoubt maintains a moderate level of taxes. A commoner or a serf can expect to spend over a quarter of his money on taxes. City dwellers have a bit better time of it.

The standard tax rate is 15 percent of assessed value on normal income and property. This is the rate most city dwellers pay. Tax on property is only owed when the property is bought, although practically citizens are charged every year.

Tax collectors circulate through the city every quarter, and across the countryside once a year. They investigate the holdings of the person. The citizen then pays 15 percent of that estimate, quarterly if in the city.

Finally, outgoing goods are charged an export fee. This fee is 10 percent of the value.

TRADE GUILDS

There are trade guilds throughout Felric's Redoubt. They exist to protect the interests of their merchant members.

The existence of the trade guilds and their natures are World Threads. The little mysteries in each of the second paragraphs are Adventure Seeds.

The Hedweold Trade Guild

The Hedweold Trade Guild concentrates on sea efforts, trying to build a mercantile fleet that will

one day rival Maroldo. Merchants who join this guild tend to be experienced sailors as well as businessmen and many of them have commanded their own vessels. In fact, these members tend to speak in nautical terms and use nautical analogies. One can often spot a member of Hedweold when he refers to a door as a "hatch."

Lately there have been problems on many of the guild's ships. They have begun springing leaks and splitting seams, worse than usual. Most of these accidents have happened entering or leaving the harbor, so the crews were relatively safe, but the guild suspects sabotage.

Odwig Trade Organization

The Odwig Trade Organization is a consortium of merchants who deal actively with the Elven peoples. All of them friends of Ingrast, they trade north into the Elven kingdom, bringing back great amounts of Elven wealth. Despite the food shortfall of Felric's Redoubt, food is also its greatest export to the Elves. Ingrast doesn't need human swords or human leather goods. The craftsmen of Ingrast are either superior to Humans or they think they are. Still, Ingrast has no farmlands, and while the enchanted nature of their wood means that fruits and mushrooms and game that are harvested or hunted renew faster than any normal wood, they still need Human goods to create some of the foods they've learned from Humans and Halflings. Without Human exports, there would be few Elven bakers, for instance.

Odwig has had trouble of late with many of their Elven contacts. For some reason, the Elves seem to be quietly holding a grudge against the Humans. While this has yet to explode into trade difficulties, Odwig is concerned.

Azbil Mercantile Alliance

The Azbil Mercantile Alliance is a group of Dwarven merchants selling Dwarven goods both in the city and the surrounding lands (they have a dispensation for selling foreign goods within city limits). They tend to prefer land caravans to oversea trade and accordingly much of their effort goes west toward Mab and Ludremon. What trade they have with the sea and the Elves is conducted through intermediaries.

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Lately this guild has been greatly concerned with a surge in counterfeit Dwarven goods sold throughout the city. They believe the source is inside the city itself, not imported, but they have yet to find a good lead.

The Doare Guild

Working primarily through land caravans, Doare strives to be the gateway into the west. They trade heavily with Mab and Ludremon and even to the Dwarves of Zûram. They send out and receive caravans weekly and some people in the guild joke that their gate fees pay the upkeep of all the city walls. This isn't far from the truth.

Lately this guild has been astoundingly successful, and while this hasn't progressed to the point where members are curious about the source of all their good luck, it has left them overwrought with the flush of success. It wouldn't take much of a financial blow to cause panic and overreaction within the guild. No one likes to see the glory days end.

Who's Who

There are several merchants and traders of note within Felric's Redoubt. Three of them are the most notable.

Cellin Éodening

Cellin is one of the most dashing captains in the Hedweold Trade Guild. Most of the time he takes boring cargoes to boring locations, but the day-to-day grind of commerce isn't where he shines. When a valuable cargo needs to run to a dangerous place, Cellin is your man. He especially excels in bringing cargo in and out of war zones or near the influence of one of the Great Fiends.

Cellin is a bit of an excitement hound. He seeks out the biggest risks, the greatest dares and he faces them head on. Despite this, he takes a different view with his ship. While he might dive off a cliff on his own, he will argue against risking his ship against even the simplest dangers. However, once he's committed, the tactics and risks he takes are simply shocking.

Cellin is a short man, overweight and balding. He looks nothing like a swashbuckler, presenting more the dowdy uncle in appearance. He drinks heavily

and the excess has given him a yellow pallor. His doctor has told him that he must give up strong liquors, but he has resisted so far.

Everything about Cellin is an Adventure Seed.

Ingar Ceoring

Ingar is one of the leading traders in the Odwig Trade Organization. A master of trade issues as well as Elven culture and etiquette. He moves seamlessly through both Elven and Felrican cultures and both Elves and Humans find him comfortable and easy to work with.

Ingar is a terrible elvenophile. He collects Elven artifacts and Elven clothing. He has entire wardrobes made for his measurements but he never wears them in public, saving them instead for his private enjoyment. In fact, his love of Elves has become something of an obsession. He has captured and imprisoned several Elves in his country manor. He visits them whenever possible, carrying conversations casually with prisoners of increasing desperation. So far, no Elves have escaped from his imprisonment and several have become attached to him to the point where he can let them roam about freely, not knowing that their love of their master is an unhealthy reaction to their imprisonment.

Ingar is an older, good-looking man with a strangely intense look and thinning hair. Human women and children find him disconcerting, but men and Elves find him fascinating. He has a muscular frame and keeps fit by helping to load and unload his caravans.

Everything about Ingar is an Adventure Seed.

Derpwin Idwolding

Derpwin is the head of security for the caravans of the Doare Guild. He is a gleeful warrior and a cunning tactician. He takes his position seriously and enjoys his job. He is the second son of the noble and therefore a landless knight. He has lived as a poor knight for many years and he understands how bandit knights think and operate. This makes him effective against the most dangerous of all bandit types.

Derpwin is a talented fighter and tends to lead his men from the front. He's also a terrible coward, and while he can choke down the fear when fighting

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Mortals and even monsters, he will jump onto a tree stump to get away from spiders, bats terrorize him, and squirrels make his skin crawl.

Derpwin is a powerful, strapping man, aging with an expanding middle. He fights with a meaty, butcher-block style and tends to pound his enemies into exhaustion instead of finessing them. He has salt-and-pepper hair and eyes that are almost black.

Everything about Derpwin is an Adventure Seed.

The Military

The most important arm of any nation is the military. While most militaries in the world aren't exactly a ready-response forces, Felric's Redoubt is small enough that every soldier on active duty can roll out in a matter of minutes. While the nation is low on knights because of the lack of a large and sprawling nobility, this isn't obvious to those in the country. Felric's Redoubt is rich enough that it employs most of its knights at any given time. Knight banditry is only a problem for Felrican merchants who leave the country.

Of the standing army in Felric's Redoubt, perhaps 25 percent are at the call of the Lord Mayor at any given time. Given a week, he can call in the full army (he can do it in a few days if he isn't worried about them showing up in fighting trim). Given two weeks, the Lord Mayor can flesh out the army to 10 percent of the national population using conscripts and mercenaries.

KNIGHTS

By the best estimates, there are about twelve hundred knights spread throughout Felrican lands. Most of these are second, third, and fourth sons of nobility who didn't go into the Church. While in most countries knights go unemployed in peacetime, this is not so in and around Felric's Redoubt. The number of knights is low enough and the income of the city high enough that all the local knights are employed at any given time. Less than 900 knights are local, the rest are foreign warriors employed by the nobility. Knights don't venture into Felrican lands to take up banditry, though. All the employed knights make

illegal activities in their lands unhealthy. Tourney's are popular in and around Felric's Redoubt.

Most knights have horse and armor. Although they lose their horse and armor when they lose at tourney, they can ransom them back. Since few knights have enough money to pay the real value, usually the victor accepts whatever the vanquished can pay. To do otherwise would be unchivalric.

COMMONERS

Commoners in Felrican lands are technically free men. When the Warlord attacks, the commoners form most of the army, usually carrying short bows (with which they are only slightly skilled) or spears.

Felrican nobility has the same attitudes that hold back the common troops in most nations, meaning they believe knights win battles, not commoners. However, this feeling of superiority never survives long before the bone-chilling terror that is the Warlord. When the Warlord comes, no noble holds back his commoners from glory. After all, sometimes when you fill the Warlord with enough arrows, he pauses in his attack.

But while Felrican commoners are the most numerous troops during significant times of war, they are rarely the most skilled. Many have fought against the Warlord before, but they have nowhere near the combat experience of most knights. They do not consider practice of the bow a religion like the Ludremonians.

FEUDAL SERVICE

Felric's Redoubt is not technically a feudal state and therefore doesn't have to worry about the maximum duration of the feudal obligation. Still, the City-State never engages in a foreign war, so troops aren't often needed for more than thirty days, and when they are, it's usually because of siege and the troops couldn't return to their villages even if they wanted.

MERCENARIES

Felric's Redoubt could hire a great many mercenaries, but it rarely has the opportunity and the need at the

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same time. When Felric's Redoubt goes to war, it's usually because the Warlord has appeared, and there isn't time for the mercenaries to come. However, if the opportunity and need ever did correspond, Felric's Redoubt could probably increase its army by a factor of four for one month or ten for one week (troops have to be paid to come to the city and to go home again).

ARMY

Felric's Redoubt has a standing army of 1,200 knights. There are an equal number of men at arms. They can arrive within one week. In a time of emergency, with two week's notice, the Lord Mayor could conscript or hire an army of about 2,500 total troops without much effort (25,000 with a complete conscription).

NAVY

Most of the Felrican Navy is mothballed in times of peace, the officers on half pay. During a time of war the Lord Mayor could put the entire navy to sea in one month (two days if the ships don't have to leave the sight of shore or deal with weather).

Total Fleet: 44 ships

Peace Fleet: 4 ships.

WHO'S WHO

There are a few military people who stand out as eminent in the Felrican military. This is by no means all the notable people.

Earl Berold Æthelfrithing

The hereditary General of the Foot, Berold is in charge of maintaining and training all the common troops of the Free City. This includes the City Guard as well as all men at arms and conscripts. While in other nations, the Palace Guard might be composed of knights, in Felric's Redoubt they are all elite men at arms, commoners who have dedicated more of their life to combat than the typical knight, who divides his attentions between the advantages of his station and his training.

There have been several terrible men in this position over the years because of its hereditary na-

ture. Berold is not one of them. He has studied the writings of all the great generals, especially those of other races. He reads every book on the Warlord he can find. He is *eminently* qualified. That's why it's so ironic that he hates Felric's Redoubt. While so far this distaste hasn't compromised the safety of the city, eventually, he will be careless and make a mistake.

Berold is a short, fat man. He is bald with an effeminate manner. He has dark hair and eyes and most people are startled when he begins spouting the philosophies of the greatest poet generals of all time . . . in a high-pitched voice.

Berold is a World Thread.

Earl Leon Cynbeding

Leon holds the enviable position of General of the Lance for Felric's Redoubt. While this isn't a hereditary position, a noble always holds this post, usually a second or third son who earned his experience as a knight.

Leon is a lady's man and a rascal. Unfortunately for him he's terrible at both (one might say it is fortunate for his wife). He is more likely to be considered "like a brother" to the women he woos. He always apologizes for his scoundrel ways as well. Most people consider him a bit comical, but everyone loves him. The battlefield is another matter. He's a demon on the field.

Leon is a gallant, dashing figure with blond hair and a twinkle in his eye. He's a High Man but even still youthful looking, appearing 30 or so despite his hundred years. He's on his seventh wife, the others having died of natural causes (two of old age). He doesn't find High Women attractive.

Leon is a World Thread.

Earl Wealm Ælléoding

Wealm is the Admiral of the Navy, a position of merit promoted out of the noble captains of Felric's Redoubt. Since there are only four ships in the Navy during time of peace, Wealm, like so many others, was a merchant captain who distinguished himself during a previous attack by the Warlord.

Wealm loves the sea and when he bathes on dry land he does so with "toy boats." However, these

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toys serve an adult purpose, since Wealm uses them to work out complicated sailing tactics while he can see the big picture. No one who meets Wealm is able to find this practice comical.

Wealm is a tall man, though not a High Man. He's sixty years old and has a brilliant quaff of silver hair. His eyes are gray, and he shaves cleaner than even other noblemen (he has a magical shaving razor). He wears a neat uniform at all times, except while sleeping and entertaining casually in shirtsleeves.

Wealm is a World Thread.

Gazetteer

The lands of Felric's Redoubt are small and the most interesting features are in the city itself. Everything in the surrounding lands is just to support the City-State.

CITY OVERVIEW

Felric's Redoubt is a tightly packed monster of humanity with twisting streets and crowded homes. Many people rent a single room the size of a noble's wardrobe and cram it full of people. The city teems with people, insects, dogs, cats, and vermin. Only the cats eat well. Still, this city is considered one of the grandest in the world.

None of the streets in Felric's Redoubt are named. There are no addresses either, although many manors and guildhalls are named. If you're a stranger to the city, get a guide.

In the northwest of the city sits the Noble Quarter. Here the nobles of the city live. This section also contains the Mayoral Palace and High Council chamber (on the same grounds).

East of that is the Sea Quarter. Here are the wharfs, the warehouses, and many of the richest homes in the city.

West of the Sea Quarter and south of the Noble Quarter lies the Guild quarter. While there are shops and guild headquarters everywhere in the city, this part of town has more middle class homes than any other.

In the south center of the city lies the slums, the homes of all the poorest and most needy citizens.

It's a miracle most of the buildings here still stand, and those that do lean on their neighbors.

The southeastern section of Felric's Redoubt is the New Quarter. It has a pleasant mix of classes and the homes here are the newest in town, as the name suggests.

Outside the walls to the south is the extension of the Slums known as Shacktown. While this section of town isn't protected by the walls, it has more room and is therefore a better quality of life . . . when the Warlord is safely in Uzarâg.

The final section of Felric's Redoubt is the Undercity. The network of sewers under Felric's Redoubt is palatial, and it's not surprising that a major element of the city's crime bases itself below the streets.

THE REGION FOLIO

Each of the sections below follows the same format. The key to the information is as follows:

Name

Under the name of the region is the region's ruler, if appropriate. The format is: Name [sex race classLEVEL].

For the surrounding lands, a description of the region in general follows.

Biggest Village Name (Population)

In the surrounding regions, the largest settlement is listed in this subsection. After that you will find the standing military force, type # (Highest Level Member), then the conscriptable troops. For the surrounding region, they are separated by those inside the city and those in the surrounding area.

Authority Figures: The listing of the most important authority figures follows. The format is: Name [sex race classLEVEL] (Special Notes).

Important Characters: The listing of other important characters follows. The format is: Name [sex race classLEVEL] (Special Notes).

Others: Other demographics follow in this format: Demographic number (Highest Level Member).

Notes: Finally a description of the village or quarter in depth.

Felric's Redoubt

Adventure Seeds and World Threads: Finally, you will find Adventure Seeds and World Threads.

Note: *Bards are banned spellcasters in Felric's Redoubt. Minstrels in Felric's Redoubt tend to take the expert class. In addition, with all characters only the most important class is listed. Characters may be multiclassed.*

SURROUNDING LANDS

The lands surrounding Felric's Redoubt are extremely important to the city, especially since they are not quite large enough to produce enough food to feed the population. These lands are divided into four dukedoms, which further divide along feudal models. Despite this structure, the lands are not feudal in nature. Though the aristocracy can be removed from rule, they own their own personal demesne and while they own the tax rights to the entire dukedom, those underneath them own their own lands as well. When a duke is stripped of power, he is usually given a lesser title, typically the title of his replacement, with those tax rights in compensation.

The lands of the Dukedoms are cultivated to their maximum extent. The lands have long-since been stripped of all but specifically cultivated woods. Farmers work on terraces, irrigation feeds bad land and they do everything possible to eke the maximum food per acre.

There are no cities in the surrounding lands. The Felrican Dukedoms can't support them. The only settlements of any kind are villages, which exist only to house those cultivating the fields and the lord who rules them.

The Dukedom of Bestig

Folcwig Eadwulfing [male Human ari17].

The Dukedom of Bestig is located in the northeastern of Felrican Lands. This Dukedom has the distinction of containing the best harbor in the region. These lands contain numerous villages and castles, and when the Warlord attacks, he most commonly lands in this Dukedom. Because of this, the knights in Bestig are always on the alert for trouble and signal fires connect the entire area with an alert

infrastructure the same as other countries use to repel raiders.

There are other issues in the region. As of late, the cult of Isaaron has risen to prominence. They seem to have more cohesion than the cult normally shows. Their actions seem highly coordinated and authorities in the region are worried. The authorities have no grasp of the true scope of what's happening.

Rældric (989)

Men at Arms 5 (15); Knights 3 (13); Conscriptable Individuals 98 (495 surrounding area).

Authority Figures: Duke Folcwig Eadwulfing [male Human ari17]; Eodric Winaforing [male Human com9] (Reeve), Eadwane Willéoding [male Human ftr14] (Beadle).

Important Characters: Eldfrith Tonalding [male Human exp6] (Priest); Hacca Hadediingen [female Human exp33] (Old Wife); Beodore Elfricing [male Human war7] (Local Thug); Elfric Stining [male Human ftr39] (Grizzled Peasant War Hero); Hnæthbald Ælcwalding [male Human exp19] (Local Smuggler); Earic Belfgaring [male Human exp19] (Old Salt).

Others: Noble Households 1 (15); Normal Clergy 25 (15); Normal Priests 1 (6); Members of Other Church Orders 0 (N/A); Craftsmen 40 (15); Artisans/Academics 0 (N/A); Other Merchants 0 (N/A); Knights 3 (13); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: Rældric sits on the ocean, commanding the best harbor in Felrican lands. Unlike interior villages, Rældric does little farming, just enough to support the village itself. The rest of the village's labor concentrates on fishing. Rældric is unusual in that it has three large inns. These inns are empty most of the time, but in bad weather, the harbor often fills with ships, and in these instances, workers descend on the inn and man it.

Rældric is a peaceful, idyllic place. Lately, however, there's been some tension between the lord and the reeve. It seems there is a liaison between the Duke and the reeve's daughter. While this seems like a harmless affair (or as harmless as such an affair can be), something is amiss. Villagers have noticed Folcwig acts differently before and after he meets the girl. This is more than a simple heighten-

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ing of mood. Folcwig loses his habit of talking with his hands during these times and picks up a habit of speaking slightly through his nose. While this might be a simple matter coincidence, the village priest has come to the conclusion that the lord acts like a completely different persons during these times.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The cult of Isaaron and the matter with the mayor are Adventure Seeds, although the mayor himself is a minor World Thread.

The Dukedom of Cathere

Duke Cyngedith Wilcareding [male Human ftr18].

Cathere controls the shore to the west and south of Felric's Redoubt. It is a rich land with a shore that it must defend from attacks of the Warlord. The dukedom stands at a high state of alert at all times and they use signal fires to summon troops, much like Bestig.

In Cathere there are many problems, as with any province. The most troubling difficulty right now is a movement among the knights of the area to form into secret brotherhoods. While these brotherhoods seem innocuous, especially to the members, outside influences have formed them, and their agendas are unknown.

Hidwane (957)

Men at Arms 6 (15); Knights 3 (17); Conscriptable Individuals 96 (479 surrounding area).

Authority Figures: Duke Cyngedith Wilcareding [male Human ftr18]; Isc Byrhwalding [male Human com17] (Reeve), Cart Alléoding [male Human com7] (Beadle).

Important Characters: Ætherdida Dindingen [female Human exp15] (Old Wife); Freca Wilfgifungen [female Human exp13] (Village's Best Brewer); Father Æthelstan [male Human exp9] (Priest); Bredwalh Holding [male Human exp7] (Local Fisherman); Sir Wilfrod Celfranding [male Human ftr17] (Knight); Captain Wane Æthelwaning [male Human ftr12] (Man at Arms).

Others: Noble Households 1 (18); Normal Clergy 24 (13); Normal Priests 1 (9); Members of Other Church Orders 0 (N/A); Craftsmen 38 (15); Artisans/Academics 0 (N/A); Other Merchants 0 (N/

A); Knights 3 (17); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: Hidwane is a fishing village, much like Rældric. Here fishing is the primary driving force of the economy and agriculture takes a back seat. Located on a decent harbor, they also make a great deal of money through trade.

Hidwane is also a major hub of smuggling in Felrican lands. Massive amounts of smuggled goods hit the mainland here. The duke is aware of this smuggling but so far he has delayed doing anything about it . . . suspiciously so.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The secret brotherhoods of the knights and the smuggling rings of Hidwane are both Adventure Seeds. The Duke himself is a minor World Thread, but his actions with the ring is an Adventure Seed.

The Dukedom of Edrith

Duke Eorgric Hængaring [male Human ftr16].

Edrith is a northern region, located west of Bestig and south of Ingrast. Being an inland dukedom, these lands are chiefly responsible for agricultural production. Still, with the relative tininess of the Felrican dukedoms, they employ as many knights as they can. Their level of readiness is slightly lower than the costal dukedoms . . . they aren't worried that Ingrast will invade.

Lately, three cases of the Gray Death have cropped up inside Edrith. While these have been contained so far, the Duke is afraid that an outbreak brews. The only way this seems likely is if there's an immune carrier wandering these lands, infecting people. The Gray Death doesn't usually begin with a few isolated cases. Typically, if it is stopped after the first case, it ends. This one hasn't.

Eodith (901)

Men at Arms 6 (15); Knights 3 (15); Conscriptable Individuals 90 (451 surrounding area).

Authority Figures: Duke Eorgric Hængaring [male Human ftr16]; Peadric Hamforing [male Human com11] (Reeve), Déodwyn Celfricing [male Human com9] (Beadle).

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Important Characters: Penda Sihtredingen [female Human exp8] (Old Wife); Father Ægar [male Human exp5] (Priest); Éoden Deswining [male Human rog8] (Local Thief); Sir Tréodere Abadwolding [male Human ftr15] (Knight); Ithléod Eadicing [male Human rog2] (Bandit).

Others: Noble Households 1 (22); Normal Clergy 23 (14); Normal Priests 1 (5); Members of Other Church Orders 0 (N/A); Craftsmen 36 (16); Artisans/Academics 0 (N/A); Other Merchants 0 (N/A); Knights 3 (13); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: Eodith is the hub of agriculture in the province. This large village has amenities for travelers to and from Ingrast, including two inns, one of which caters to Elven tastes. The region is rich for a rural location, especially in sheep and cattle. This village has more shepherds than any other village in Felrican lands.

Lately, one of the fields in Eodith has been having problems. Crops tend to get sick and wither there. Cattle who graze the area often die. Kids who play there have more accidents. No one knows what the cause is, but the duke is afraid that he'll lose the field, with its corresponding production.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The pending outbreak of the Gray Death and the problem with the Eodith field are Adventure Seeds.

The Dukedom of There

Duke Cedrold Grinwolding [male Human ftr16].

Pronounced so it rhymes with "fear," this dukedom is westernmost, bordering Mab. This is the most relaxed of the dukedoms, and while they keep a large force of knights on rolls at all times, they don't expect any sort of trouble, save from the Warlord. Even then, they are usually used as a counter-attack force rather than as reinforcements.

Meanwhile, increasing numbers of Mab knights have made it into the employ of There. This makes the knights empathetic to the clan disputes on the whole. Certain clan issues have raised their heads inside There. While this hasn't caused any problems yet, in any trouble short of a Warlord attack (and maybe

even then) immigrated clan politics would take a large hand in the actual use of There knights, and Felric's Redoubt doesn't have the number of troops to absorb these kinds of issues while fighting a war.

Thedwane (965)

Men at Arms 6 (15); Knights 4 (13); Conscriptable Individuals 97 (483 surrounding area).

Authority Figures: Duke Cedrold Grinwolding [male Human ftr16]; Afwold Ohthere Waléod Æfwolding [male Human com7] (Reeve), Théodwyn Earolding [male Human com5] (Beadle).

Important Characters: Thenda Theofingen [female Human exp50] (Old Wife); Father Leoddic [male Human exp5] (Priest); Eodic Theolradithing [male Human com12] (Local Farmer).

Others: Noble Households 1 (16); Normal Clergy 24 (13); Normal Priests 1 (5); Members of Other Church Orders 0 (N/A); Craftsmen 39 (16); Artisans/Academics 0 (N/A); Other Merchants 0 (N/A); Knights 4 (13); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: Thedwane is a typical village in its workings and its social structure. While the lands around the village would normally be considered inarable, heavy terracing has made them into farms. Other than moving plows up and down hills, life here is good.

Just recently a farmer has found gold flakes in the local stream. Whereas in other nations this would instantly become the claim of the lord, according to Felrican law he has a claim. However, the lord does as well, although he hasn't exercised his rights over that stream in so long that many feel he's given up ownership. This issue has come to a head and it looks like it might soon explode into violence.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The issues with the Mab knights and the argument over the panning rights are both Adventure Seeds.

THE CITY

Lord Mayor Eadic Illéoding [male Human ari14].

Men at Arms 365 (26); Knights 182 (15); Conscriptable Individuals 5,468 (25,000 surrounding area).

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Others: Noble Households 273 (25); Normal Clergy 1,367 (25); Normal Priests 51 (17); Members of Other Church Orders 5,468 (30); Craftsmen 2,187 (28); Artisans/Academics 1,439 (25); Other Merchants 1,429 (25); Knights 182 (23); Church Spellcasters 14 (17); Banned Spellcasters 5 (21).

Shacktown (13,389)

Authority Figures: Commander Earth Æsdéoring [male Human ftr21].

Important Characters: Captain Bede Wilcuiling [male Human ftr11] (City Guard); Captain Jænbric Dedmaning [male Human ftr7] (City Guard); Father Ælm [male Human exp16] (Local Priest); Father Heldic [male Human exp11] (Humanitarian Priest); Father Ceodwald [male Human exp6] (Orphan Master); Brother Ællecgerth [male Human clr13] (Spellcasting Healer); Folfred Regoin [male Human exp21] (Smith); Ælfheah Eaddicing [male Human exp14] (Leatherworker); Ænd Sihtricing [male Human exp21] (Woodcarver); Cynewulf

Cynbricing [male Human exp11] (Painter); Fréawine Leododing (Old Clothes Seller); Cenda Hemundingen [female Human

exp12] (Pawnbroker/Fence); Arc Horpwiging [male Human exp9] (Tavern Owner); Accuin Helfstaning [male Human exp7] (Black Market Merchant); Fric Edmunding [male Human exp2] (Local Peddler/Informant); Sir Thedman Minelæding [male Human ftr6].

Others: Noble Households 0 (N/A); Normal Clergy 335 (21); Normal Priests 12 (16); Members of Other Church Orders 139 (25); Craftsmen 536 (21); Artisans/Academics 352 (21); Other Merchants 352 (22); Knights 1 (6); Church Spellcasters 1 (13); Banned Spellcasters 0 (N/A).

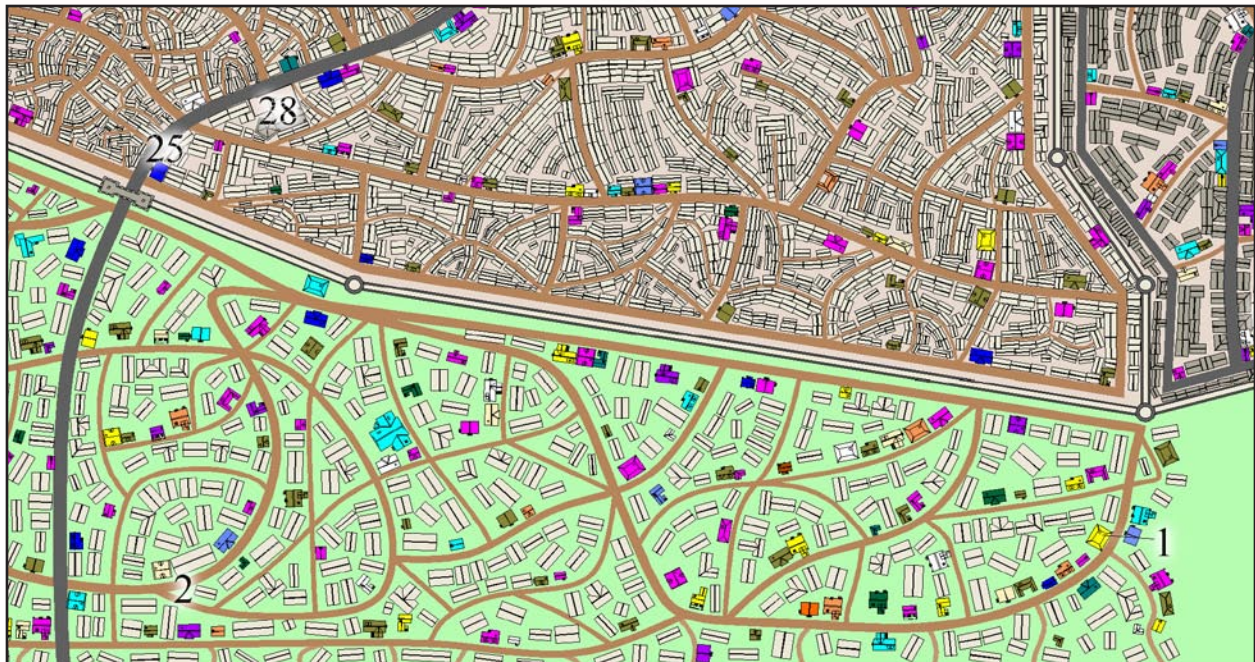
Notes: The name of Shacktown is actually something of a misnomer. While Shacktown began as a series of temporary structures, it has since evolved into a permanent set of homes. The buildings here are solid and well constructed, and while this area would still be considered a slum by the middle and upper classes of the city, the homes here are roomier than those in the Slums. Sometimes they are bigger than middle class homes, if much lower quality. The biggest sacrifice to living in Shacktown is the fact the sewers don't extend outside the city walls. There is a small but fervent movement to have both the walls and the sewers extended to include this quarter.

Some of the locations of note are as follows:

Shacktown

- 1) The Pit
- 2) Community Hall
- 3) Father Heldic
- V) Atavist Neighborhood

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Located in the southeast of Shacktown, the Pit is the dirtiest, most dangerous tavern in the quarter. Some people think that it is the most dangerous location in the entire city. Criminal elements control the tavern and not a week goes by without a body turning up inside. The watch thinks the death rate is more like one a night, but that most of the killers manage to get the body off-site before anyone knows better.

The residents have built a large community hall in the center of the quarter. This is an open, airy place usually filled with the elderly and children. All of the major community problems come to this hall and the citizens hold a meeting here at least once a month. Many of the City Council look at the community hall with something of a wary eye, feeling that they are trying to govern outside the bounds of the government. However, citizens of Shacktown, insist they are not adequately represented and they only handle problems that are beneath the attention of the city government.

On the west side of the quarter resides Father Heldic. Heldic has located himself here in Shacktown in an attempt to minister to the poor and the sick. He owns a large home and inside it, many homeless people sleep every night. Unfortunately, Heldic has no spellcasting ability, and so all his good works are

achieved through the sweat of his brow. Still, he accomplishes a great deal.

In the northern part of the quarter sits Father Ceodwald's Orphanage. This large home is the only home for orphans in the city, the only home for many, many miles. This is a huge, barnlike building, funded by an unknown philanthropist somewhere in the city.

While this isn't a specific location, throughout this quarter, churches rent their pews at night to the homeless. While this is true throughout the city, in the Slums and Shacktown it's prevalent. Here, people "donate" a copper piece for the privilege of sleeping upright on a pew. Ropes

	Advocates
	Armorsmiths*
	Booksellers
	Bucklemakers
	Doctors
	Furriers
	Glovemakers
	Inn
	Jewelers
	Locksmiths
	Scabbardmakers
	Shoemakers
	Tailors
	Taverns
	Weaponsmiths
	Religious
	Middle Class/Military/Government
	Nobility
*The Guildhall for all smiths uses this color.	

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down the line strap people into place, so they can't fall out during the night and can only rest to the left or right, on their neighbor's shoulder.

One might think that with the only orphanage for leagues, the orphans of Shacktown live a relatively good life, but lately, they've been disappearing. Mostly urchins, actual residents of the orphanage have gone missing and Father Ceodwald has beaten the drum to find them. So far no clues have surfaced, but the churches in the quarter have noticed certain adult regulars have stopped showing up at night as well. These people are commonly ignored groups, leading the wise to wonder how many are missing that no one knows about.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The missing people in Shacktown is an Adventure Seed.

The Guild Quarter (8,423)

Authority Figures: First Councilor Helcwald Holcwining [male Human rog18].

Important Characters: Thelfric Dedwulfing [male Human ftr21] (Cult/Knight Equines Double Agent); Aldróf Anbolding [male Human ari9] (Lord Mayor's Companion); Chancellor Wild Bolcwalding [male Human exp17] (University); Captain Cellin Eodening [male Human ftr12] (Hedweold Trade Guild); Ingar Ceoring [male Human exp11] (Odwig Trade Organization); Chief Derpwin Idwolding [male Human rog14] (Security Head of Doare Guild); Chairman Théorn Golfreding [male Elf

Smiths

There are many smithies in Felric's Redoubt, and although many sell weapons and simple armor pieces, the selection is poor. Still, if a character is willing to scour the city, they can satisfy simple armor and weapon needs without going to the two weapon- or armorsmiths. They all use the guildhall marked for the armorsmiths.

rog23] (City Council); Wildic Edwaning [male Human ftr13] (Trade Guild Representative); Boswald Théodmering [male Human ari1] (Page); Fréwane Borenaldingen [female Human exp15] (Court Astrologer); Guild-

master Cædmon Foswicing [male Human exp7] (Bucklemaker's Guild); Father Aldrold [male Human exp1] (Supporting Priest); Father Held [male Human exp9] (Supporting Priest); Father Wuldred [male Human exp5] (Supporting Priest); Father Celfric [male Human exp5] (Supporting Priest); Deacon Ededweard [male Human exp1] (Supporting Priest); Father Léodwine [male Human exp9] (Old Guard Priest); Father Athedwin [male Human exp3] (Old Guard Priest); Father Tréodere [male Human exp5] (Old Guard Priest); Father Eadwig [male Human exp7] (Old Guard Priest); Baron Wildfred Eodithing [male Human ftr13] (Destitute Noble); Earl Eorith Sinwolding [male Human ftr9] (Slumming Noble); Commander Edenbred Tréowining [male Human ftr23] (Local Guard Commander); Hnælwald Eolfhelming [male Human ftr17] (Guard/Freelance Bodyguard); Inelweard Corsing [male Human ftr17] (Corrupt Guard); High Commander Hestan [male Human ftr30] (Knights Lonnuso); High Commander Ræthelm [male Human ftr23] (Knights of Living Vengeance); High Abbot Wilfred [male Human exp28] (The Order of Albolatian); High Mother Ælfwine [male Human exp25] (The Holy Wives Monique); High Mother Deda [male Human exp26] (The Ladies of Alaria); Brother Rætheof [male Human clr17] (Spellcasting Healer); Father Æthelfrego [male Human clr13] (Spellcasting Priest); Sir Golchred [male Human paladin14] (Knight Lon-

The Guild Quarter

- 4) Cathedral
- 5) Bishop's Mansion
- 6) Guardhouse
- 7) The Wilted Rose
- 8) The Silver Heart
- 9) The Dark House
- 10) Leondic University
- 11) Church of Nikdin

The Supporting Priests

The supporting priests, on the whole, have no idea about the greater threat of an Ulcer in Felric's Redoubt. The exception is Father Held, who's been a priest in the city long enough to fear the implications of everything he has seen.

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nuso); Father Ofwald [male Human clr8] (Spellcasting Priest); Father Cæthenald [male Human clr12] (Church Alchemist); Ati Tonbald [male Human drd9] (Spellcasting Druid); Biraglak Granite [male Dwarf exp28] (Weaponsmith); Gathar Obsid-

ian [male Human exp25] (Armorsmith); Penbrand Éowyning [male Human exp23] (Leatherworker); Dúnherold Torhwining [male Human exp11] (Bowyer/Fletcher); Théodred Edinbreeding [male Human exp26] (Historian); Agelberht Wihtricing [male Hu-

The Deadly Sins

The Deadly Sins are a concern everywhere in the world, but in Felric's Redoubt, the churches hit them extra hard. The sins are the weakness of every member of every faith, and they know, if only subconsciously, the danger of repeated sinning among so dense a population. Because of this, one will find more members of every race decrying their deadly sin and snubbing those who display it. The more astute academics chalk it up as a necessary social pressure of the society. The churches, of course, say it's a necessary social pressure for the Mortal soul.

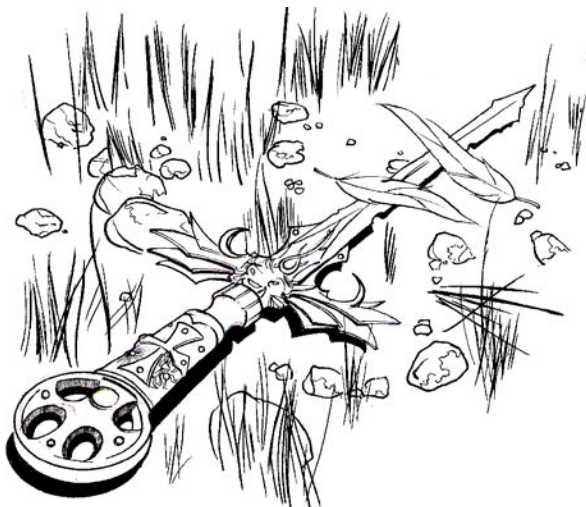
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man exp22] (University Strategist); Ælfric Déorpyning [male Human exp21] (Jeweler); Ealdic Éodwyning [male Human exp15] (Painter); Brego Dereganding [male Human exp15] (Sculptor); Cern Tréomering [male Human rog25] (Master Thief); Torhari Jænwolding [male Human exp22] (Singer); Cyndere Dindéoring [male Human exp21] (Rival Singer); Sir Hidrold Théorolding [male Human ftr20] (Knight); Sir Eadwig Arpwolding [male Human ftr17] (Knight); Sir Æsc Ehtreding [male Human ftr16] (Knight); Sir Sihtrego Éowalding [male Human ftr13] (Knight); Bosa Cædricingen [female Human wiz13] (Mage); Éorden Agberhting [male Human wiz11] (Illusionist).

Others: Noble Households 15 (13); Normal Clergy 211 (21); Normal Priests 8 (11); Members of Other Church Orders 842 (30); Craftsmen 337 (28); Artisans/Academics 222 (25); Other Merchants 222 (25); Knights 28 (20); Church Spellcasters 6 (17); Banned Spellcasters 3 (13).

Notes: The second nicest quarter in town, the Guild Quarter houses the cream of the middle class. One can find the best shops, the finest craftsmen, and many of the guild houses here. While this is still an urban location, with all the horrible crowding that entails, there is more room in the Guild Quarter than any other place in the city. Beggars are less common in this section of the city than one might think because the city watch actively kicks them out into the Slums. Not surprisingly, this only reduces the problem. It doesn't remove it.

Some of the locations of note are as follows:



Redoubt

Found near the quarter's southern gate, the Guardhouse serves as the administrative headquarters for the city watch where the permanent officers of the guard handle the organization and scheduling for the guild watches. This is a large, stone building, fortress-like in many ways. There is a small barracks here for unmarried guards down on their luck, but any guard who stays here long is politely reminded the guards must find their own housing. More often the guards here are too drunk to find their way home. There are many taverns within an easy walk of the Guardhouse, but most guards live in other quarters.

The Wilted Rose is a bar found in the northern part of the quarter, near the gate. Stocked more like a wine shop than a tavern, there's a good reason for this as the Wilted Rose is *the* place to slum if you are a young noble looking to sow your seeds. The place is filled with willing women, noble-worshipping middle class, and predatory criminal elements. The entire place is heavily controlled by the management, cultivated so while it seems incredibly dangerous, it's safe for the noble brats who come here. All known health risks and dangerous criminals are quietly removed, leaving the illusion of daring with little real danger. A man might lose his purse here, might be lightly scammed, or might have a tryst with a "socially undesirable" woman, but nothing life-threatening or financially devastating will happen. Many nobles *hope* their children will end up here because it's a good place to lose their naivete without signing away their inheritance.

The Silver Heart is a house on the west side of the quarter, also a hot spot among nobles. Here a man with a little disposable income can buy a drink and maybe a little companionship for the evening. The place is clean and safe, and if it's the most expensive such location in the city, it's also the most honest.

In the eastern section of this quarter is the most notorious haunted house in Felric's Redoubt. Known as the Dark House, stories abound of noises, screams, and strange lights from inside at all hours of the night. No one owns the house and children and young lovers go inside all the time on a dare. Once every year or so pressure from the citizens coaxes the Knights Lonnuso to investigate

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the house to make certain it isn't an Ulcer. So far, they've declared it clean on every occasion, insisting the people who hear and see things are letting their imaginations get carried away. The house is a front for the Thieves' Guild, who conduct many operations out of the foundations. The thieves bribe the Knights Lonnuso to look the other way during their investigations of the house's surface levels.

Leondic University is found near the center of this quarter. See page 32 for more details.

Lately, a rash of crimes have spread through this quarter, all remarkable in that no adult human could have accessed the goods. While the watch is on the lookout for a Halfling crime ring, they have it all wrong. The urchins of this quarter have organized under a single charismatic ten-year-old. This child is a criminal genius and he has organized the children into an effective crew of cat burglars.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The urchin thieving crew is an Adventure Seed.

The New Quarter (6,742)

Authority Figures: Captain of the Guard Éodwyn Theoging [male Human ftr7].

Important Characters: Felléod Æding [male Human rog18] (Assassins' Guild Administrator); Théorgred Olfstiging [male Human wiz21] (Emgel Brotherhood); Lord High Commander Beod Ælfrecing [male Human ftr19] (Sons of Almia); Margold Elcwinigen [female Human ari5] (Lord Mayor's Love Interest); Guthere Felricing [male Human ari11] (Margold's Secret Brother); Duchess Godeda Gifingen [female Human ari12] (Academic Patron); Duke Ælfrego Halberhting [male Human ftr8] (Master of Illegal Pit Fights); Father Eric [male Human exp15] (Community Leader); Father Wilfric [male Human exp8] (Renowned Counselor); Father Æthelwald [male Human exp2] (Corrupt

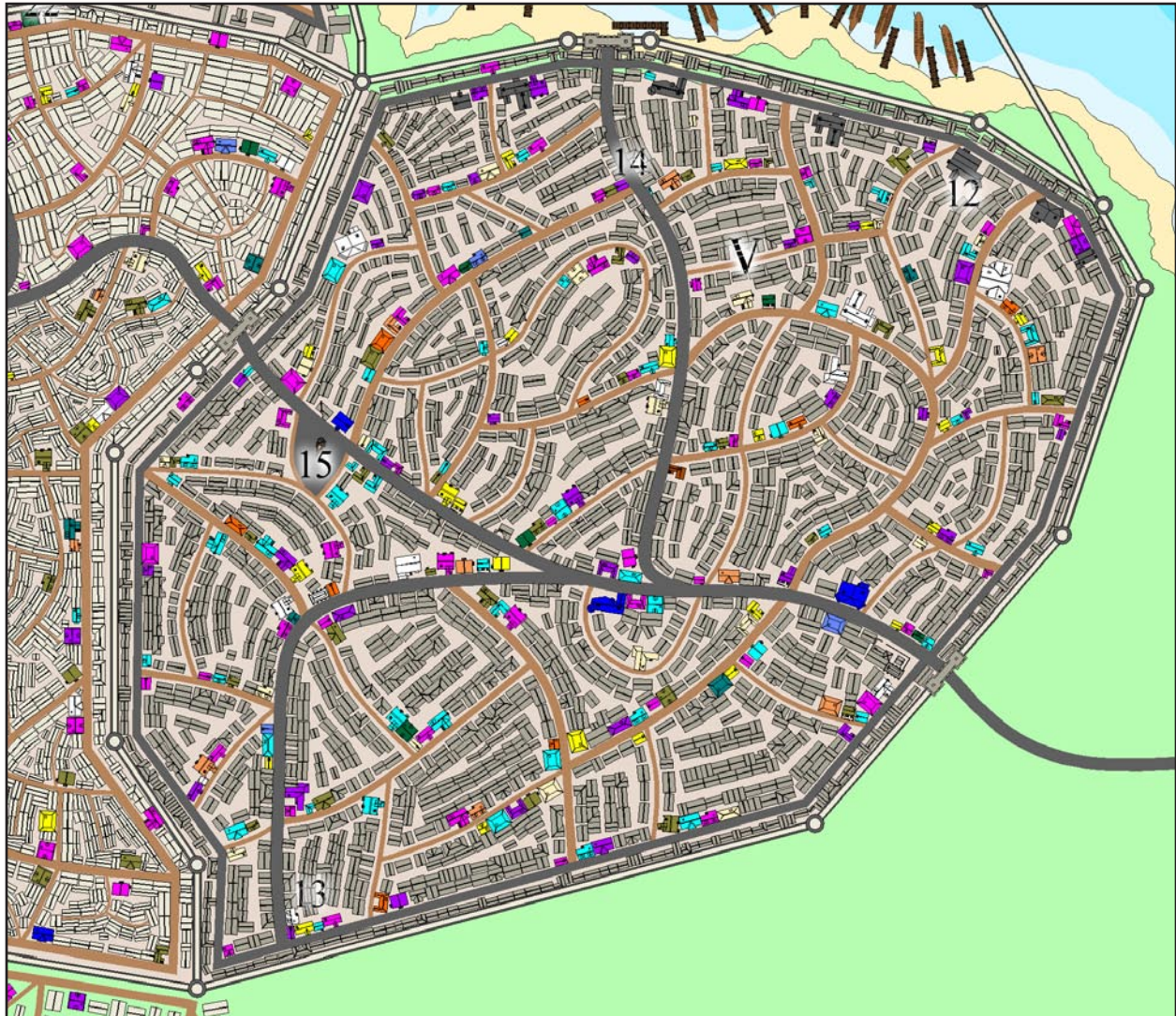
Church Fence); High Abbot Tréoden [male Human exp27] (Knights Ephestus); High Commander Marhared [male Human war25] (Knights of Paeso); High Commander Léodwyn [male Human war24] (Knights Equenis); High Abbot Sigand [male Human exp26] (The Order of Naeponis); High Abbot Malfred [male Human exp23] (The Monastic Order of Sepinus); High Enforcer Tostig [male Human rog24] (The Society of Sinnius); Sir Horn [male Human paladin15] (Spellcasting Knight of Paeso); Sister Eadwine [female Human clr15] (Spellcasting Lady of Alaria); Father Hergrold [male Human clr14] (Spellcasting Priest); Ati Rælbald [male Human drd11] (Spellcasting Druid); Olfstig Éodmering [male Human rgr8] (Spellcasting Druid Guard); Father Thern [male Human clr5] (Church Alchemist); Halchred Helfgeling [male Human exp25] (Mason); Déodred Heswin [male Human exp23] (Tailor); Wullac Milehading [male Human exp19] (Locksmith); Cedwald Regin [male Human exp10] (Cutler); Ceod Orgreding [male Human exp23] (Copyist); Afred Eadwiging [male Human exp23] (Illuminator); Æsdéor Tréowyn [male Human exp20] (Rugmaker); Ecfred Helfricing [male Human exp23] (Minstrel); Ænwa Egbosingen [female Human exp21] (Rival Minstrel); Eadwane Cæddingen [female Human exp19] (Innkeeper); Wilfric Ædgaringen [female Human exp19] (Mercer); Ideswulf Celdfricing [male Human exp17] (Spice Merchant); Sir Marnald Eadicing [male Human ftr19] (Knight); Sir Ilthe Æthedrolding [male Human ftr17] (Knight); Sir Eorold Dithere [male Human ftr16] (Knight); Sir Deusdedic Ædwalding [male Human war13] (Knight); Fréawine Cænaldingen [female Human Sor10] (Wicked Mage).

Others: Noble Households 7 (12); Normal Clergy 168 (25); Normal Priests 7 (15); Members of Other Church Orders 1,884 (27); Craftsmen 296 (25); Artisans/Academics 177 (23); Other Merchants 167

The Old Guard Priests

None of the Old Guard Priests have put together the Ulcer threat of Felric's Redoubt. Held will tell Léodwine if somehow he becomes bishop and Held lives, but that doesn't seem likely. If all else fails and Léodwine is bishop, others in the city will let the matter slip in his presence, assuming he knows, but this will take weeks, maybe months.

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(23); Knights 128 (19); Church Spellcasters 6 (15); Banned Spellcasters 1 (10).

Notes: The most recent permanent addition to the city proper, the New Quarter rivals the Guild Quarter in its splendor and its luxury. Many of the middle class rich and the lower end nobles have moved their households to this section of the city, where the houses are new and the streets still pristine (some even paved). Old money still hovers in the Guild Quarter, but many of the recently successful come here to build their lives.

Some of the locations of note are as follows:

Duke Ælfrego Halberhting keeps his household in this quarter. He is a pleasant, friendly man and few people realize that he runs the most notorious

underground fighting ring in the city. At a different location every week spectators gather to watch warriors battle to the death. These fights happen in basements and rented workshops and the watch only discovers them the next day, when they happen on the devastation and bodies left behind. Only the richest and most select clientele receive invitations, and the watch has mostly given up on cracking the ring, suspecting that someone powerful is in charge.

Father Æthelwald is a mild priest who preaches out of the southern part of this quarter. What few know is that he uses his position in the Church to buy and sell stolen goods and move them about town. The watch knows there is a powerful fence operating somewhere in this quarter, but so far no one has sus-

Felric's Redoubt

The New Quarter

- 12) Duke Ælfrego Halberhting
- 13) Father Æthelwald
- 14) Fréawine Cænaldingen
- 15) Flame Vent

pected a clergy member.

Living in the northwest of town is the mage Fréawine Cænaldingen.

This woman is extremely ruthless and often spiteful. Although she is too careful to commit real acts of evil, she torments and harasses the authority figures in this quarter whenever possible. For those who can find out how to find and hire her, she'll perform acts of magic other mages might consider amoral.

Originally, the land of this quarter lay outside the city limits. When the Dwarves expanded the sewers of the city beneath the Slums, they decided that it would be good to find a way to release the gases that built inside the sewers. Using a combination of engineering techniques and Dwarven runes, they channeled all the methane produced in the sewers to a location in the west of the current quarter. Here they released it into the air in a vent of flame, the size and frequency depending on the build up of the gases. When the New Quarter was built, they left the vent alone, building stone structures just around it to reduce the fire hazard.

The buildings here were constructed quickly, and only a few masons oversaw all the stonework. The thieves of this area seem to move about with impunity, losing the watch at a moments notice, often disappearing into thin air. Many believe one of the



masons built a series of hidden doors into the sewers below as the dwarves expanded the system.

Adventure Seeds and World Threads: The region and its geography (including the secret doors), leadership and the like are World Threads. Fréawine is an Adventure Seed.

The Noble Quarter (1,556)

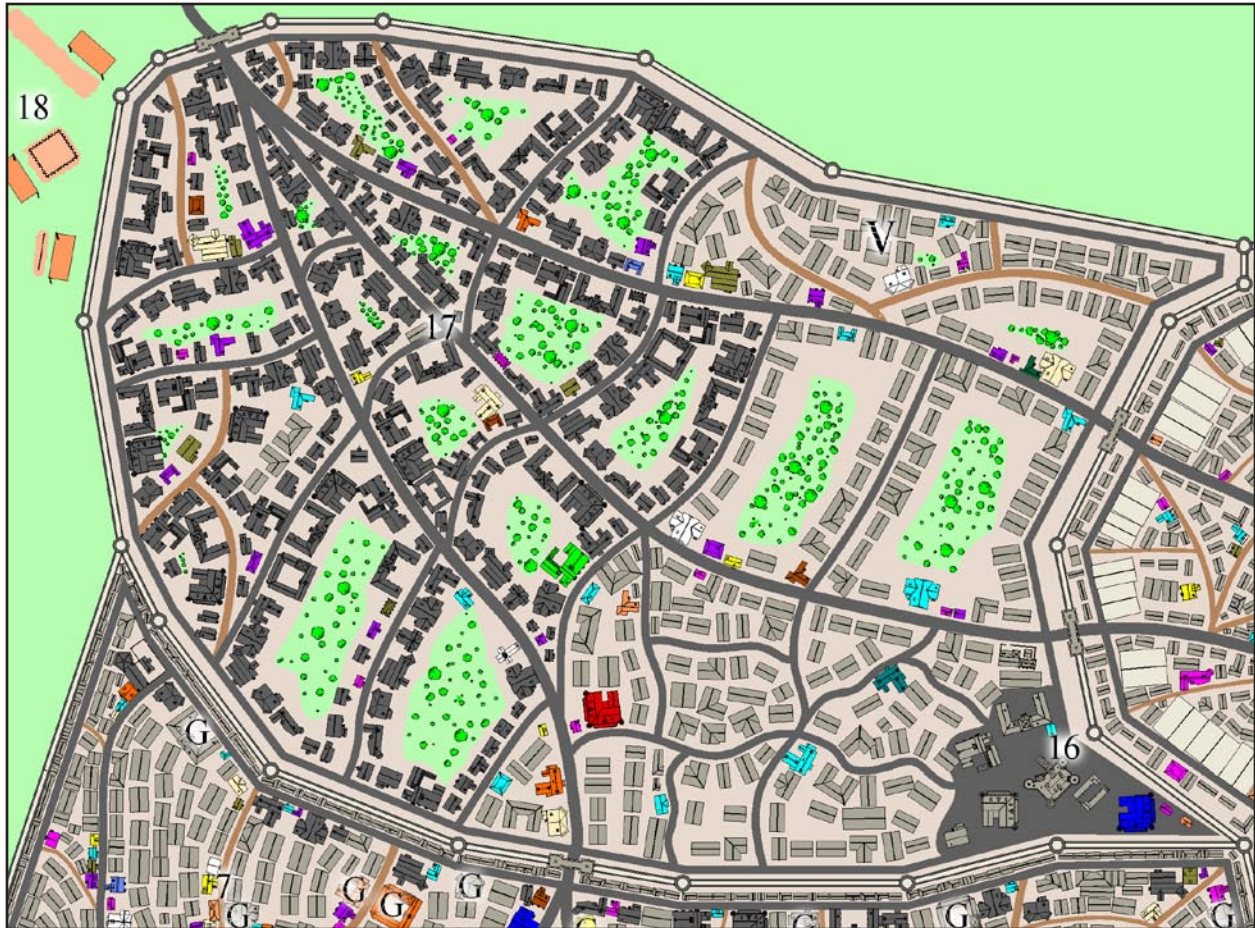
Authority Figures: Lord Mayor Eadic Illéoding [male Human ari19]; Captain Walchrold Ealding [male Human ftr22] (Mayoral Guard).

Important Characters: Earl Berold Æthelfrit-hing [male Human ftr10]; Earl Leon Cynbeding [male Human ftr17]; Earl Wealm Ælléoding [male Human ari19]; Lord High Inquisitor Hodwig Hedranding [male Human rog14]; Lord High Marshal Naledûn Bloodstone [male Dwarf ftr28]; Théoda Olchredingen [female Human ari15] (Court Feature); Duke Edine Eonricing [male Human ari19] (Court Plotter); Lady Penda Deusdedithingen [female Human ari3] (Socialite); Lady Cewane Hedredingen [female Human ari5] (Local Gossip); Pend Alring [male Human ftr24] (Lord Mayor's Champion); Maléod Edwalhing [male Human ftr17] (Mayoral Guard Bookmaker); Father Dedenald [male Human exp17] (Quarter Priest); Beldith Ællacgfasting [male Human exp19] (Jeweler); Esdéor Dercorningen [female Human exp21] (Vintner); Angar Æsing [male Human exp17] (Merchant Lord); Ælfwine Byrhtrecingen [female Human exp19] (Minstrel); Emgand Ældéoring [male Human exp15] (Poet Laureate); Sir Hinrold Tining [male Human ftr23] (Knight); Sir Wane Weading [male Human ftr22]

The Harbor

When the new quarter was built, a surveying error ran the wall too close to the shore. They didn't correct this error due to another planned gate, which was later cancelled for budget reasons. Because of this, at high tide there is no land connection between the easternmost docks and the gate to the New Quarter. People docking at those piers arrange cargo loading accordingly. While there's been some movement toward building a boardwalk around the entire harbor, this has yet to happen for fear of slowing trade.

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(Knight); Sir Frif Alchreging [male Human ftr19] (Knight); Sir Marharic Belfreding [male Human ftr18] (Knight); Sir Marhtrith Wilfreding [male Human ftr15] (Knight); Sir Helfrold Æthing [male Human ftr13] (Knight).

Others: Noble Households 231 (28); Normal Clergy 39 (15); Normal Priests 1 (17); Members of Other Church Orders 156 (19); Craftsmen 62 (18); Artisans/Academics 41 (19); Other Merchants 41 (21); Knights 10 (23); Church Spellcasters 0 (N/A); Banned Spellcasters 1 (21).

Notes: The most prestigious of quarters, here live most of the nobility of Felric's Redoubt. This is also the most luxurious of all quarters, where every road is paved and well maintained. Most of the quarter is composed of blocks where manor houses circle an interior parkland shared by all the surrounding households.

Some of the locations of note are as follows:

The southeast of the quarter is all a part of the Mayoral Palace and its administrative buildings. This section is mostly paved. The Lord Mayor lives here and the city bureaucracy centers in these offices.

Known simply as the Wineshop, the richest wine seller in the city runs out of the northwest of the quarter. Run by Esdéor Dercorningen, this shop is the hotbed of many of the politics that engulf the nobility. However, the conversations that take place around the tables and porches of this building are deceptively low key. When nobles and councilmen can't work out their differences in chambers or at feasts, they come here to make backdoor deals over a glass of fine wine. Many think Esdéor could raise enough money to buy a peerage in one month of blackmail.

The Noble Quarter

- 16) Mayoral Palace
- 17) The Wineshop
- 18) Fair Grounds

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The gates in and out of this section of the city have a stronger guard than most. While the guards allow anyone who looks like they belong in and out, anyone dressed in lower class clothing will meet intense interrogation.

Many of the politics of the nobility work themselves out at the noble's parties and feasts. Lately, a stranger has appeared at these celebrations. He lurks in the back, rarely speaking with anyone. When someone tries to find out who he is, he always disappears. Many stories have arisen about his identity, many of them romantic.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The stranger and the noble's feasts is an Adventure Seed.

The Sea Quarter (4,011)

Authority Figures: Commander Adith Anreding [male Human ftr22] (City Guard).

Important Characters: Lady Théodwyn Athedwaningen [female Human ari24] (Academic Patron); Marquise Æthelfred Eding [male Human ari21] (Sea-Lover); Baron Inelstan Éorgreding [male Human ftr20] (Grizzled Veteran); Lady Eara Æling [male Human ari13] (Philanthropist); Baron Peadwulf Thering [male Human ari7] (Boy Baron); Father Penbrold [male Human exp13] (High-Profile Priest); Father Ælfsige [male Human ftr13] (Militant Priest); Father Torhwald [male Human exp5] (Idealistic Priest); Sihtred Leofforing [male Human exp24] (Grand Master Shipwright); Æthle Afforing [male Human exp19] (Figurehead Sculptor); Ealdric Grithberhting [male Human exp18] (Cartographer); Ælfheah Minrecingen [female Human exp15] (Tavern Singer); Arht Malfrith [male Human ftr13] (Writer of Sea Chanties); Elfstan Beoding [male Human exp19] (Smuggling Fence); Eodwald Stiganding [male Human exp19] (Provisioner); Gulfred Ferand [male Human rog15] (Dockside Mugger); Fregand Wilfred [male Human rog13] (Pickpocket); Sir Théorpo Eadicing [male Human ftr17] (Knight); Sir Éowi Elfreding [male Human ftr15] (Knight); Sir Beodic Odedwearding [male Human ftr13] (Knight); Sir Cuthere Cedwolding [male Human ftr11] (Knight); Sir Hanbold Recing [male Human ftr12] (Knight); Torhtred Fredmoning [male Human wiz21] (Mage).

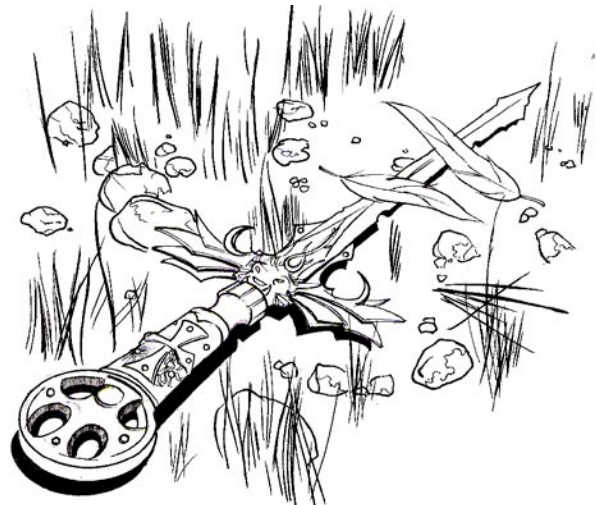
Others: Noble Households 20 (24); Normal Clergy 100 (19); Normal Priests 4 (13); Members of Other Church Orders 401 (24); Craftsmen 160 (24); Artisans/Academics 106 (19); Other Merchants 106 (19); Knights 13 (17); Church Spellcasters 1 (9); Banned Spellcasters 1 (21).

Notes: Located in the northeast of the city, the Sea Quarter is in many ways the center of commerce for Felric's Redoubt. Most of the trade comes in and out of this quarter, because while many caravans leave through the gates, the real money is in long-distance sea commerce.

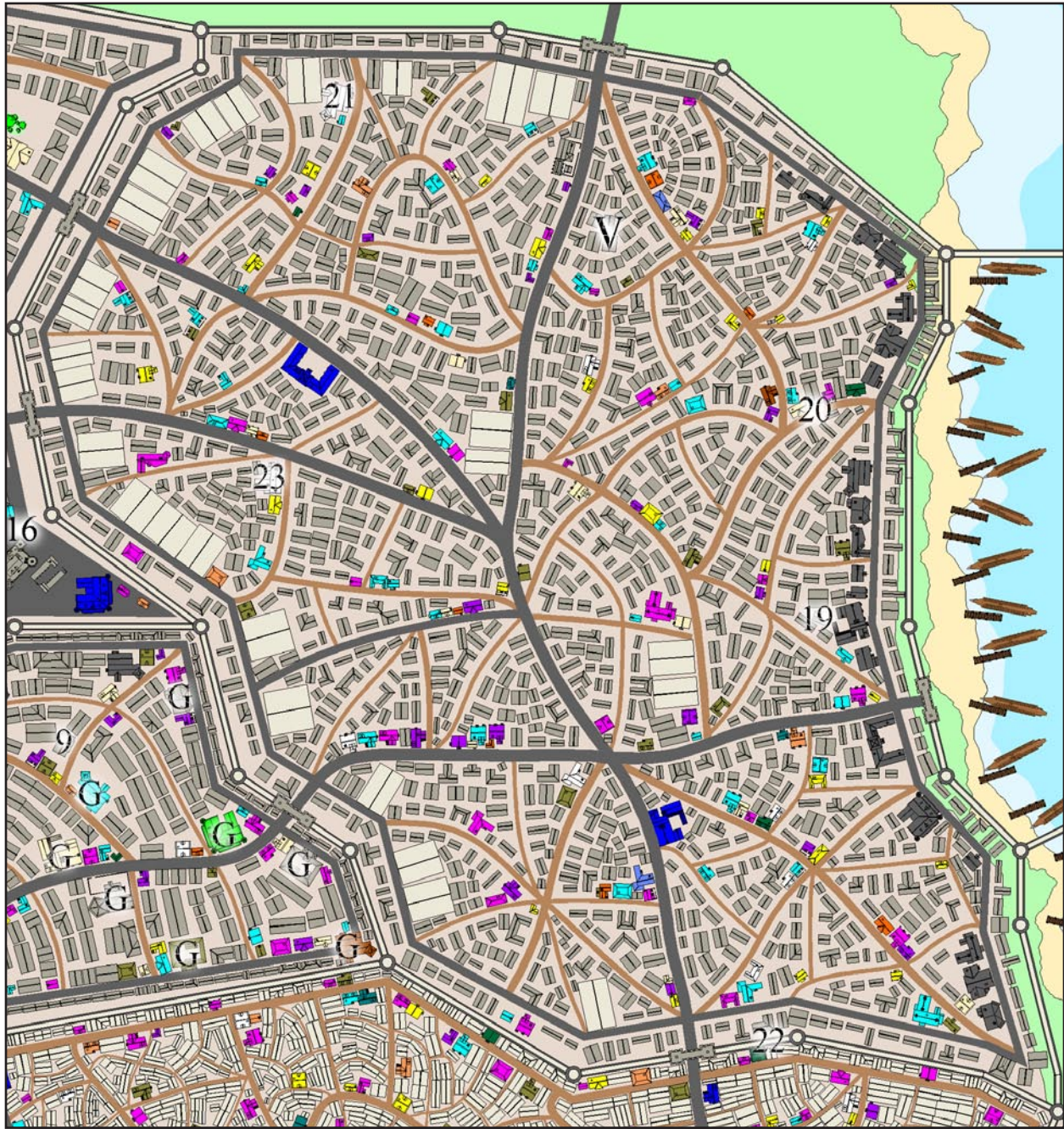
While the buildings here are not as nice as in other quarters, the exceptions are the homes of nobles found along the docks. While Felric's Redoubt isn't as hot as some of the southern nations, it can still hit seemingly boiling temperatures during the summer. For this reason, many nobles keep homes on the docks, where the sea breeze can cool things off if the heat becomes unbearable during the hottest days of the year.

Some of the locations of note are as follows:

The highest profile member of the nobility in permanent residence is Baron Peadwulf Thering, the boy Baron. Peadwulf is ten years old, and while he has rich estates both in the Noble Quarter and on the surrounding lands, he insists on living in the Sea Quarter in a house on the center of the coast. He spends most of his days tutoring in a room with large windows where he can look out on the harbors



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and watch the ships. While his people groom him to more fully take over the affairs of his house, he secretly plans to sign on to one of

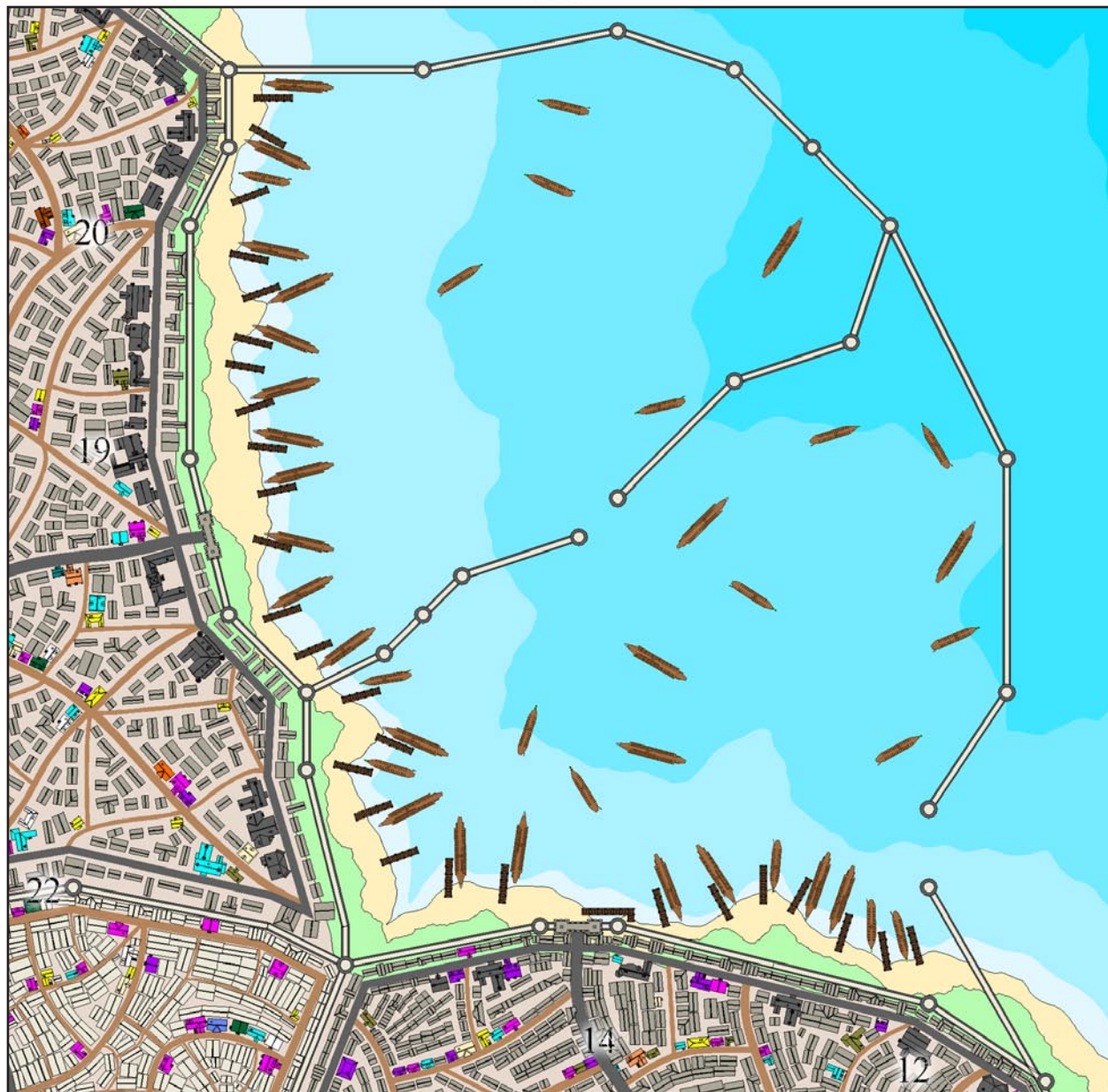
The Sea Quarter

- 19) Baron Peadwulf Thering
- 20) Sihtred Leofforing.
- 21) Church of Eldinar
- 22) Shrine of Kûlan
- 23) Church of Gyllmoulin

the military ships. When he's ready, he will disappear completely.

In the northeast of the quarter, on the shore is the greatest of the Felrican shipwrights Sihtred Leofforing. Sihtred is a grizzled and angry old man, nearly blind and toothless. Most people think he's insane at first glance, but he can keep the most complicated ship plans in his head at anytime and his apprentices

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insist that he can tell the quality of their workmanship with the lightest stroking touch of his hand.

Lately, there have been an increase in damage caused by rats in this quarter. While the Ratcatcher's Guild denies there's been a rise in the population, these problems still increase. The urchins of the quarter say the rats aren't more plentiful, but more cunning. No one takes them seriously.

Adventure Seeds and World Threads: The region and its geography, leadership and the like are World Threads. The plot of the boy baron to leave

the city and the problems with the rats are Adventure Seeds.

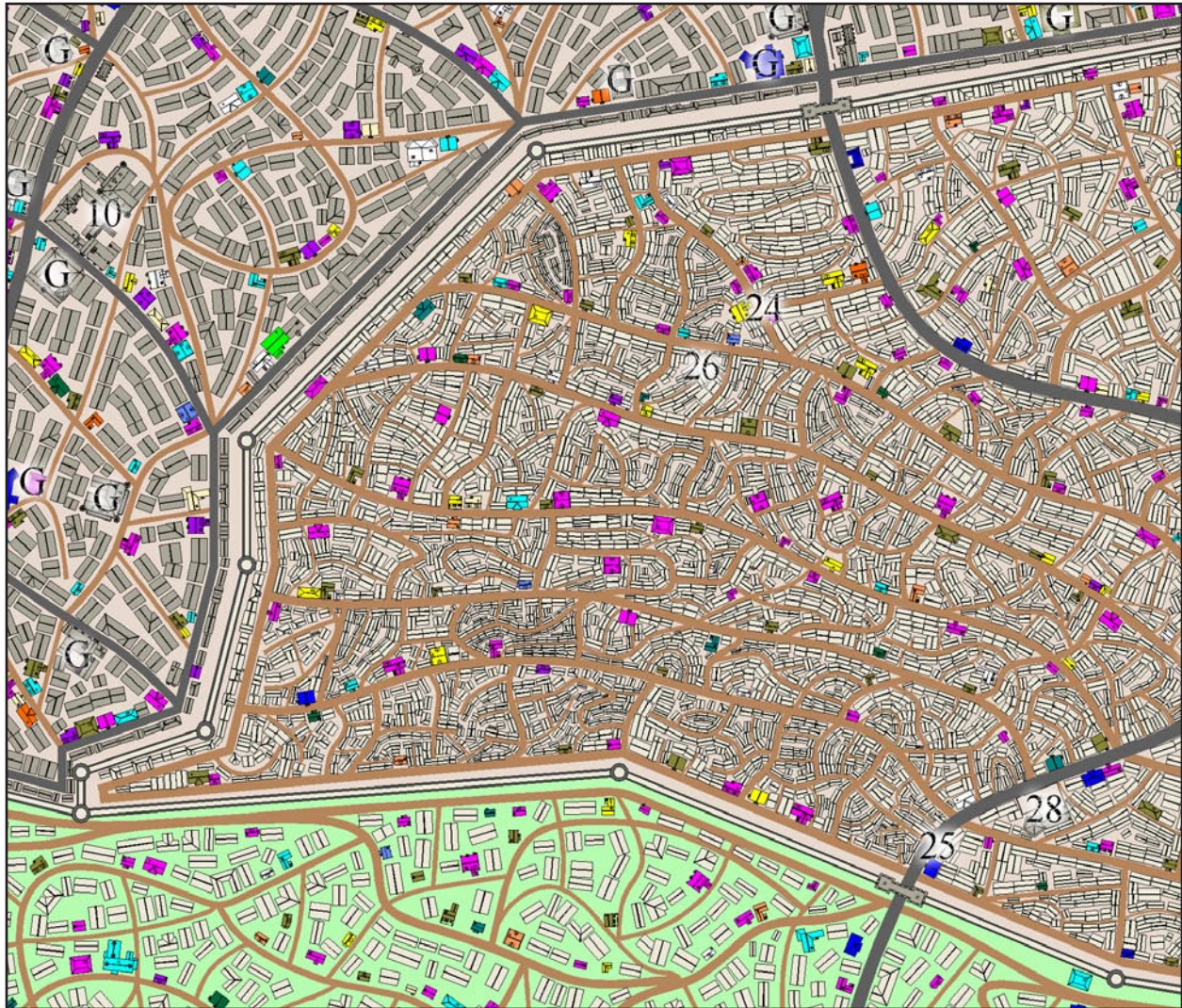
The Slums (20,456)

Authority Figures:
Commander Elfstan
Alming [male Human
fr21] (City Guard).

Important Characters: Byrhtheof Rædwalding [male Human

0'-25' Deep
26'-35' Deep
36'-45' Deep
46'-55' Deep
>55' Deep

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rog17] (Red Watch Agent); Father Edwilfroid [male Human exp13] (Demagogue Priest); Father Toswig [male Human exp13] (Wandering Priest); Peadwig Eargricing [male Human exp25] (Carpenter); Frelwin Bosing [male Human exp21] (Tailor); Dedward Dinbreeding [male Human exp15] (Philanthropic Baker); Halchrold Cending [male Human exp24] (Destitute Geographer); Adwéod Thedwaning [male Human exp18] (Old Clothes Seller); Baldeg Maltheofing [male Human rog15] (Thug Leader); Widéor Siging [male Human rog13] (Burglar); Sir Elfric Athedwearding [male Human ftr7] (Destitute Knight); Sir Arhwold Inalwolding [male Human ftr3] (Shamed Knight).

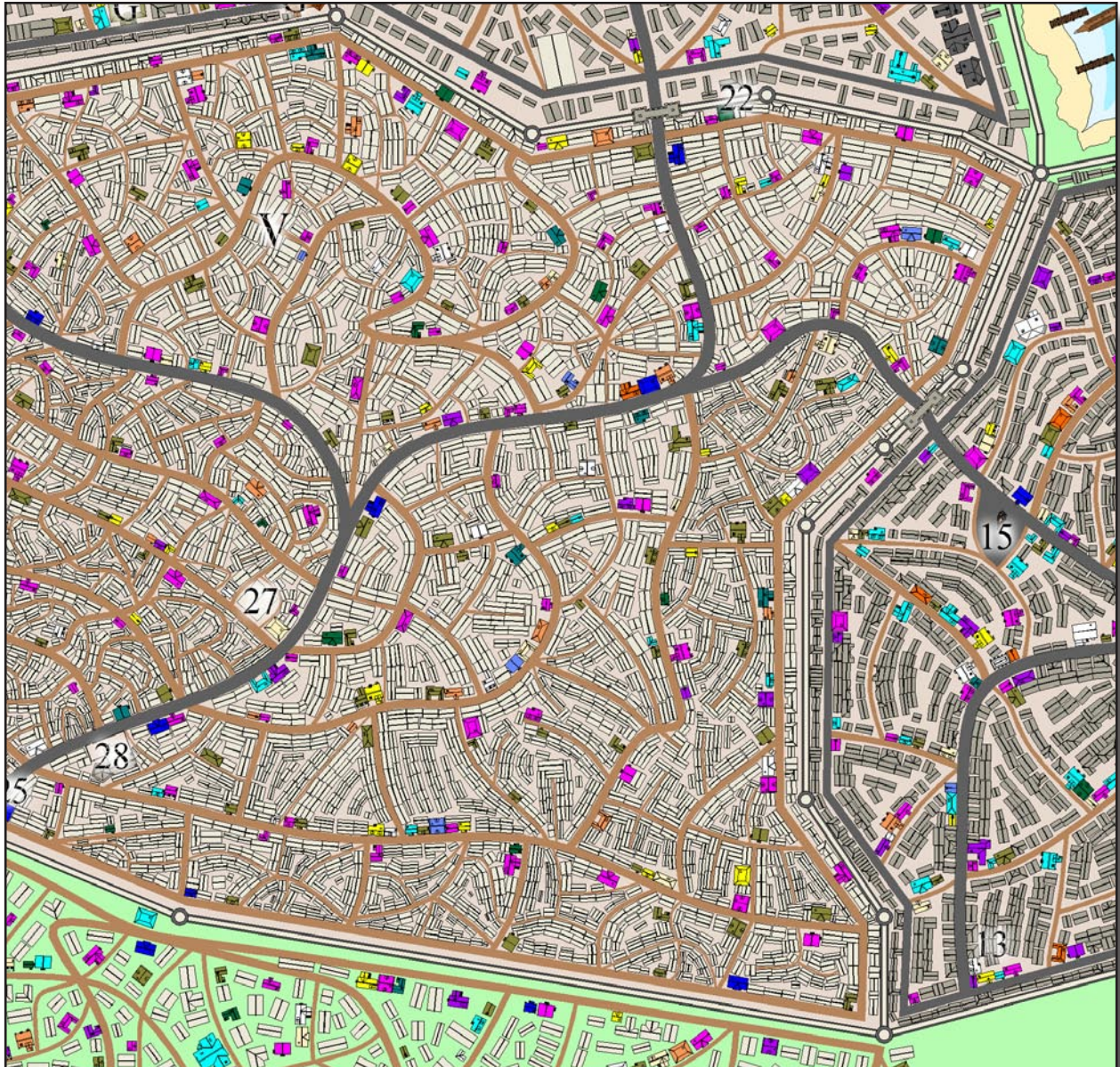
Others: Noble Households 0 (N/A); Normal Clergy 501 (24); Normal Priests 19 (8); Members of Other Church Orders 2,046 (28); Craftsmen 791 (25); Artisans/Academics 538 (24); Other Merchants 538 (18); Knights 2 (7); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: The most cramped and festering of the quarters, the Slums are a maze of tiny alleys and dead-end streets. Many of the alleys aren't even real roads, just the beaten paths between homes and leaning structures.

The Slums

- 24) The Bucket of Blood
- 25) The Eating House
- 26) The Avenues
- 27) The Charnel House
- 28) Guardhouse

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The Slums are the most dangerous and crime-ridden streets of Felric's Redoubt and only the toughest criminals and the fastest urchins can survive in the worst sections. Here the poor fight to survive against starvation and the elements, and beggars wither and die on the streets.

Some of the locations of note are as follows:

The most notorious bar in the Slums is the Bucket of Blood. Found in the Avenues, this is a front organization for the Thieves' Guild. There are two sections to the Bucket of Blood. The forward sec-

tion of the bar is the public front, where fights and murders occur on a nightly basis. In the back, the Thieves' Guild has its private rooms, hidden from view and accessed from a locked door in the rear of the building. The Bucket of Blood isn't just a rough place. It's lawless. The watch won't even approach the Bucket of Blood, though some of the more brutal guards frequent it.

Found near the southern gate, the Eating House is the nickname of a feasting hall in the Slums. Here the poor can often find a free plate, funded by Lady Eara Æling of the Sea Quarter. What few people

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know is the Thieves' Guild approaches many of those who partake and explains that *they* are the ones funding the free food, and now they need a little something in return. . . .

Located in the northwest corner of the Slums, the Avenues are the desiccated remains of a once nice neighborhood. Now they lay on the edge of ruin, the worst of the worst. Here rents are lower, buildings more dangerous, and crime more rampant. No one enters the Avenues unless they have to, and those who aren't protected by criminals often end up dead. Here, even little old ladies cozy up to the block's gang lord.

In the center of the slums is an unassuming business. Called the Charnel House, it's a clearinghouse for butchers in the region. A vast amount of meat is killed and processed here every day, but that isn't all. The building is a front operation for the Thieves' Guild, because despite the relative roles of the Thieves' and Assassins' guild, the Thieves' Guild *does* have to kill a lot of people in the course of its business. The Charnel House is their method of destroying the bodies. They don't use the place to trick citizens into cannibalism like one might think at first, but the Charnel House produces a great deal of scrap meat as waste, and it's easy to lose a few more scraps in the deluge.

Near the southern gate of the quarter squats the Guardhouse, a decrepit structure with a small barracks and commonroom, as well as the offices necessary to run the guard. The barracks are usually mostly empty as the guard don't get room and board with their employment, but the offices bustle. Several of the guards run a protection racket out of this building, but it hasn't taken off yet.

In recent months, standard of living in the Slums has improved steadily. Money flows into the quarter from unknown sources, and it has fallen into the hands of many different priests, charities, and various poor people. Normally, this would be a good thing, but the Red Watch has connected the money to various thefts around the city. The connection is circumstantial, but the connections mount and these thefts weren't against monsters, but honest, hard-working people, often down on their luck. Someone

is robbing from the poor and giving to the poor, and that just doesn't make any sense.

Adventure Seeds and World Threads: The region and its geography, leadership, and the like are World Threads. The goings-on around the Eating House, the Charnel House, the Guardhouse, and involving the sudden influx of money into the quarter are all Adventure Seeds.

The Undercity (123)

Authority Figures: Guildmaster Hanrold Caewlining [male Human rog36] (Thieves' Guild).

Important Characters: Guildmaster Beodwine Beoding [male Human exp6] (Ratcatcher's Guild); Æthedgand Elfhing [male Human ftr4] (Ratcatcher); Cewulf Eldfricing [male Human exp4] (Ratcatcher); Leodith Æthedreding [male Human rog18] (Thieves' Guild Enforcer); Bedwin Disdicing [male Human rog15] (Thieves' Guild Treasurer); Cæthelm Beswining [male Human rog13] (Thieves' Guild Spymaster); Beol Rædéoring [male Human rog7] (Thieves' Guild Recruiter); Ceon Halthelming [male Human rog29] (Assassins' Guild Chaptermaster); Erl Torhwine [male Human rog12] (Premiere Assassin); Theld Halfreding [male Human rog2] (Star Apprentice Assassin).

Others: Noble Households 0 (N/A); Normal Clergy 3 (9); Normal Priests 0 (N/A); Members of Other Church Orders 0 (N/A); Craftsmen 5 (9); Artisans/Academics 3 (9); Other Merchants 3 (10); Knights 0 (N/A); Church Spellcasters 0 (N/A); Banned Spellcasters 0 (N/A).

Notes: The sewers of Felric's Redoubt are extensive and palatial, so palatial that they qualify as a quarter all their own. Here among the rivers of sewage, the city's most shadowy elements walk sculpted walkways through a nation of rats. The sewers are more than just a utility in Felric's Redoubt. They are a home.

The Undercity is dominated by rats and criminal elements too hot to risk living aboveground. At the least, the Thieves' Guild, Assassins' Guild, and various freelance criminals make their home down here, but there are rumors of cultists as well. In the middle of all this, technically dominating the region, are the ratcatchers. The ratcatchers, while they don't

Felric's Redoubt

live here, blanket the area so thoroughly that nothing can go on without them getting an inkling. This means that in the past ratcatcher informants have rooted out cults, but the guild is too smart to take on the more powerful criminal groups, such as the Thieves' Guild and the Assassins' Guild.

Some of the locations of note are as follows:

The largest criminal organization in Felric's Redoubt is the Thieves' Guild. This group has commandeered several corridors and rooms of the sewers across a spanning section under the Sea Quarter. The watch knows that they're there, but to root out the Thieves' Guild would be more akin to a military action than an arrest. The Lord Mayor has ordered the Guard and the Watch to leave the guild as a whole alone. Breaking them up won't reduce the amount of Thieves in the city by an appreciable amount, and it's nice having an organization with which to negotiate if crime becomes too much a problem in the city. The Ratcatchers' Guild is on good terms with them as well because they cross each other's paths almost every day.

The Ratcatchers' Guild is located in the sewers under the Guild Quarter as well. Much humbler, they take up only a few rooms, which they use for meetings and as a resting place for members. The guildmaster is the only actual resident of this guildhall. The Ratcatchers' Guild keeps good relations with both the Thieves' Guild and the Assassins' Guild and both organizations look fondly on the ratcatchers, who are doing them a service as well as the rest of the city.

The Assassins' Guild has only a few rooms in the Undercity as well, and these carefully hidden. The Thieves' Guild know of the Assassins' Guild, but little else. The ratcatchers know exactly where they are, located under the New Quarter, but they'd never admit it. From here, the Assassins' Guild bases all their administration and operations.

The Undercity has many rumors and legends, from the walking dead to giant crocodiles. The only rumor that seems pressing, though is a strange golden light that certain workers and citizens see glowing down here from time to time. No one knows what causes the light, and when they try to catch up with it, it always manages to evade them.



Adventure Seeds and World Threads: The region and its geography, leadership, and the like are World Threads. The golden light is an Adventure Seed.

Churches

Felrican's tend to be faithful, but not to the exclusion of reason (or profit). They believe in the Church wholeheartedly (those who are members at least) but they are exposed to enough other faiths as a matter of course that they've had to learn a certain flexibility of thought, and that leads them to bend and debate rules the Church thinks are both rigid and beyond question.

Most churches are represented in Felric's Redoubt (those that don't worship Demons or Dragons, at least) and all the Orders of the Church have a representative here (though the Society of Sinnius has so weak a showing they need to call in outside help in *The Festering Earth*.)

Because of the cosmopolitan nature of Felric's Redoubt, other religions worship openly within its walls, in their own buildings.

ANGENUS PRIESTHOOD

It's not surprising the Angenus Priesthood is the most powerful single force in Felric's Redoubt. While they might not have the power in holdings that they possess in many feudal countries, they still control the actions of most of the populace to one degree or the other. Even a lapsed Faithful probably still feels the

Felric's Redoubt

guilt and teachings of the Church they learned when they were young. Also, while many don't tithe the proper amount, enough do that money pours out of the lands and up to the bishop. Especially considering that almost every merchant house pays at least public service to the Church. If there's anything Felric's Redoubt can generate, it's money.

The Angenus priesthood controls everything Church-owned in the City-State, even when it is another Order in possession of the lands. For instance, the Holy Wives have a presence inside the city, but their building is owned by the priesthood.

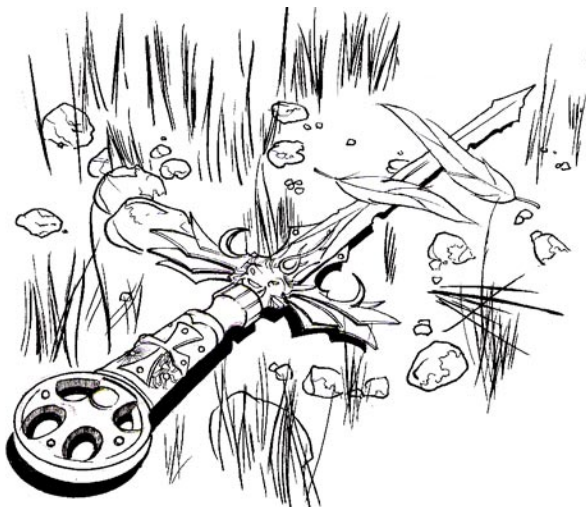
KNIGHTS LONNUSO

After the Priesthood, the Knights Lonnuso have the most obvious physical presence in the City-State. They might not be the most numerous, but they are everywhere and the citizens find themselves extremely aware of the Witch-Hunters in the streets.

The Knights Lonnuso might be the most feared Order in Felric's Redoubt, especially among those of other faiths who suspect the Witch-Hunters are only accepting of their presence when there are witnesses around.

KNIGHTS EPHESTUS

The Knights Ephestus are a beloved Order, and Felric's Redoubt is no exception. They have relief houses in every quarter—the ones in the Slums and in Shacktown are the biggest. There aren't many magical healers in Felric's Redoubt, but the number



Redoubt

here is larger than in other cities because of sheer population reasons. Still, they are schooled in the healing arts and they spread their attentions to noble and commoner alike.

KNIGHTS OF PAESO

The Knights Paeso spend a great deal of time training within the lands of the City-State. They have quarters here and that's where the order bivouacs while they wait for the next news or rumors of dangerous creatures to arise. When they do, they send out parties of hunters to deal with the problem. They don't have a large contingent in the city, as there is little true wilderness for creatures to use for hiding and breeding.

KNIGHTS OF LIVING VENGEANCE

The Knights of Living Vengeance has a contingent of knights here, and some people think this shows brewing trouble in the area. In reality, the Order secretly knows about the potential for an Ulcer and they've placed troops here to help in case of trouble. The first sign of an Ulcer is often the rising of the dead and certain members of this order feel that if this were to happen a quick strike might abort the Ulcer before it forms. In the meantime, they wait and train.

KNIGHTS EQUENIS

The Knights Equenis wander from place to place, looking for wrongs to right. They are an Order of wanderers, the most proactive of all Orders, fighting and searching and doing. The Knights Equenis have clerks in Felric's Redoubt, collecting information and rumors. When a Knight comes into town, he checks in with this clerk, looking to get wind of the next trouble, his next quest. Then he's off. When he solves the trouble, he'll report to the clerk, to make certain no Knights waste their time looking for trouble already solved. Unfortunately, the pool of knights in the area is not large and therefore their skill set is not wide, which is why they send out for a knight from Mab during the events of *The Festering Earth*.

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THE ORDER OF NAEPONIS

The Order of Naeponis keeps all the records of the Church. They have a monastery in Edrith recording and copying old books into newer volumes.

THE ORDER OF ALBOLATIAN

To the outside observer, this Order looks much like the Order of Naeponis, but the records and books Albolatian deal in push the bounds of heresy. They have a monastery in Cathere.

THE MONASTIC ORDER OF SEPINUS

The Order of Sepinus dedicates itself to contemplation and spiritual purification. Many members are old sinners trying to find redemption. They have a monastery in Bestig.

THE SOCIETY OF SINNIUS

The society of Sinnius has a small contingent in Felric's Redoubt, and it's easy for those here to become tied up in other matters, leaving no agents to handle new troubles. This is why they need to import an agent from Marnele in *The Festering Earth*.

THE HOLY WIVES MONIQUE

The Holy Wives have an abbey in There and birthing homes in the city itself. The women of this Order send midwives to villages for births that look dangerous to the health of the mother or child. Unfortunately, most deaths during childbirth aren't easy to forecast.

THE LADIES OF ALARIA

The Ladies of Alaria have relief houses and wandering members just like the Knights Ephestus. They are more sedentary, however.

SAINT TIERIA

Shrines to Saint Tieria exist throughout the Felrican lands. Most of them sit in the back of churches dedicated to other saints.

THE CHURCH OF ELDINAR

The priesthood has a temple in Felric's Redoubt, in the Sea Quarter map note. Here they minister to the needs of the Elven citizens in the City-State. The good level of relations between Ingrast and Felric's Redoubt is reflected in good relations between the Church and the Eldinarins. Eldinarin priests often find themselves invited to Church feasts in the city. At least they did under the old Bishop.

There are no other Eldinarin Orders in the city.

THE CHURCH OF ZIRUK-NURAK

The large contingent of Dwarven citizens since the diaspora of Uzarâg is permanent. This has made for Dwarven churches in Felric's Redoubt. There are Zirukan temples in every quarter of the city and shrines in many Dwarven homes. Of course, there's also the shrine to Kûlan on the southern wall of the Sea Quarter. Felricans like the Dwarves, and they find their temples curious. Dwarven priests spend a great deal of time answering simple theological questions from fascinated neighbors.

THE CHURCH OF NIKDIN

The priesthood has a small presence in Felric's Redoubt, consisting of a single chapel in the Guild Quarter. There are no other Nikdinite Orders represented in the city.

THE CHURCH OF GYLLMOULIN

The priesthood has a small presence in Felric's Redoubt. They have a temple in the Sea Quarter. There are no Gyllite Orders represented in the city.

THE ATAVISTIC CHURCH

The second biggest faith in Felric's Redoubt, the Atavists have neighborhoods in every quarter but the Noble. Usually this consists of one block that contains all Atavist residents with a sprinkling of households in the surrounding area. The Atavists live happily in Felric's Redoubt and while the Church usually only just tolerates them, in the City-State there are enough other religions that most people find more in common with them than not (they

Felric's Redoubt

are almost all Human in Felrican lands). Still, the common ground also leads to more spirited debates, so there's more good-hearted contention between them and the Faithful than in other lands.

ADVENTURE SEEDS AND WORLD THREADS

All the churches and their position in Felrican lands are World Threads.

Politics

The internal politics of Felric's Redoubt was covered earlier in this book, but there's still the matter of foreign politics. Felric's Redoubt has no major enemies except for the Great Fiends, but their trade partners warrant mention.

LUDREMON

Felric's Redoubt is a major trade partner of Ludremon. Ludremon supplies the city's entire shortfall of food, and Felric's Redoubt supplies large amounts of finished goods, many of them luxury items. There are two ways that Ludremon can import from Marnele without heavy taxes from the Marnele government. One of them is through Maroldan merchants and the other is here, through Felric's Redoubt.

INGRAST

Ingrast and Felric's Redoubt have a long-standing relationship of goodwill and commerce. They have helped to defend each other's interests for centuries, and the nations propagate a healthy trade between them. Elven art and luxury items are popular among the rich and powerful of the City-State, and Ingrast uses Felric's Redoubt as a go between for moving much of their goods out to the rest of the world. Maroldan merchants find it easier to trade here than to develop connections of their own inside the Elven wood.

MAB

The contacts between Mab and Felric's Redoubt are less intimate. Although they share a boarder and have good relations, Mab has little to offer the City-

Redoubt

State in the way of trade. So while the two nations are technically allies, the only thing Mab can grant Felric's Redoubt is access to the Dwarves to the northwest, via trade. Still, the relationship has never turned bitter, it just rarely progresses past polite.

MARNELE

Felric's Redoubt trades heavily with Marnele, as Marnench luxury items are popular among those who don't like or can't afford Elven goods. Felrican merchants also make a healthy trade off acting as a go between for Ludremon and Marnele when the two countries are at war. If there are any tensions to be caused on the part of Felric's Redoubt, they would likely be because of the desires of certain merchants to spark a war and monopolize on this trade.

MAROLDO

Merchants from Maroldo have a strong presence in Felric's Redoubt. While many would consider Felric's Redoubt one of the three great trade powerhouses, Maroldo ships outnumber anything Felric's Redoubt owns. Because of this, most Felrican overflow trade takes place by means of Maroldan merchant ships.

ADVENTURE SEEDS AND WORLD THREADS

One could build an Adventure Seed out of a Felrican merchant fanning flames between Ludremon and Marnele, but the state of war between the two nations is a World Thread, so tread carefully there. The same could be said for all the politics of Felric's Redoubt with other lands. Any threat to the status quo is a good seed for adventure, but realize that if the party fails, any lasting damage could break a World Thread.

Geography

Felrican lands are known for gentle, rolling plains and green, lush fields. This land is covered with farms and villages, crawling with plows and shepherds. The place is cultivated to the extent of it's theoretical limit.

Felric's Redoubt

COASTS

The coasts of the west and the north of Felric's Redoubt contain wide, sandy beaches, tending toward a brilliant white color when they reach Ingrast. On the land side of these beaches the occasion cliff rises, and while these aren't tall, many of them are spectacular.

HILLS AND MOUNTAINS

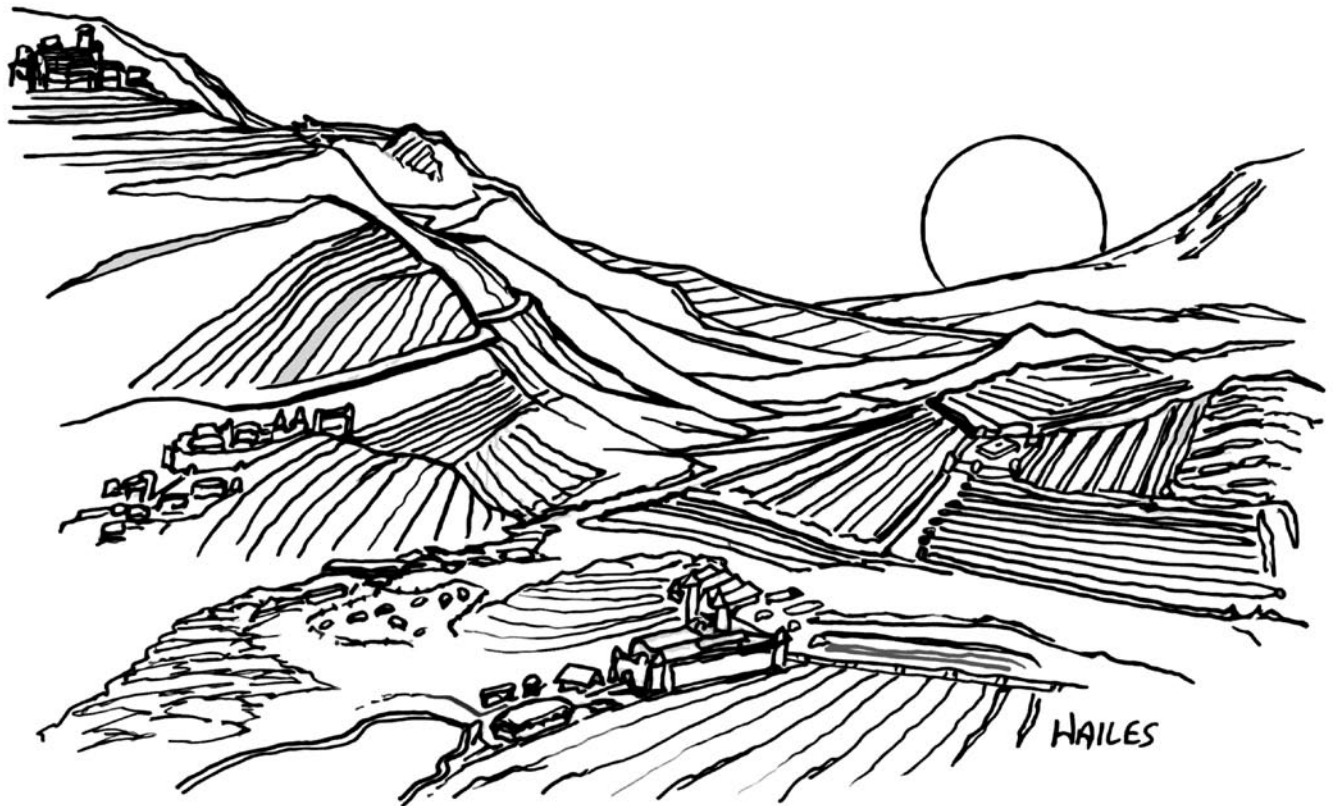
Felrican lands have few hills, and those that exist tend to follow the streams (or vice versa.) There are no mountains at all. What hills one does find are often terraced and almost always planted.

VEGETATION

Cultivated plains cover most Felrican lands. Woods are almost unheard of, and what does exist is carefully cultivated and predominantly oak (for shipbuilding). This land is fertile and resilient. Leaving the land fallow in alternating fields is enough for the land to bounce back and continue to produce good crops.

WATER

Felrican lands are covered in streams and creaks. There are no major rivers, nothing that can support ships or barges.



Felric's Redoubt

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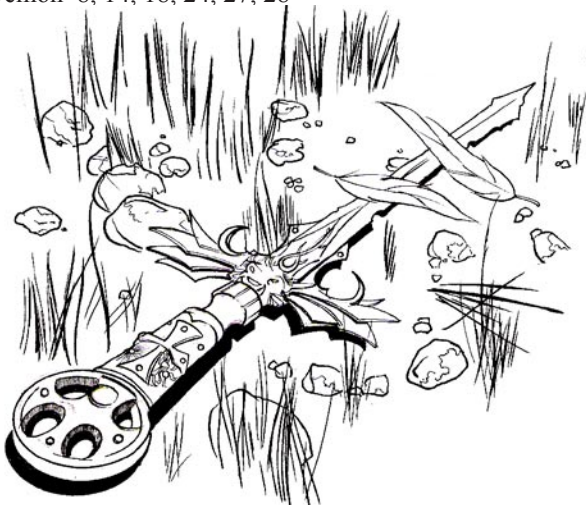
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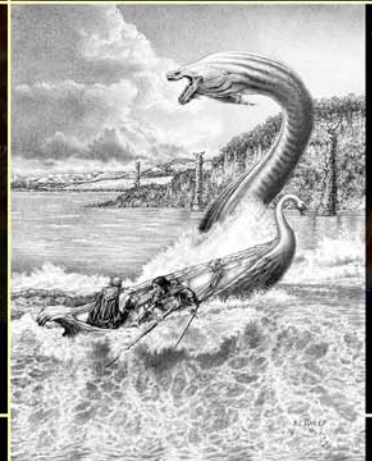
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