The campaign is loosely tied to the real-world calendar, where the year 2018 relates to the Common Year (CY) 618, which translates to the year 2768 Flan Tracking (FT). Likewise, the months roughly correspond to the real world months:

- January = Fireseek
- February = Readying
- March = Coldeven
- April = Planting
- May = Flocktime
- June = Wealsun
- July = Reaping
- August = Goodmonth
- September = Harvester
- October = Patchwall
- November = Ready'reat
- December = Sunsebb

**Overview**

The original Flan natives (the Gyri) call this land Gyruff (tr. wrought rough), pronounced “Gee-ruff” or Guy-riff” in the Flan language, depending on their accent. The first Keoish translated the name as Geoff, pronounced “Joff” in the Keogh (Common) tongue. It was once a mark that someone was a foreigner that they called the land Geoff or the Grand Duchy of Geoff. While the Gyri are still the majority, each generation is blending with new arrivals and are becoming more “Geoffians” than “Gyri”.

The traditional druidic Old Faith is still strong in Gyruff, venerating nature, the cycle of seasons and life. The druids of the Old Faith typically honor Pelor, Beory, Obad-Hai, or Ehlonna. Higher nobles must be confirmed by the Old Faith Druids. The druids reside on the autonomous Isle of Rhun within Gwyrth Bryn.

In addition to the druidic aspect of the Old Faith, the Gyri also openly worship other Flan deities. With the recent influx of immigrants, newer faiths (Oeridian, Suloise and others) are establishing themselves, gaining followers and power. Foremost among those new faiths are the devotees of Wee Jas or Lydia.

There are fourteen cantrevi (provinces) each ruled by their own llwyr (count) or arglwyth (baron) who have sworn allegiance to the Brenin (Grand Duke). The fourteenth cantrev, Arweth, was lost to Gran March during the Giant Wars, as a reluctant payment, for their help in repelling the giants, but has recently been re-integrated into Gyruff. Arweth is still trying to regain their own identity and culture after twenty-some years of Gran March rule.

As a result of the treaties that ended the Giant Wars, the thirteenth cantrev, Tjalf (tr. “toil” in giantish), was created for the giants ruled by their own giant arglwyth, a storm giant by the name of Gruka Duk.

The cantrevi of Blodyn Cain, Daden Bryd, and Rhad Derwyth, collectively known as The Downlands, east of the Stark Mounds and west of the Javan River, were part of the Kingdom of Keoland until about CY 596. The natives of The Downloads are of Flan descent. The Downlands has become home to many refugees and immigrants from Gran March, Keoland and elsewhere. With this massive influx of peoples, cultures and new ideas, The Downlands has seen a shift towards a more progressive society.

The cantrevi of, Dwyr, Gwyrth Bryn, Araul Anterth and Ystrad Cloer, farthest from the immigrants and foreign trade routes are the more traditional Gyri in race, culture and religion. They are the bastion of the Old Faith.

The cantrevi of Rhychdir Rhos, Ffwython Dol, Rhwng yr Coed, Eryrnyth and Melgorn, are in the interior of Gyruff. While a few immigrants have settled here, trade is influencing the local culture, leading to a more open minded moderation between the Old Faith/Old Ways and the New.

The dwarves, gnomes and elves on Gyruff’s border are independent allied nations, but there are some tensions. The dwarves of Stonereaver (Moradinath Mor), Deepholm and Underhill (Urtcheck) trade wealth, iron and metal goods in return for foodstuffs (i.e., mutton, bucal, beer, ale, mead, grains), cloth and leather. The gnomes of the Stark Mounds trade pottery, fine goods (i.e., jewelry, clocks, gadgets, etc.) and magic (i.e., potions and minor items) for food, cloth, leather and other surface goods. The elves trade magic (i.e., scrolls and minor items), foods (i.e., fruits, waybread, wine, etc.), fine cloth, wood (fallen trees) and fine goods (jewelry, carvings) for metals.
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Recent Changes

616-08
- New campaign logo
- Added ranks, druids, monks and clergy to some of the religious organizations.
- Added more detail on the elves and their forests
- Adjusted Chosen of Calisse
- Crime and Punishment
- Updated the Player Characters and Houserules
- Added some merchants and Brehyr Ifan ap Dyved from GNG16-01 “Old Ways/New Faiths”
- Improved deity listings
- Cleaned up Crime and Punishment
- Adjusted Organization Favors: B (Griffon Claws), C (Rangers, Longbowmen, Teulu, Old Faith, Bards, Cyvrin), D (Levy, Lydia, New Faiths, Monks, Clearsky)

616-09
- Updated recent history
- More Favor types
- Clarification on Scroll Use
- INDEX!!
- Re-arranged some sections
- More Merchant Houses
- More NPC names

616-10
- More Secret Societies: The Corporation, Order of the Green Dragon, Obsidian Blades
- G&G Skytraders breaks up into Glorandaal Bank & Exchange, Garren Brickworks and the shipping is sold to Dantelchaig Trading Company
- Added Friends of Rhys ap Rhys, Caitlyn merch Rhys, Arglwyth Andras Dryadson, ENCORE, etc.

616-11
- Added Friends of Emyr and collapse of Dantelchaig Trading Company

617-01
- Downtime under Player Characters and Houserules – Time
- All Eryrnyth residents between the ages of 21 and 36 are hereby required to present themselves to the Barracks in Gorna within thirty days or face judgement by the Minister of Justice for failing to obey the law. Those physically able to train and fight, barring exclusion for special circumstances, will commence training with the First Eryrnyth Bragad for a period of twelve months. Those imprisoned may appeal for the opportunity to serve their sentence in military service. The crown also advises all contreval nobles to begin a similar conscription and preparation for common defense by the end of Coldeven, CY 617. - Signed by the hand of High Chancellor Bran ap Aeron
- Added Gorna eXpress Shipping & Transportation Company (GX). Then dissolved it.
- Added Crafting rules for magic items.

617-02
- Princess Caitlyn is dead. 2nd of Readying, CY 617.
- Maga Shiela Eldoran is dead. 11th of Readying, CY 617.

617-03
- Noble/Warlord Economics section
- Deaths of Llwyr Victor Brightblade (Cymeravon), Arglwythes Vilina Lea (Ffrwythlon Dol) and her husband
- Confirmation of Alvestar and Ullich as Arglwythi
- More on Arweth and Additional noble names
617-04
- Gran March/Arweth updates, including troop strengths

617-06
- Arweth’s independence
- More Keoland
- More Gran March
- Sterich
- Ulek States
- Bissel

617-07
- Post Rhys the Brenin
- Added building costs, profit and loss
- Peers of the Realm

617-08
- Added fiefs in Arweth
- Increased costs for magic item production
- Friend of Caswallon the Green

618-01
- Corrected Flan and Baklunish Pantheons
- Added Xanathar’s Guide to Everything (pp127-134) for Downtime Activities
- Arweth part of Gyruff again

618-02
- Updated governmental nobles and ministers

618-03
- Magic Items Updated

618-04
- Updated formatting & Calendar
- Revised Contacts in Downtime

Player Characters and House Rules
We are using Dungeons and Dragons 5E as a basis for this campaign, set in the Grand Duchy of Geoff (Gyruff) in the World of Greyhawk. Due to the number of players and relative shortage of DM, the modules will be run multiple times, though each player and character can only play through each adventure once. Experience between modules is expected to be different.

You will need your character sheet, imagination, pencil, a miniature (of your choice, but it needs to fit in a 1”x1” square), dice and any adventure records you have earned.

Any character sheet will do, but the campaign website http://gyruff.obsidianportal.com has a link to a nice three page character sheet that you can fill out online and save to your computer. Here’s a link to it as well: http://db4sgowqjtwg.cloudfront.net/campaigns/129072/assets/621303/CharacterSheet_3Pgs__Complete.pdf?1469743804
New Characters
Player Characters begin play at level 1 with 0 XP. Use the 27 point buy ability score system as described in the PHB p 19. For example, 27 points could buy ability scores of: 15, 14, 13, 12, 10, and 8 (arrange in any order before applying race). At first level, a PC receives maximum hit points for its class. For each additional level, gain hit points are per PHB.

Playable races (and subrace)
- Dwarf: +2 Constitution, Age 50+, 4-5’ tall, average 150 lbs, speed 25’ not reduced by heavy armor, darkvision 60’, Advantage on saving throws against poison, Resistance to poison damage, Weapon Proficiency (battlesaxe, handaxe, throwing hammer, warhammer), Tool Proficiency (smith’s, brewer’s or mason’s), Stonecutting (add Proficiency to Intelligence History checks related to stonework), Languages (Common and Dwarvish), subrace:
  - Hill: +1 Wisdom, Toughness (+1 hp/level)
  - Mountain: +2 Strength, Proficiency (light and medium armor)
- Elf: +2 Dexterity, Age 100+, 5-6’ tall, slender, darkvision 60’, Proficiency (Perception), Trance (4 hrs/day), Languages (Common, Elvish), subrace:
  - High: +1 Intelligence, Weapon Proficiency (longsword, shortsword, shortbow, longbow), 1 Cantrip from Wizard list (Int), Extra Language (your choice, see below), speed 30’
  - Wood: +1 Wisdom, Weapon Proficiency (longsword, shortsword, shortbow, longbow), speed 35’, Mask of the Wild (hide in natural phenomena)
- Halfling: +2 Dexterity, Age 20+, average 3’ tall, average 40 lbs., small size, speed 25’, Lucky (on a 1 for attack, ability check or saving throw, can reroll the die and must use new roll), Brave (Advantage on saving throw vs. frightened), Nimbleness (move through medium or larger creature), Languages (Common, Halfling), subrace:
  - Lightfoot: +1 Charisma, Stealthy (Hide even behind medium or larger creature)
  - Stout: +1 Constitution, Advantage on saves against poison, resistance to poison damage
- Human: Languages (Common and one extra language of your choice, see below), see subrace:
  - Standard (mixed-race): +1 to all ability scores, speed 30’,
  - Baklunish (rare in Gyruff): +1 Strength, +1 to two other abilities, bonus feat (Mounted Combat), bonus Language (Baklunish), speed 30’. Baklunish tend towards golden-hued skin, blue-black to dark brown hair and green to gray-green eyes.
  - Flan: +1 Constitution, +1 to two other abilities, Proficiency (Nature and Survival), speed 35’, bonus Language (Flan). Flan humans have bronze-colored complexion ranging from light copper to deep dark brown. Eyes are typically dark brown, black, brown or amber. Hair is usually wavy or curly black, brown-black, dark brown or brown.
  - Oeridian: +1 Wisdom, +1 to two other abilities, BonusFeat (Savage Attacker), speed 30’, bonus Language (Oeridian). Oeridians have skin that ranges from tan to olive, hair that is honey blond, brown, reddish brown to black, typically with brown and gray eye color.
  - Suloise: +1 Intelligence, +1 to two other abilities, Bonus Feather (Magic Initiate), Bonus Language (Suloise). The Suloise typically have pale skin with albinism being far more common than among other races. Violet and pale blue eyes are common with gray and deep blue being less common. Hair color is fair from several shades of blond to light red and is often kinky in texture.
- GNOME: +2 Intelligence, Age 40+, small size, speed 25’, darkvision 60’, Gnome Cunning (Advantage on all Intelligence, Wisdom and Charisma saving throws vs. magic), Languages (Common, Gnomish), subrace:
  - Forest: +1 Dexterity, Cantrip (Minor Illusion [Int]), Speak with small beasts
  - Rock: +1 Constitution, Artificer’s Lore (add Proficiency to Intelligence History checks related to magic items, alchemical objects or technological devices), Proficiency (tinker’s tools), Tinker (spend 1 hour and 10 gp to construct Tiny clockwork device, up to 3)
- Half-Elf: +2 Charisma, +1 to two other abilities, Age 20+, 5-6’ tall, speed 30’, darkvision 60’, Advantage on saving throws vs. charmed, immune to sleep magic, Proficiency (two skills of your choice), Languages (Common, Elvish, one of your choice, see below)
- Half-Orc: +2 Strength, +1 Constitution, Age 14+, 5-6’ tall, speed 30’, darkvision 60’, Proficiency (Intimidation), Relentless Endurance (if below 0 and not killed outright, drop to 1 hp instead, 1 time/long rest), Savage Attacks (crit hit +1 damage die), Languages (Common, Orc)

Available Classes
All of the classes in the Player’s Handbook are available for play in the campaign. You may use the Quick Build option and Equipment suggestions as recommended for your chosen class and background, or you may make your own choices regarding ability scores, class features, backgrounds, equipment and the like.
All clerics and paladins must choose a deity to worship. The PC’s alignment must be within one step of that deity’s alignment. Specific deity worship is optional for other classes. (For more information seek the Sage Google to ask about any specific deity listed below, or the tome “Living Greyhawk Deities” v2.0 edited by Steven Conforti.) In addition to the cleric domains available in the PHB, you may also choose the domain of Protection as listed at the end of this section.

Backgrounds
You may choose any of the backgrounds available in the Player’s Handbook. You must take the skill proficiencies and languages as listed in the backgrounds, but you may choose your own equipment if desired (see the Equipment section below for more details). You should choose a personality trait, ideal, bond and flaw for your character from the lists for each background. If you wish to create a customized background, it must be submitted and approved by the DM.

Alignment and Attitude
All characters are expected to be non-evil HEROES.

Available Languages
To learn a new language, see Training under Time.

- Baklunish (Human)
- Common
- Draconic
- Dwarvish
- Elvish
- Flan (Human)
- Giantish
- Gnomish
- Goblin
- Halfling
- Keolandish (Human)
- Oeridian (Human)
- Orcish
- Suloise (Human)
- Sylvan
- Undercommon

Time/Days
Time in-game will be roughly tied to time out-of-game with this campaign starting mid-year in Common Year 616 (Summer 2016). There are 364 Days in the Oerth calendar in which to adventure with the remainder being Downtime. There are a variety of ways for a PC to spend their Downtime (DMG pp 127-131); for example: building a stronghold, carousing, crafting a magic item(s), gaining renown, performing sacred rights, running a business, sowing rumors, training, family or a variety of other activities. Players will be given the opportunity, during play, to join one or more organizations. Most of these organizations require an investment of time and/or money on the part of the PCs.

You have a pool of 364 days per gaming year, and we’re about to start a new year (CY 617) with a new pool of 364 days. – Please make a note on your character sheet for how you want to spend the remainder of your 364 days. Days unaccounted for are considered to be spent Practicing a Profession (Working).

Practicing a Profession (Working): While you are working, you can maintain a modest lifestyle without having to pay 1 gp/day. If you are a member of an organization that allows gainful employment (thieves guild, fight club, religious, noble or merchant organization), you can support a comfortable lifestyle instead. If you have proficiency in the Performance skill and spend your time working, you can earn enough to support a wealthy lifestyle instead.

Buying a Magic Item: Buying a magic item now costs 1 workweek (5 Days) of travel/searching and 100 gp in expenses to locate a seller of such items. There are modifiers and a table to roll up how many magic items are available for sale as a result of that workweek’s activity.

Selling a Magic Item: Selling a magic (or other rare valuable) item takes 1 workweek (5 Days) and 25 gp to spread the word and meet with potential buyers. Charisma(Persuasion) check to sell for 50% to 150% of base price.

Crafting: You can craft nonmagical objects, if you have proficiency with the requisite tools. Raw materials cost half the total market value of the finished item, and you can make up to 10 gp worth of finished goods per day. For example, crafting your own platemail [value 1,500 gp] would take 150 person-days of someone with the appropriate tool proficiency. While crafting, you can maintain a modest lifestyle (for free) or comfortable lifestyle for half cost (1 gp/day). For crafting magic items, including scrolls and potions, see the costs under Masterwork and Magic Items.

Training: If you spend 50 days at 5 gp/day (for a total of 250 gp), you can learn a new language or proficiency with a new tool. - The trainer must also spend 50 days to train a student.
Carousing/Recruiting: Carousing for a workweek (5 Days) and expenses (10 gp for lower, 50 gp for middle or 250 gp and access for upper class contacts) can develop contact(s) and/or recruiting for an organization. A Charisma(Persuasion) check may result in 0-3 hostile to allied contacts with a 10% chance of complications. Contacts can be specific/named NPCs or unspecified contacts defined at a future time. Once a contact has provided help or information, you must spend Days and expenses to reacquire them (i.e. repaying for the favor/information).

Crime: Crime (looking at you Madeline): Spending one week (7 Days) and 25 gp in bribes and gathering information on potential targets gives you a chance to get some extra coin at some risk. First, pick a DC (10, 15, 20 or 25). Second, make three checks: Dexterity(Stealth), Dexterity (Thieves Tools) and choice of Intelligence(Investigation), Wisdom(Perception) or Charisma(Deception). Result ranges from getting caught and jailed/fined (negative value of the “score”) to scoring up to 1000 gp in loot.

Gambling: Gambling for a workweek and a state of 10-1000 gp takes 3 checks: Wisdom(Insight), Charisma(Deception) and Charisma(Intimidation) against a variable DC (dependent on who they are gambling with) for results from double the “stake” loss to double the “stake” money win.

Pit Fighting: Pit Fighting for a workweek and takes three checks: Strength(Athletics), Dexterity(Acrobatics) and Constitution (+/- roll of largest Hit Die). An attack roll using one of the character’s weapons can be substituted for any of the three checks. Variable DC based on opponent(s) with failure = no income to winning 200 gp.

Performing Sacred Rites/Religious Services: A pious character can spend time between adventures participating in sacred rites in the appropriate temple, shrine or grove. These rites include various ceremonies (holy-days, weddings, funerals, ordinations, sacrifices, etc.). Religious Service for a workweek (5 Days) and involves spending time at temples and religious locations. May earn religious favors.

Research: Research for a workweek (5 Days) and 100 gp on materials with Intelligence check (+1 per 100 gp over the initial 100 gp up to +6). Learn 0 to 3 pieces of lore.

Running a Business: See Building Profit/Loss Below.

Sowing Rumors: In a town like Gorna, you can attempt to spread one rumor in 14 (4d6) consecutive days. During this time, you must spend 1 gp/day to cover costs and then you can make a DC15 Charisma (Deception or Persuasion) check. On a success, the community’s prevailing attitude towards the subject shifts one step toward friendly or hostile (your choice). If the check fails, the rumor dies and you can’t propagate it further. (However, you can make up a new rumor to spread and try again.)

Other: Additionally, we can e-mail interactions with NPCs during your downtime. Some players have established friendships, cultivated intelligence assets, asked questions and otherwise gained information of events that are happening “behind the scenes”.

Lifestyle Expenses
Choose a lifestyle and pay the associated costs per Day, even during Downtime (PHB p157-158):
- Poor = 2 sp/Day (unskilled laborers, peddlers, thieves, mercenaries and disreputable types)
- Modest = 1 gp/Day (laborers, students, priests, hedge wizards, clean/respectable)
- Comfortable = 2 gp/Day (merchants, skilled trades people, military officers)
- Wealthy = 4+ gp/Day (successful merchant, owner of small business)

Bloodied
When a PC, NPC or monster is below half their hit point maximum, they are considered “bloodied”, which is obvious to others around them. That way, the DM and fellow players have a rough gauge on the relative health without using specific hit point numbers.

Optional Skill Rolls
Take 10: If you are not distracted or threatened and there is no penalty for failure, you can use 10 instead of a die roll.
Take 20: Likewise, if you are not being distracted or threatened and there is no penalty for failure, a PC can take ten times as long to perform a task and calculate the result as if you had rolled a 20.

**Adventure Records, Favors and Death**

Adventure Records will be issued to summarize events in that PC’s life, including experience, wealth and other treasure.

Favors: Doing a favor for a noble or being part of an organization can provide a PC with a favor:
- **Type A – Royalty Favor** – can be worth up to 500 gp in services or magic item(s)
- **Type B – Major Noble** – can be worth up to 375 gp in services or magic item(s)
- **Type C – Lesser Noble/Major Organization** – can be worth up to 250 gp in services or magic
- **Type D – Wealthy** – can be worth up to 100 gp in services or magic item(s)
- **Type E – Comfortable** – can be worth up to 50 gp in services
- **Type F – Modest** – can be worth up to 25 gp in services
- **Type G – Poor** – can be worth up to 5 gp in services
- **Type H – Squalid** – can be worth up to 1 gp in services
- **Type I – Wretched** – can be worth up to 1 cp in services

Should a character die, some high level clerics and druids can cast Raise Dead for 500 gp. Should the party lack enough money, PCs can contribute time and labor to aid the cleric/druid for 2 gp per day spent working off the debt.

Characters can cash in favors for magic items. Essentially, the patron commissions the magic item to be crafted and the character can have the item after the number of Crafting Days is complete. Their prices are on the following page.
Masterwork and Magic Items

Masterwork weapons are exceptional weapons and allow a +1 on attack rolls only (not damage). Masterwork costs 100 gp more than the base weapon.

Magic items are like rare pieces of art and generally do not have a fixed value; however, powerful patrons may have items crafted as a reward (favor). Anyone wishing to sell a magic item on the market, rolls DC 20 Intelligence (Investigation) to find buyers. A failure on the roll indicates no buyers are found within 10 days. A success occurs after the number of days shown below. Buyers offer a price based on a random d100 roll plus modifiers. (DMG 130)

Base Price for magic items will use the “Sane Magic Items” source, but the “retail” price in CY618 is double due to the shortage of spellcasters: https://drive.google.com/file/d/0B8XAiXpOfz9cMWt1RTBicmpmUDg/view

Crafting an item requires a spellcaster (level as listed below) with the ability to cast the appropriate spell(s), raw materials equal to half the base price and 1 Day per 25 gp of value. If the character is not a spellcaster capable of crafting the item, favors may be required to craft it (Uncommon requires a Class D, Rare a Class C and Very Rare a Class B).

<table>
<thead>
<tr>
<th>Name</th>
<th>Retail GP</th>
<th>BasePrice</th>
<th>DMG</th>
<th>Rarity</th>
<th>MinLvl</th>
<th>Materials</th>
<th>Days</th>
<th>Notes</th>
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^ Market value of magic items is twice as high as “normal” in CY618 due to a shortage of arcane spellcasters due to the spell plague.
* Crafting an item with the ability to cast a spell, that spell slot is consumed each day of crafting, and the material components are consumed each day of crafting, increasing the cost.

**Body “Slots” for Magic Items and other equipment:**
- 2 hand slots for weapons, shields, wands, etc.
- 1 armor/chest/torso slot
- 1 head slot
- 1 neck/cape slot
- 1 arm/bracer slot
- 2 rings slot
- 1 gloves slot
- 1 boot/feet slot

**Attunement**
Attunement takes a short rest and a PC can be attuned to a maximum of 3 items at a time. After losing attunement, another attempt cannot be made for 24 hours. (DMG pp 136, 138)

**Scroll Use**
Confusing and contradictory rules in the DMG, so here’s my ruling:
- All spells on scrolls are at the lowest level that the spell can be cast.
- You can only use/activate scrolls with spells that are on your spell list.
- If a spell is on your spell list and of a level you can currently cast, you can cast it as an action.
- If a spell is on your spell list and is a higher level than you can currently cast, you can cast it as an action with a DC 10 + scroll spell level Arcana roll.

**Higher Food Costs**
The entire region is still in the throes of the Great Famine. While food is being produced in Gyruff, it is in great demand throughout the Sheldomar Valley, selling for at least twice book value.
A Geopolitical Map of the Grand Duchy of Geoff
**Gyri Culture**

The traditional Gyri have a strong connection to their land and believe in the spirits of the land and the fey. Every Gyri family plants a tree outside their home, symbolizing their family’s ties to the natural world. This tree is involved in many family ceremonies, rituals and prayers. Most Gyri families will also leave treats, little pieces of cake, thimbleful amounts of milk, etc., to appease the seelie (good) fey. The seelie fey will help the families they like and keep the unseelie fey away.

Unlike other realms, the Gyri have always enjoyed excellent relations with the demi-humans of the area. Possibly due to the low human population or devotion to the nature deities, the elves, gnomes, and dwarves do not feel threatened by the humans of Gyruff.

Most Gyri are a boisterous, passionate, rural agrarian people living in small settlements (under 400 people) that seem almost barbaric to outsiders. They are prone to over-reaction and exaggeration, but they live in a dangerous land, where giants, orcs, goblins and other monsters come out of the mountains or the dense forests. With a low population density, even wolves, boars, bears and other natural creatures are dangerous to a lone person. Many rural Gyri live together in a common steading with a wooden palisade protecting them. Longhouses with sod roofs, walls of wood and field stones are typical. Living like this leads to a clan-like feel for each steading. Nature and balance are important to the Gyri, but so are individualism and freedom. This often leads to violent conflict, especially between different communities. It takes a strong, forceful leader to bring these communities together and form a cantrevi.

Oaths and personal honor are very important. A person’s worth is measured by their trustworthiness. Other honorable Gyri will refuse to deal with an oathbreaker (anudoni). Oathbreakers suffer severe social stigma, and most either leave Gyruff or petition their lord/noble for a chance to redeem themselves by undertaking a difficult and lengthy task/quest.
**Gyri Instruments**

Harp: The most common instrument in Gyruff is the harp. Ranging from a small lyre to a 26 string portable Celtic harp, almost every household has a harper.

Lute: Citterns, lutes, mandolins and other string instruments are common as well. They provide a wide range of chords and are fairly portable.

Shawm: A shawm is a double-reed instrument like an oboe or bassoon.

Flute: The flute is a reedless wind instrument.

Hand Drums: A pair of double-headed skin drums are pounded with hand or occasionally sticks to provide the appropriate beat.

Longhorn: There are two types of longhorn: the upright Carnyx and the long horizontal alphorn. The Carnyx is usually made of bronze and is a type of trumpet with an elongated S shape held so that the long straight central portion was vertical. The alphorn is typically constructed of wood with a conical bore and a wooden cup-shaped mouthpiece, but is only found in some of the more remote mountain villages.

Pan pipes: Favored by satyrs, they have been taught to some of the Flan.
Old Faith Religion

The Old Faith consists of worship of 4 main deities: Beory (the Oerth Mother), Pelor (the Sun Father), Ehlonna (Woods) and Obad Hai (Rebirth/Greenman). The druids wield quite a bit of power in Gyruff, as they must approve any glwyi (tr. noble) candidate for arglwyth, llwyr or brenin.

Maintaining the eternal circle of life is most important to the Old Faith, which emphasizes renewal, growth, reproduction and death. Publicly, they are above politics and anything less than a generation is temporary and trivial. Death and winter exists to make room for new life and spring.

The Power of Four is important to the Old Faith: four seasons, four elements, four corners, four celestial bodies (Oerth, the Sun, Luna and Celene), four roles (mother, father, daughter, son). Even the Fey have four domains (Bright Winter = Spring, Bright Summer = Summer, Dark Summer = Autumn and Dark Winter = Winter). Each domain is ruled by a Seelie and an Unseelie couple (both Greater Fey).

The druids, Fey and nature are in a symbiotic relationship. As the natural world is destroyed, the Fey retreat into their demi-planes and the natural magic of the area is diminished. Druids get their power from nature and the Fey, so they try to protect them and encourage their followers to revere nature.

Each spring, Obad-Hai is born and grows into an eager and daring boy. At the threshold of summer, Ehlonna comes to him and guides him to manhood. In the summer, Obad-Hai becomes the Stag King and leads the Wild Hunt. His strength withers in the autumn until he is the Shalm. At the last breath of the year, the Raven Queen comes and slays him with a single stroke and hangs the corpse from the Summer Tree for seven days, at the end of which Pelor cuts him down and buries him so that he is in the embrace of his mother, Beory. Ehlonna comes to the grave and waters it with her tears. From that grave sprouts a sapling that gives forth a single fruit. The fruit ripens, falls to the ground, and splits open to reveal the boy – Obad-Hai – beginning the circle anew. Obad-Hai was the inspiration for The Greenman.

The Greenman is the Fey embodiment of the Spirit of the Land, which is renewed by the soul of the mortal Brenin. After the Flan were displaced by Oeridians and Sueloise, only a few places on Oerth still have their Greenman (Gyruff, Dreadwood in Keoland and Duchy of Tenh [before being overrun by Stonehold]).

With the Old Faith druids, it is easy to lose sight of the fact that there is some organized religion in Gyruff. For example, the Arglwyth of Rhwng yr Coed was a priest of Allitur and had a temple dedicated to his deity.
Gyri History

The history and culture of Gyruff are preserved by the Prydythi, an order of Old Lore Bards, who use song and tale to both entertain and teach. (Note: Subtract 2151 from the Flan Tracking (FT) to derive the Common Year (CY) and vice versa.)

Long ago, Oerth was naught but lifeless stones and dust. Beory arose from the essence of Oerth itself, looked over the windswept, broken land, and saw promise. Hope and the desire to give of herself filled her, and she danced across the barren land. As she danced, she cut her foot on the sharp rocks of the young world, and her blood sprinkled the ground where she stepped. Far above, Pelor turned his eye to the dancing goddess, and he fell in love as he watched her dance. Beory’s blood mingled with the soil and Pelor’s light shone from the heavens. Living things grew in the wake of Beory’s dance, and the world blossomed for the first time.

The young Oerth was still primitive elements (Earth, Air, Fire and Water) and acted upon by a combination of Positive and Negative Energy when giants and dragons first emerged, which is why they have such a strong elemental affinity. Giants were more social than dragons and built cities and nations. An empire called Jotenheim was formed, including the Crystalmists, Barrier Peaks, Lortmils and the lands surrounding and between.

Imperial Jotenheim was a caste centric society following Annan’s Order of Things. Ogres were labor beasts. Trolls were hunting and fishing beasts. Ettings were miners. Hill giants were peasants and herdsmen. Stone giants were masons, sculptors, and architects. Frost giants and Firbolgs were hunters, trainers, tanners, and brewers. Fire giants were soldiers, artisans, and smiths. Cloud giants were administrators, bards, bureaucrats, and diviners. Storm giants were governors, judges, generals, and elementalists. The imperial family was storm giants, who re-made themselves into eldritch giants. The change greatly increased their life span but also decreased their fertility. The emperor, called The Storm King, specialized in planar magic. These older races did not deal well with the coming of humanoids.

The Fey (some of them, anyway) claim to have invented magic and taught the first elves, but they very well could be lying. The Fey are essentially immortal, highly social and whimsical extra-planar creatures. In order to survive the Material Plane and not become mortal, the Fey had to bind themselves to some more permanent aspect. Seelie Fey bind themselves to natural features, such as trees, rocks and pools. Unseelie Fey bind themselves to aspects of mortal suffering. Some shadow Fey bound themselves to the Plane of Shadow, but they can still enter the Material Plane. – The Fey have somehow created several demi-planes that overlap the Material Plane in what are called The Fading Lands. The Fey can retreat into their demi-planes in times of need, where they are essentially immortal, but as they retreat into The Fading Lands, the overlap diminishes and may eventually be lost.

Elves claim their origin from the blood of Corellon Larethian. Dragons either befriended or ate the elves. Giants saw the elves as an inferior species and kept them as household servants. Then dwarves emerged from the Underdark, natural enemies of the giants, but were organized and attacked from below with specialized tactics using favorable terrain. Goblins arose and were subjugated by the giants for use against the dwarves. In time, Imperial Jotenheim fell into legend.

As the giants dissolved into loose clans, the elves and dragons made war. Elves taught the Su-El humans (originally west of the Crystalmists and Helfurnaces) magic in order to use them against the dragons, believing the humans’ greater fertility rate would turn the war to their favor. Then orcs emerged as a natural enemy of the elves, drawing their attention. The Su-El humans eventually turned on their former elven masters, building their own empire and attempting to enslave other human races. The Suloise typically have pale skin with albinism being far more common than among other races. Violet and pale blue eyes are common with gray and deep blue being less common. Hair color is fair from several shades of blond to light red and is often kinky in texture.

One of these other human races in the west was the Baklunish, who had been taught magic from elemental princes (Genies). There were two types of Baklunish: the imperial Baklunish who built permanent settlements and the nomadic Baklunish, who traveled in caravans. Baklunish tend towards golden-hued skin, blue-black to dark brown hair and green to gray-green eyes.

The elves repeated their attempt to train humanity as warriors. Their second attempt was the Flan, primitive hunter gathers who worshipped their creator-goddess Beory. Their magic was shamanistic, tied to the environment and the fey. Flan humans have bronze-colored complexion ranging from light copper to deep dark brown. Eyes are typically dark brown, black, brown or amber. Hair is usually wavy or curly black, brown-black, dark brown or brown.
Llywellyn, a druid of Pelor, united the Flan in the Sheldomar Valley as the first and last druid king. Llywellyn established relations between the Flan druids, nobility and fey. He built the first standing stones, gates for humans to use The Ways of the World, a fey transportation network. When he learned about the link between natural magic and the fey, he developed a way to bind a human to the Spirit of the Land, even when many lesser fey were not present. A single human soul could last for generations, depending on the demands placed on the Spirit of the Land. Llywellyn volunteered to be the first sacrifice. While the druidic hierarchy survived, the Flan clans were no longer unified.

Around FT 383 (CY -1768), Vecna ap Kajac, son of a Flan chieftain, was raised as a house servant of the High King of the elves and trained in elven wizardry. He then unified the Flan tribes again, became an undead lich, slew most of the druids and turned against the High King of the elves. He isolated Celene, destroyed the elven kingdom of Aliador in the Griff Mountains, slew the High King and destroyed all but three cities. Vecna was eventually slain by his lieutenant Kas, using a sword forged by Vecna’s own hand around FT 1000. With the “death” of the Whispered One, most Flan rejected his institutions and returned to tribal existence, where the druids rose again.

Oeridians, another human race, have skin that ranges from tan to olive, hair that is honey blond, brown, reddish brown to black, typically with brown and gray eye color. Around FT 1507 (CY -644), tribes of Oeridian horse barbarians inhabiting the steppes and foothills of what is now Ull united into a single confederation to resist the imperial Baklunish across the Ulspur Mountains and from the nomadic Baklunish from the north.

The beginning of the Baklunish-Suloise Wars started in FT 1666 (CY -485), where both sides used hordes of humanoid (orc) mercenaries. Oeridians were driven northwards and eastwards, following a manifest destiny and fleeing the wars. Many Suel, fleeing the great wars, crossed into the Sheldomar Valley into what is now The Yeomanry in FT 1705 (CY -446). In FT 1730 (CY -421), the Invoked Devastation and Rain of Colorless Fire, known as the Twin Cataclysms, destroyed both the Baklunish and Suloise Empires.

As the Oeridians and Suel moved into the Flanaess, they conquered, absorbed, or displaced Flan humanity in all but three locations. The Tenh Flan did not revert to tribalism after the fall of Vecna. They kept their cities and founded a kingdom which retained its independence. The Sulm Flan founded a kingdom under the mage-king Shatlock, however Shatlock was duped by Tharizdun and destroyed his kingdom, turning it into the Bright Desert. The Flan of Gyruff in the Sheldomar Valley were in an area that was geographically isolated by mountains, elves, gnomes, and swamp. The hilly valley of Gyruff was left mostly untouched. For the most part, the newcomers were interested in the farmlands of Keoland and more productive mines elsewhere in the Sheldomar Valley. The hilly lands of Gyruff are not suited for most agriculture, but sheep, goats and other grazing animals do fine. The Gyri clans occasionally fought among themselves, but generally lived in peace for hundreds of years.

The Gyruff valley was finally invaded by the Keois in FT 2396-2466 (CY 245-315). In response, lowerth the Farsighted, a druid and a chieftain, united the clans for the first time as the first Brenin (tr. king). Lowerth’s grandson finally ended the war in FT 2466 with the Wealsun Proclamation, which made “Geoff” a Grand Duchy of the Kingdom of Keoland, but allowed the “Grand Duke” to retain his own autonomy and governmental system.

In FT 2588-2600 (CY 437-449), Keoland began a series of aggressive imperialistic wars. The Grand Duchy of Geoff, the Yeomanry and the Ulek States refused to send support. Then Keoland found cause to suspect Grand Duke Arnold of treachery and invaded Geoff. The invasion pushed to the very walls of Gorna, the capital, until fallen Keois rote rose as swordwraths against their former brethren. The Keois army was destroyed and Geoff/Gyruff became independent once again. For over 150 years, the Stark Mounds Swordwraths attacked anyone with even a drop of Keois blood.

The Geoff/Gyruff Civil War started in FT 2647-2651 (CY 496-500) when Llwygr Grannus of Rhychdir Rhos attempted a political coup against Brenin Rohan III. Both men died in the war, which only ended when the daughter of Rohan III married Rohan, son of Grannus. Rohan was hung on the Summer Tree and was recognized as Brenin Rohan IV.

During the Winter Solstice, FT 2732 (CY 581), the Green Man, physical manifestation of Gyruff’s spirit of the land, appeared at the court in Gorna and warned: “Winter comes, the sun will sit till ten times the seasons turn.” Ancient giants returned from the past to organize the giants and attempted to rebuild their long dead empire. The Gyri people, unaccustomed to giants and other humanoids working in a coordinated assault, were taken by complete surprise, but so were their neighbors in the March of Sterich. The invaders advanced almost as fast as word of the invasion could travel. Many Gyri were killed or captured, buying time for friends and loved ones to escape to neighboring lands. The massed armies of the giants only
stopped when they reached the Javan River. Whether it was a strategic point or it was the limit of their supply lines was never truly discovered, but the line remained there for over a year. For the next ten years, Gyruff was plagued by a winter and famine that wouldn’t end.

Through heroic action and a couple of pitched battles, the coalition of Gyri, Gran March and Keoish troops were able to retake the city of Hochoch and the cantrev of Arweth, but the cantrev was immediately claimed as a protectorate of Gran March and Knights of the Watch. Owen the Brenin then pledged fealty to King Kimbertos Skotti in return for The Downlands (three provinces between the Stark Mounds and the Javan River recently reclaimed from the giants) and Keoish aid in retaking Gyruff from the Giants. Brenin Owen was then sacrificed by the Druids to become the next Greenman. New glwyi (nobility) were elected from among the few surviving nobles and Peers (Knights) of Gyruff. They underwent the Druidic trials to be recognized as the new Brenin (Grand Duke), Llwri (Counts) and Arglwythi (Barons).

Heroes, including new Brenin Rhys ap Colwyn, defeated Nosra (the Hill Giant Chieftain), then Arbrozzar (Frost Giant Wizard and General) and the Frost Giant Jarl. The magical vortex of cold that had been paralyzing Gyruff and much of the Sheldomar Valley was lifted, though the thaw was long in coming.

Brenin Rhys ap Colwyn then married Princess Kialla Skotti of Keoland in CY 592 to start a new era of cooperation against the Giants. Through the will of the Gyri people, supported by their allies (Gran March, Keoland, Knights of the Watch, Elves, Dwarves, Gnomes, Giant Eagles and others) and mercenaries, the giants and their minions were defeated. The Storm King and his sons are finally defeated in CY 593, ending the War Against the Giants. Surrendering giants and their minions were offered lands to settle in an effort to ensure the peace.

The cantrev of Melgorn was given over to the half-orc Arth of Clearsky as its Arglwyth. Surrendering orcs and goblinoids were allowed to settle under supervision of Arglwyth Arth of Melgorn. Surrendering giants were allowed to settle in the lands west of the Hornwood in the lands known as Tjalif, where they have lived “peacefully”.

Keoland suffered heavily towards the end of the War Against the Giants. King Kimbertos Skotti was thought dead for years, during which time his daughter ruled as Regent while the nobility was paralyzed and could not elect a new king. The Great Famine caused by the green slime epidemic during the War Against the Giants had a lasting impact. It was followed by the Plague (the magic-resistant black scour taint), further depopulating the agricultural lands of Keoland. Finally, the Undead Army of the Returned poured out of the Rushmoors on the march to Niole Dra (Keoland’s capital). The Army of the Returned was only stopped by tremendous heroism on the recently returned (to life) King Kimbertos Skotti, Lord Holphin Neheli and others.

Major miracles prevented the Army of the Returned from crossing the Javan in force. Low-level positive energy now flows down the Javan and Realstream Rivers, getting fairly diluted before reaching Aberglain. Most of the March of Mandismoor (including Ravonnar) up through Tenwalls-on-the-Bluff in Daden Bryd experienced toxic levels of positive radiation, including the fledgling village of Menteith. Knight’s Rest and the Granite Quarry are still habitable, but the road east went into disuse.

In an ironic twist, refugees FROM Keoland settled into the Downlands, particularly around Aberglain, Caer Glys and Pymtheg Cerrig.

Gran March still holds the cantrev of Arweth, although its possession is still contested by Gyruff.

Shadow undead and adult shadow dragons (Hasfornes’ offspring) still roam the Dim Forest, limiting the elves efforts to retake the forest.

The King of the Stark Mounds Gnomes passed away and Archmage Ingomar “Ingot” Quikbucon has become the new King, based in Richmound.

The dwarves of Moradinath-Mor (Stonereaver clan) have all been restored, but have only limited trade contact with Gyruff. The glaciers of the Frost Giants melted away (mostly) as Oerth’s climate slowly recovered from the Storm King’s influence. Deepholm has re-established a new set of mines west of Gyruff, but the Sundered City of the Dwarves (the old Deepholm) is overrun with Goblins and Duergar.
Gyruff has become a breadbasket and economic powerhouse of the Sheldomar Valley, supplying mutton, wool, bucal (bison) meat and leather, copper, silver, gold, gems and even some grains for export.

Three cultural groups/factions have developed in Geoff/Gyruff. There are those that follow the traditional ways and Old Faith, who are stronger in western and rural Gyruff. The Keoish immigrants with their Suloise and Oeridian gods are strongest in the Downlands. The middle third has attempted to balance the Old Ways and the New, while accommodating the surrendered humanoids and giants.

Princess/Grand Duchess Kialla Skotti, wife of the Brenin, gave birth to a son, Rhys ap Rhys, in the fall of CY 593, followed by a daughter, Caitlyn merch Rhys in CY 599 before dying in childbirth with a second son, Shaun ap Rhys in CY 608. Brenin Rhys ap Colwyn dropped out of the public eye after his wife’s death and the country is managed by the now aged High Chancellor Bran ap Aeron and Janice Goldbloom, Personal Secretary to the Brenin. Magnus Thomlin G. Pebblebottom is the High Mage of Gyruff.

Llwyres Sierra Blackblade died in Cysgod Annwyn (the Shadow Plane analog to Gyruff) and her brother, Victor Brightblade returned to Gyruff and became the new Llwyr of Cymeravon in CY 599.

Llwyres Rhian accepted a tribe of Fire Giants into a reservation west of Pregmere and settled down with Yyrlan, a traditional Flan and former First Bow of the Longbowmen. They have two older sons and two younger daughters.

In CY 600, many Gyri became disillusioned with the Old Faith, claiming the widespread famine to be a failing of their gods. The Old Faith continued to be the dominant religion in Geoff. Gorna was reinstated as the capital of the Grand Duchy. The Gyri standing army was dissolved, returning to the traditional cantrevi militia supporting each individual noble.

In CY 607, Arglwyth Rheinhalt ap Rhydwyn passed away and his uncle, the older Awesten ap Cadwaler was recognized and passed the druidic trials as Llwyr of Daden Bryd. Competition between merchant houses in the Downlands became ugly. Famine continued to drive up food prices. The Downlands commercial underground grew, expanding into food smuggling.

Arglwyth Ilan ap Dyved died after an illness in CY 611 and was replaced by Arglwyth Andras Dryadson, a bard from the College of Cainaith.

In the first seven months of CY 616, Arglwyth Arth of Clearsky (Melgorn) passed away and the Brenin has not recognized a new candidate for Melgorn. The cantrevi of Blodyn Cain and Rhad Derwyth also lie leaderless, though they have (unrecognized) claims for leadership. Llwyr Awesten ap Cadwaler of Daden Bryd is aged and ailing, attended by his Keoish wife and her son (who Awesten then adopted) Emyr Cadwaler. Brenin Rhys ap Colwyn is now 53 years old.

In Harvest (the eighth month) of CY 616, three of Brehyr Ifan ap Dyved’s children (in Pymtheg Cerrig) died and their bodies stolen. Old wounds and cultural differences between the Traditionalist Flan and immigrants, namely the former Keoish followers of Wee Jas, resurfaced and the community was nearly torn apart. When the parents didn’t agree on which religious funereal rites to follow, members of the community took it upon themselves to perform the rites themselves. Heroes helped return the bodies of the children, but the rifts between factions remains.

A vicious trade war among the merchant houses in the Downlands has reached new lows as it is revealed that Western Royal Trading Company was behind the bodysnatching of one of Brehyr Ifan ap Dyved’s deceased children (grandchild of Brulgan Vitteros, owner of Dantelchaig Trading Company). Western Royal has been banned from Pymtheg Cerrig by the Brehyr and key members of that organization are wanted on criminal charges.

G&G Skytraders also suffered significant financial setbacks as their famed skyship, “Lady Goldencrown” was attacked and destroyed by a green dragon. Then, the pawn shop and G&G headquarters in Pymtheg Cerrig was burned to the ground with some loss of life. Lord Alvestar Glorandaal, one of the founders of G&G Skytraders and Ambassador to the Oytwood Elves, has made a claim on the title of Arglwyth of Bloodyn Cain and been recognized by the Brenin. Lord Janos Garren, the other founder of G&G Skytraders and founder of Garren Brickworks in Aberglain, is making a claim for Arglwyth of Rhad Derwyth.

In Aberglain, Arglwyth Awesten ap Cadwaler passed away. Awesten was a Flan hero and veteran of the War Against the Giants. He served with distinction in holding the giants at the Javan (Fort of Whitesands Ford), retaking Pelyth’s Cove, retaking Hochoch, the Battle of Bloody Ridge, retaking of the Downlands and was a volunteer serving at the final defense of
Tenwalls-on-the-Bluff at the end of the war. Awesten’s older brother’s son was chosen as first Arglwyth of Daden Bryd, but when he died without an heir, he received the Brenin’s blessing and underwent the Druidic trials to become the next Arglwyth of Daden Bryd. He married an Oeridian noble widow from Keoland with a newborn son (Emyr) and the couple had four daughters of their own. Awesten adopted Emyr and sent him to Niole Dra for a formal education and experience with Keoish politics before he was recalled to help when Awesten’s health failed. Now that Awesten has passed, the eyes of Daden Bryd look to Emyr Cadwaler as the next candidate for Arglwyth.

In Fireseek, CY 617, the giant refuge known as Tjalf was recognized by Brenin Rhys ap Colwyn as a cantrev of Gyruff. Storm Giant Gruka Duk, the reincarnation of one of the Brenin’s old companions, was named by the Brenin as new Arglwyth, but he has yet to be confirmed by the druids. Ullich ap Llen, a half-orc, was nominated for Melgorn and confirmed by the druids.

During Flocktime, CY 617, a coup in the County of Arweth has deposed the governor from Gran March and put Gareth Gaelyn Arweth, heir of Count Padrig ap Bedwyn, into power.

During Wealsun, the sixth month of the Common Year 617, Brenin Rhys ap Colwyn, Archdruid Gwenillian and most of the Brenin’s Court were killed in Gorna. This has resulted in a power vacuum as the people, nobility and druids attempt to return to order.
Terrain, Weather and Climate

Gyruff is full of rolling hills, deep woods and high snowcapped mountains. Heather, green grasses and flowers grow wild throughout the land. Pregmere is the site of hot springs that the fire giants enjoy.

Gyruff has plenty of rain. Mountain fog is common, as is fog around rivers, lakes and the forests. The swath of land between the Dim and Oytwood is particularly known for its thick fog.

In winter, rain turns to snow, with a substantial amount, especially in the west and mountains. The lowland lakes have been known to turn icy in early Ready'reat.

Spring brings floods and more severe winters bring more severe floods when the thaw comes.

Flora and Fauna

In Gyruff, leeks dominate the garden, apple trees the grove-stands, and sheep dominate the rolling landscape. Cattle could thrive here just fine, but they are not common to the culture, and so goat’s milk and lamb’s meat are more familiar to the Gyri. The fields and woods teem with game, rabbits and deer being most commonly hunted for their meat and hides. Bucal (tr. bison) and mountain goats dominate the alpine meadows and canyons, and are sources of food as well as clothing and labor. Hunted or domestic, the Gyri do not waste any part of the animal, so wool, fur, leather, oils, and hide-glue, as well as meat, are all gathered from the beasts.

It is said that sheep, deer, and Gyri are the most populous inhabitants of the land...in that order (though I think that last part a slight exaggeration). Elk, bears, wolves and wild boars are common enough, and even more so the further one ventures into the wilds of the land. Such a venturer, if he’s lucky, might even catch a glimpse of the White Stag, a portentous and magical animal in Gyric culture. Some relegate it to myth and legend, though most Gyri believe (if they do now know) otherwise.

Four legged beasts are not the only animals for which Gyruff is known though. Majestic golden and whitecrown eagles are the monarchs of the birds in the sky, and make their home in the peaks of both the Stark Mounds and the surrounding mountain ranges. They are considered a particularly sacred animal in the ancient culture of our Flanan ancestors and the Gyri use their feathers as fetishes, tokens, charms and decoration. The giant eagles of the Barrier Peaks are especially revered by the Gyri, and sightings of the magical beasts are considered a very good omen by the ffolk. The formidable creatures are intelligent, have a language all their own, and have even allied with the Gyri when the Land is threatened.

As for the cold rivers and lakes of Gyruff, they are home to Peakborn white gill, steelhead trout, and the ever-plentiful brithyll (tr. spotted trout). Indeed the villages along the waters rely on fish for much of their diet, and in the cantrev of Rhwng yr Coed, fishing the Javan is a way of life. The most unique waterborne native is the tandwr fish; the hotwater adapted fish found in the hot springs of Pregmere. No one is sure how they came to live in the hot springs, or why they are found only in Gyruff. To their detriment, the scarlet fish are very tasty, and fishing has depleted their numbers greatly. The tandwr fish isn’t the only animal unique to Gyruff. There are a number of beasts that share the distinction of being native to our land: Geoff Mountain Pony, Bucal (bison), and Griffon.

As the Gyri people traded their boar-spears and arrows for plows and hoes, they had an easy time of finding crops to grow. In fact, the chore likely lay in choosing which to plant. Small grains such as oats grow wild in the land, especially in the northern hills, and over half a dozen varieties of oat alone can be found in Gyruff. Many types of maize and wheat are also cultivated throughout, though they are better suited to central Gyruff where the soil is ever just slightly drier than the oft-rain-soaked lands at the foot of the mountains. Lettuce, squash and cabbage are grown, but more popular with the Gyri are the root plants: onions, potatoes, carrots and most especially turnips and leeks. Basically, the hardier the plant, the more recipes it can be found in.

Indeed, Gyric tastes have been dictated by what the land will provide. For example: Grapes do not grow in Gyruff, and so wine is an exotic import enjoyed by the few who can afford it. Instead, the Gyri have ‘made due’ by fermenting the fruit of the abundant apple trees to make their famed siedr (tr. cider). Bardseed, Gellygen, Russett Pippin, and Ioan Downie are all apple varieties native to Gyruff, and are used in hundreds of siedr and meal recipes. I’m partial to Bardseed apples and its siedr. An interesting note: legend has it that the Bardseed apple is named after the master bard Kindler, who is said to have planted the first seed of that variety after bringing an apple back from the feylands.
Hornwood Trees
Tall and straight, black-barked, with narrow, spearhead shaped leaves, the species grows only in the Hornwood Forest and its wood is highly valued for making longbows. While the cut wood can vary in color from light yellow to deep red (making it hard for a novice to distinguish it from other varieties), the telltale sign of hornwood is that it is always elastic and very close-grained, making for a very flexible yet extraordinarily strong bow stave; the hallmark of the famed Gyric longbow.

The hornwood is a peculiar specimen in that it exhibits traits of both evergreen and broadleafed trees. It has a broadleaf, yet the male variety’s fruit is a long and pointed hornshaped cone, such as is found on pines and firs. However, unlike those evergreens whose branches droop towards the ground, the strong boughs of the hornwood branch straight from the trunk at right angles. Both male and female trees bloom with small white flowers in the spring, and drop their golden leaves in the fall. The black bark varies from scaly to stingy on the surface, and is a reddish gold color underneath regardless of the actual color of the wood.

As far as bowyers are concerned though, the color of the wood is the key and the male variety of the hornwood tree has the darkest and closest-grained wood, making it the best for making bow staves. The female variety has lighter colored wood, and less compact grain, yet it is only slightly less well suited for making bows and well superior to birch or ash or even yew.

Yet not every Hornwood tree, male or female, is alike. For the absolute best bow wood, one must travel high into the Hornwood, up the steep foothills of the Crystalmists. Something about the altitude makes the Hornwood trees that grow in those heights consistently yield the very best wood in the whole of Oerth, yet harvesting from those dangerous environs it is a risky proposition making it a very rare and expensive commodity.

Fuinoira Trees
Called ‘night everlasting’ trees by the wood elves, they have an imposing and ubiquitous presence in the Dim forest. Their name comes from the dense leaf-span, which can grow up to one hundred feet across, intertwining with other trees, and blocking nearly all sunlight. Indeed this species is the reason the forest is ‘Dim’. It is often hard to tell where the overlapping boughs of one tree end and another begin, making them especially suitable for elven foot traffic.

Broader than they are tall, rarely reaching more than seventy feet in height. The trunks however are some of the largest in the Flannaes and have been known to reach diameters of twenty feet. Most average about ten. Because the thick leafy canopies prevent nearly all sun from reaching the forest floor, there is even less undergrowth in the Dim forest than in most temperate forests and what sparse growth there is consists of flora that grows well in the shade such as ferns, moss, clovers, violets, and such. Occasionally, there are stands of oak or maple or ash trees that crop up in the Dim, but for the most part, other trees cannot compete with the sun-greedy fuinoira.

Ironwood
The best (and most costly) bridges and buildings in Gyruff are made of ironwood. This broadleaf tree is the strongest of all the hardwoods in Gyruff due to its extremely close grain, which is barely visible with the naked eye. The wood is so dense, that one log weighs as much as three equally sized logs of oak. Resistant to water rot, ironwood is the favored material for bridge building, though it is extremely hard to work, and is most often used as whole logs. It is too heavy to be used as boat timbers.

Ironwood grows primarily in the Oytwood, as well as in the Hornwood, and is discernable by its russet colored bark and its large leaves. The grey olve of the Oytwood claim that the ironwood originated in the Oyt, and while this is debatable, it is certainly true that they are masters at working the stubborn wood. Most of their largest structures are built in the branches of a hornwood tree, and the timber has proven to be ideal for fortifications both elven and Gyri alike.
**Serencolvi Trees**
The ancient Flan druids planted groves of the ‘star trees’ in the Dim forest in ages long past. The rare trees are most unusual and much revered by the Old Faith. They have smooth white trunks and leaves of mild green that shimmer when light hits them. As they mature, they have a tendency to intertwine their branches with nearby serencolvi, until they are no longer distinguishable from one another, forming a solid shimmering canopy of leaves. It is said that they have mystical properties.

**Straffern**
This is a new species to Gyruff discovered in the last few years by an elven herbalist by the name of Nenarömé. It originally appeared around the town of Hocholve after the invasion, and is most definitely worthy of mention due to the effect it has on our enemies, the giants. It is similar in appearance to a common fern, with dark green leaves, but it produces purple flowers that resemble buttercups. On the underside of the leaves, peculiar bi-chambered stomata emit a colorless yet pungent gas, which appears to act as a catalyst for its reproductive spores. When inhaled by giants, and only by giants, the spores implant and grow, killing the giant host in the process.

Unfortunately, the plant is very fragile and cannot be exposed to sunlight, cannot be transplanted, and cannot reproduce without a giant host. Even plant spells used to affect the plant fail, and attempts to take it out of the Dim forest have met with no success. It has however, been planted along the border of the Dim by the wood elves, and has been most effective in deterring any giant kin from entering those woods.
**Social Status in Geoff/Gyruff**

The Grand Duke/Brenin is the warlord of warlords, who rules the other high nobles and the rest of the country.

The Brenin’s Council consists of the ministers who oversee elements of the government on the Brenin’s behalf.

High nobles “own” all the land, buildings and resources within their cantrev (tr. province: county or barony), but often give out fiefs to lower nobles and/or give/sell “life estates”. The more influential of the high nobles is a llwyr (tr. count, feminine: llwyres, plural: llwri). The less influential is an arglwyth (tr. baron, feminine: arglwythes, plural: arglwthi).

Low nobles “own” all the land, buildings and resources within their fief, usually a thorp or hamlet and everything within a few miles radius, the largest fiefs being almost 30 miles across. They can then sell/give “life estates” out of their fief at their discretion. Low nobles are known as a brehyr (tr. baronet, feminine: brehyres, plural: brehyri).

Peers of the Realm (tr. knights) are chosen by the Brenin for bravery, loyalty, the willingness to risk one’s life for the Land and bold leadership in battle. They are addressed as Ser or Seres. They may or may not be granted a life estate.

Teulu (tr. noble companions) are ffolk or trevdyn who have been with a high noble for a long time and has proven to be worthy on the battlefield. Teulu (Noble Companions) often can be found around the noble’s table in peacetime and ride with him or her in times of war. They are not quite knights, but garnered more social status than other commoners.

Ffolk (rural manor lord) or Trevdyn (urban manor lords) can have a “life estate” that allows them rights to property for life as long as they pay their annual rent (typically 10% of the property value) to the Brehyr/high noble who owns it. They can then sub-lease land or rooms to Arddwr.

Arddwr are standard freemen, farmers or craftsmen who must rent their home from the local Ffolk or Trevdyn. Often they perform tasks for reduced rent. They are not serfs however, and may leave any time they wish.

**Leadership of Gyruff**

Eridan Shadowblade, Arglwyth of Dwyr, Spymaster and Regent

**Brenin’s Council**

Magnus Gleep Wurp, High Mage of Gyruff

Alena Araul, (Flan) Radiant Servant of Pelor, Religious Advisor and Minister of Health (Age 67)

- Order of the Staff (Healing and healing magic)
- Order of Celestis (Rare and magical disease, ancient healing relics)

Harrison Mojo, (Baklunish monk), Ministry of the Treasury, Master of Coin, Weights & Measures (Age 54)

- Weights and Measures (fair trade across Gyruff)
- Revenue Services (assessment and collection of taxes)
- Gyri Aid Administration (maintaining and executing aid packages to Gyri cantrevs as needed)
- Treasury Guard (guard the monetary assets of Gyruff)
- Wolfpack 26 as Enforcement Arm

Essvaress, Young Green Dragon, Minister of Education

- Department of Cultural Heritage

Angus ap Chattelguard, Cadofyth of Eryrnyth, Minister of Defense

- Order of Griffon Claws (protecting the Brenin and royal family)
- Order of Griffon Knights (elite mounted cavalry, ground)
- Order of Griffon Wings (elite mounted cavalry, air)
- Order of Griffon Strike (arcane and arcane archers) – Divisions dedicated to elemental forces (fire, cold, sonic, etc.)
- Order of Griffon: (elite ground forces)
- Wolfpacks (fast action mixed commando units)
- Department of Military Preparedness (integration of cantreval units into unified Gyri army in times of need)

Nicole Fairweather, Minister of Internal Affairs

- Gyric Bureau of Investigations (GBI), reporting to the Minister of Internal Affairs
- Wolfpack 36 as special investigators

Priestess Mairi Greenfield of Beory, Minister of Justice

- Order of the Griffon (police force)
- General Court (Eryrnyth court)
High Court (Appeals court)
Priestess Selisee Goldenflame of Ehlenna, Ministry of Magic
  Order of the Silver Blade (Druidic Magic)
  Order of the Alchemist’s Stone (Arcane Magic)
  Order of the Devout (Clerical Magic)
Dyved Quikwit, Majordomo of Eagle’s Peak
Ambassadors From Gyruff
Darlon Lea, Ambassador to the Dim Forest Elves  (Age 69)
Gwydion of the Twained Elm, Old Lore Bard/Drd and Ambassador to Keoland  (Age 73)
Sericine (Gray Elf Ambassador at Large for Gyruff)  (Age Unknown)
Arglwyth Alvestar Glorandaal of Blodyn Cain (Ban Cantdyn), Ambassador to the Oytwood Elves  (Age 164 – adult)
(open), Ambassador to the Stark Mound Gnomes
(open), Ambassador to the Stonereaver Dwarves
(open), Ambassador to the Hornwood Elves
(open), Ambassador to Gran March
(open), Ambassador to the March of Sterich

Ambassadors To Gyruff
Elder Dintriel, Emissary from the Oytwood Elves  (Age 188? – middle age, Grey Elf)
Darlon Lea, Ambassador from the Dim Forest Elves (Age 69 Flan)
Glim Tinkertockle, Ambassador from the Gnomes of the Stark Mounds (Age 125 – middle age, Gnome)
Lord Dior Rhola, Ambassador from Keoland   (Age 67, Suloise)
Watcher Sir Llelyr Watherson, Majestic Sea Otter, older male Oeridian, Ambassador from Gran March (Age 71, Oeridian)
Watcher Sir Stevil Murtcock, Crouching Vole, Ambassador from Gran March (Age 23, Oeridian)
King Karackus, Lizardfolk of the Rushmoors   (Age 48 – middle age, Lizardfolk)
Trel Goldhand  (Bard, old mountain dwarf) Ambassador from Moradinath Mor (Stonereaver Dwarves)
Glim Batterhand  (Bard, middle-aged mountain dwarf), Ambassador from Deepholm
Bomfur Silvermantle  (Bard, middle-aged hill dwarf), Ambassador from Urtcheck (Underhill Dwarves)
Spokesman Groft Wheatbinder, (middle aged Oeridian), Ambassador from The Yeomanry
Lord Andres Rhola, (middle aged Suloise), Ambassador from Sterich

High Mages of Gyruff
Responsible for the protection of Gyruff through the use of high magics. The council of mages contains one mage of each magical specialization and is headed by a mage elected by that body. It is the responsibility of the leader of this council to ensure all vacancies are filled with competent individuals. All appointments to the council must be approved by the Regent/Brenin. High Mage reports directly to the Regent/Brenin.

Magnus Gleep Wurp, Magi of Conjuration is the current leader of the High Mages. His wife, Margaret, acts as his personal secretary.

Ministry of Internal Affairs
Charged with seeking out and neutralizing threats to Gyruff and its allies. If possible Gyri citizens and citizens of allied kingdoms must be brought before the Minister of Justice for final determination of their case (where the Minister of Internal Affairs acts as prosecutor). The Minister of Internal Affairs has the authority to order the elimination of threats to Gyruff that do not fall into either of those two categories.

Within the Ministry of Internal Affairs shall be a Gyric Bureau of Investigations (GBI). The GBI shall act as the Investigatory Arm of the Ministry seeking out crimes against all of Gyruff (piracy, sedition, slave trading, etc.).

Nicole Fairweather Larendin has been named Minister of Internal Affairs. She has been granted a small staff and command of Wolfpack 36 for recon and retrieval missions. She has also been given authority to deputize heroes of Gyruff as needed for missions as the need arises.

Ministry of Justice
Charged with the prosecution of criminals within Eryrnyth as well as cross cantreval violations of Gyri law. The Ministry of Justice will also act as an "Appeals Court" for convictions within Cantreval justice systems. In the case of appeals, the Minister recommends the position of the Gyri "Central" government to the Brenin who makes the final decision on the appeal.

Within the Ministry of Justice shall be several divisions:
• Order of the Griffon: Police force of Eryrnyth and charged with investigating cross-cantreval violations of Gyri law (works with local law enforcement agencies)
• General Court: Consists of Judges selected by the Minister of Justice. Primary responsibility is domestic law violations (within Eryrnyth). May also be used to try cases from other cantrevs at the request of the cantreval leader. Magical interrogation techniques may be used with the approval of the High Court.
• High Court: Panel of 5 judges that hear all appeals to lower court decisions. Decision on whether to hear appeals lies with the court (not all appeals will rise to this court's level). Also hears cases against nobles and government officials. The court consists of the Minister of Justice and four additional judges selected by the nobles of Gyruff and approved by the Minister of Justice and Brenin/Regent.

Priestess Mairi Greenfield of Beory has been named Minister of Justice. The Minister has been granted a small staff and command of Wolfpack 40 for use at the discretion of the High Court. Law enforcement officials are to abide by the decisions of the Ministry of Justice.

Ministry of Magic
Charged with maintaining and enhancing Gyri magical defenses, overseeing magical creatures within Gyruff, and seeking out lost magics to either lock away or to use for the betterment of the Gyri People.

Divisions of the Ministry of Magic
• Order of the Silver Blade: Druidical Magic
• Order of the Alchemist's Stone: Arcane Magic
• Order of the Devout: Clerical Magic

Priestess Selisee Goldenflame of Ehlonna has been named Minister of Magic. The Minister has been granted a small staff of acolytes, clergy, druids and mages, plus Wolfpack 45 specializing in magical intervention (druid, priest, mage, and several soldiers).

Ministry of Health
Charged with the wellbeing of all Gyri citizens. Tasked with researching new (and old) healing techniques and ensuring that practitioners of those techniques are placed throughout Gyruff. Also responsible for responding to disease outbreaks within the confines of Gyruff.

Divisions of the Ministry of Health
• Order of the Staff: Clerical/Druidical healing magic and objects
• Order of Celestis: Rare and magical disease mitigation. Ancient healing relics

Radiant Servant of Pelor Alena Araul has been confirmed as Minister of Health. The Minister has been granted a small staff of priests and druids with Wolfpack 41 for enforcing quarantines and high risk recovery operations.

Cantrev and Nobility (Glwyi) of Geoff/Gyruff
A charter allows a town to govern itself within certain guidelines allowed by their cantrev's llwyr/arglwyth, as opposed to villages which are part of the fief of a brehyr (baronet).
• Llwyri of Araul Anterth, Darian Malthus, retired KoW
• Count of Arweth, Crown Prince Rhys ap Rhys, (heir to Gyruff?)
• Arglwyth of Blodyn Cain, Alvestar Glorandaal (gray elf)
• Llwyri of Cymeravon, Knight Commander Peredur Blackblade (still active KoW)
• Arglwyth of Daden Bryd, Emyr Cadowalter
• Arglwyth of Dwyr and Regent of Gyruff, Eridan Shadowblade (Gray Elf Bard)
• Arglwythes of Ffrwython Dol, Gretta Lea
• Arglwyth of Gwyrth Bryn, Andras Dryadson
• Arglwyth of Melgorn, Ullich ap Llen (half-orc)
• Arglwyth of Rhad Derwyyth, Janos Garren
• Arglwythes of Rhywng yr Coed, Briallen merch Luther
• Regent** of Rhychdir Rhos, Braichdyn Mellos Warren, for the Llwyres** heir: Lynelle merch Rhian
• Arglwyth of Tjaf, Gruka Duk (storm giant)
• Arglywyth of Ystrad Cloer, Krelor Deepforge (mountain dwarf)
** are nobles who were NOT confirmed by the Druids
Griffon Guard
The Griffon Guard are an order of knights selected from the Peers of the Realm who protect the Brenin (or Regent) and royal family. They can be also be used as messengers or enforcers of the Brenin’s will. As of Ready’reat CY618, there are no surviving members of the Griffon Guard.

Peers of the Realm
The Peers of the realm are chosen by the Brenin for bravery, loyalty, the willingness to risk one’s life for the Land and bold leadership in battle. They form the lowest levels of nobility and are addressed as Ser, Seres or Dame. During their knighting ceremony, they are presented with a chain that represents fealty to Crown and Country and a white belt or baldric that symbolizes purity of honor and chivalry. Some Peers of the Realm are also members of the Knights of the Watch, a separate order of knighthood.

- Hugo ap Luth of Geoff Grand Master Imperial Wyvern, Head of the Knights of the Watch (and Owen’s older uncle), well over 100 years old – lives in Gran March
- **Darian Malthus, Llwy of Araul Anterth**, Knight Commander (ret.) Stalwart Iron Golem – Knight of the Watch, Braichdyn Olwythi Gan Gyruff (Rng8), Widower of Ffiona the Ebontress
- Thorazor Ban Cantdyn (Lieutenant), Mountain Dwarf returned to Deepholm
- Girais Longdraw Cymorth Ser (Maj) –War10 16th Bataliwn Saethwri Eryrnyth Bragad
- Allyn Beauleafyn Ser Braichdyn (Ftr10) 2nd “Zephyr” Braich Marchawgi, Eryrnyth Bragad
- **Alena Araul**, Radiant Servant of Pelor, Ban Cantdyn (Lieutenant) Dame, Minister of Health and Religious Advisor
- Karackus Saracuk Ban Cantdyn (Lieutenant), King of the Lizardfolk, Rushmoors
- **Harrison Mojo** Ban Cantdyn (Lieutenant), Master of Coin, Weights & Measures
- Darragh ap Broach Cadofyth, commands Longbowmen of Gyruff (elite unit)– Ftr 9
- Gerallt Pumphrey Ser, Braichdyn Ftr6 – Longbowmen of Gyruff - Eryrnyth
- **Nicole (Fairweather) Larendin**, Dame – Wolfpack 36, Minister of Internal Affairs
- Mordelin Larendin, Ser – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- Hoskuld, Dame – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- Strongswing Wheatbinder, Ser – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- Darius ap Aedan, Ser – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- William Lea, Ser – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- Lord Dimitri ab Rancar, Ser – Wolfpack 36 – Special Investigators of Ministry of Internal Affairs
- **Peredur Blackblade, Llwy of Cymeravon**, Knight Commander Elusive Stag – Knight of the Watch
- Olfred von Marsh (Earth Genasi) Ser – Cadofyth (Col) – 2nd Rhyfelwri Company – Ftr12 – Cymeravon Bragad, caravan boss for Three Moons Trading Coaster
- **Eridan Shadowblade** Arglwyth (Baron) of Dwyr, Ban Cantdyn (Lieutenant), Spymaster and Regent of Gyruff
- Thayer Sloan, Brehyr Cadofyth commander of the Dwyr Bragad
- **Janos Garren, Arglwyth of Rhad Derwyth** Braichdyn of the Flying Griffons
- **Grukka Duk, Arglwyth of Tjalif**, Ban Cantdyn (Lieutenant), Storm Giant

Other Notable People
Prince Shaun ap Rhys (teenage male Flan) youngest son of the Brenin, taken to the Lands of Fey Leara Rhola, a young adult female Suloise, daughter of Dior Rhola and friend of Caitlyn merch Rhys.
Master Elisedd, older male Flan, Ranger of Gyruff and tutor to the Brenin’s children.
Jafford Clinktock, older male gnome, magical tutor to the Brenin’s children.
Araul Anterth, (County) Cantrev of

Population: 2,800: Human 90% (FOS), Dwarf 5%, Elf 2%, Other 3%
Ruler: Llwyr of Araul Anterth, Darian Malthus (Oeridian Age 59), Knight Commander (ret.) Stalwart Iron Golem – Knight of the Watch, Braichdyn Olwythi Gan Gyruff (Rng8), Widower of Ffiona the Ebontress

Llwyres Income: 95.76 gp/day
Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day, Fort (20 skilled, 40 unskilled) -50 gp/day
Specials: Were-boars?
Location: Foothills of the Barrier Peaks on the Western border of Gyruff
Resources: Copper, gems (agates), other minerals, fertile fields, bucal (bison) wool
Culture: Traditional Old Faith
Settlements: Tycha Town (2,000), Llentrev (500), The Stag’s Crown (300)

The Stag’s Crown (F130-205) (Druid Circle)

Tycha (teech–ah, tr. Tika Town) (Chartered Town) - (F128-205)

Ruler: Town Council
Population: 2,000
Resources: copper, agates, fertile land

The primary point of commerce with the dwarves (worked stone and metal goods). Capital of Araul Anterth. Only a handful survived the giant invasion and the dead are rumored to haunt the streets.

Founded in CY 569, Tycha began as a lowland camp for a rich copper mine. The land soon proved to be very fertile, attracting folk from around the cantrev in the following years. The last large push for settlement came in CY 571, when deposits of agates were discovered in close proximity to the mine. The predominantly human town, with dwarves making up the largest minority, quickly flourished into a prosperous mining and trading town. Its bustling market saw miners selling their ore and gemstones to merchants from the east, and dwarves trading worked stone and metal goods for Gyri goods like clothing and grain. In CY 578, Tycha received a charter from the Grand Duke making it the official capital of Araul Anterth.

The giants struck in CY 583. Due to its close proximity to the mountains, the town had no advance warning. Tycha was surrounded, and the population was slaughtered like sheep in a pen. Those who did not die in the fighting were enslaved by their giant conquerors. A handful of survivors were rescued during the battle by a group of heroes through the use of magic. It is rumored that the dead haunt the streets of the town, but this is unverified as no one has managed to penetrate this deep into the giant lands.

In CY 617, an army from Rhychdir Rhos invaded and slaughtered much of Tycha and set fire to the town. Some of the buildings survived, but the town is once again a ruin.

Llentrev (village) (hex F133-206) (Ilhen-trev)

Ruler: Brehyr Mekhor ap Olbrecht (sons age 12, 9 & daughter age 5)
Population: 500
Resources: Gyric mountain ponies, bucal-wool

Llentrev is the second largest village in Araul Anterth with a population of about 500 souls. It is known for its domesticated Gyric mountain ponies and its bucal-wool blankets.
The Stag’s Crown (Druidic Circle and village) (hex F130-205)

Ruler: Brehyr Forrell the Trillium (Druid of the circle)
Population: 300
Resources: Gyric mountain ponies, bucal-wool

The Stag’s Crown is a druidic circle in Araul Anterth. Enough followers of the old faith visit the circle in worship that a small village has developed near the holy site.

Much of the town was damaged in CY 617 when Rhychdir Rhos marched through this land.
### Arweth

- **Governor:** Crown Prince Rhys ap Rhys, Count of Arweth
- **Population:** 7,000 Human 85% (FSO), Elf 2%, Halfling 1%, Dwarf 1%, Other 1%
- **Arglwyth Income:** 239.4 gp/day
- **Military:**
  - Cadofyth Asoth ap Brundil
  - Braichdyn Anda ap Arendil, Training Company
  - Archers – still organizing
  - Spearmen – still organizing
  - Sailors – still organizing
  - 10 Longboats
  - Clergy – still organizing
  - Wizards – still organizing
- **Location:** Lands between the Realstream and Javan Rivers, between the Dim Forest and Oytwood
- **Resources:** wood, fish, sheep, vegetables, fruit and grain
- **Culture:** Developing
- **Settlements:** Hochoch (5,600), Newbridge (500), Daufforth (500), Garrin’s Field (400)
- **Ruins:** Old Midwood (abandoned, 0)

Once part of Geoff, it was annexed by Gran March as payment for their help in the War Against the Giants. Rebelled in CY617, creating an independent county. Annexed by Gyruff in CY618.

### Hochoch (city)(hawk-awk) (F150-200)

- **Ruler:** Town Council
- **Population:** 5,600
- **Est Net Income:** 544 gp/day
- **Resources:** fish, sheep, vegetables, grain, grapes
- **Town Guard:** 230 – Chain shirt, shield, spear
  - 3 Heavy Catapults (12th Heavy Catapult Platoon) no crew – Leather Armor
  - 6 Ballistae (13th Ballista Platoon) no crew – Leather Armor
  - 34 Archers (1st Provincial Archers) Leather Armor, shortbow
  - 33 Archers (2nd Provincial Archers) Leather Armor, shortbow
  - 8 Acolytes (2 each: St. Cuthbert, Pelor, Allitur, Ehlonna)
- **Trade Goods, supplies, tools and portable wealth were taken by the Marchers as they withdrew**

Founded in CY 383 along the Anniben Dwr (ahn-eh-ben door), or the Realstream in the common tongue, Hochoch is the only other settlement in Gyruff, besides Gorna, large enough to be called a city. It is built on a slight hill that rises as it approaches the riverbank, and then drops steeply to meet the water. Atop the hill sits the squat Castle Waterwatch, or Caer Dwr Gwyldy (kai-er dwoor gweel-doo) in the Flan tongue, silently watching Whitesands Ford and the surrounding lands. The ford is an important source of revenue for the city as it is the only crossing along into the lands of the Gyri along the Gyruff-Gran March border.

Merchant caravans make frequent trips through the Gateway of Gyruff, as some locals like to call it and indeed the merchant population in Hochoch is larger and more influential than any other town in Gyruff. Its frequent contact with the rest of the Sheldomar Valley has made for a diverse population, as well as a more ‘cosmopolitan’ feel than any other place in the Geoff Valley. Trade that doesn’t come over the ford comes up the Realstream as the river is navigable to just below the Whitesands Ford by boats with a shallow draft. The port is often bustling with merchant keelboats, river barges, and the occasional longship.

Historically, the town was the cantreval capital of Arweth, and Caer Dwr Gwyldy was built by Ilwyr Hergest the Red in CY 452 after the war against Keoland. However, in CY 521, Brenin Rohan IV granted Hochoch its own town charter and everyday governance of the city fell to the Trevol Cygnor (trev-ol keen-gol, tr. town council).

The giants reached Hochoch in the last week of Sunsebb, CY 583. The city had ample warning, and the giant forces marching across Arweth were hampered by lightning strikes from the remaining Gyri forces. By the time, the invaders
reached Hochoch, the city was empty and the citizens evacuated across the Realstream into the Gran March's Barony of Farvale. The giants hesitated to cross the ford, when a large force of Marchers deployed in the fields across the river and after several days of tense waiting, the giants withdrew into the ruined city of Hochoch.

Their occupation lasted three years. On the first day of Flocktime, CY 586, a force of Gran Marchers and Knights of the Watch crossed the river and laid siege to the city. The hill giants and ogres defending the city held out in anticipation of reinforcements, but when they learned that Gyri forces had ambushed their relief force, they panicked and ran. The giants were routed and Hochoch reclaimed, though for who would be a matter of contention in the following years.

Many of the Gyri who had been displaced during the invasion, flocked back to Hochoch, and the town swelled to more than its pre-invasion population in a matter of months. Shantytowns formed outside the walls of the city, and in the intervening years, there was much unrest between the leader of Hochoch's Trevol Cyngol, Mygedoles (meg-eh-dol-es, tr. viscountess) Siwan merch Lyneth, and the Marcher government installed by the Gran March Commandant Vrianian.

The Cracked Cup (Tavern) - Low Quarter L2 (Poor Quality), Your local dive/drinkin' hole. Fair to just plain bad drink to be had here (can't go wrong if you stick to the siedr). The food is just awful.

The Broken Drum (Inn) Low Quarter / L1 (Poor Quality) On the short road between River Gate and the gate to The Commons. Frequent by struggling merchants, poor caravanners, and hard-up travelers. Drink is passable, and the food...well...it's 'passable' too.

Iowerth Square, was a great local hangout. Frequent by locals and adventurers (local and visiting). Good food, good siedr, and comfy-enough rooms. Now a gate to Hell. GEO2-02 Veins of Trust; GEO2-04 Flowers for a Giant's Grave; Raptorcon 2003 Interactive, All Too Easy

The Boar's Other Knuckle (Tavern & Inn) The Commons /C3, Standard Seidr. Medwen "the Rack", buxom tavern maid Hochoch's most popular tavern, an all-wood tavern with a pleasant staff, decent meals and seidr, and plenty of dark corners. Private room is available with simple furniture and fireplace. GEO4-02

The White Stag (Inn) The Commons / C5 Standard Inn with comfortable rooms. Small dining hall/tavern. Not as large or as popular as the Boar's Other Knuckle.

The Giant's Hearth Inn (Tavern & Inn) - Market Ward / M1 - Rich - Elis, innkeeper - Caswir, importer, and his bodyguard Heth - Elven Wines, gourmet Flan dishes - An inn/caravansary and tavern in the middle of Market Ward, just off the "Main" Pelt Street which runs from North gate to the Caer. The two-story stone and wood building is as large as a small keep and overshadows the more common wattle and daub structures around it. Outside is a courtyard and inside is an immense hearth made of over-sized bricks and houses four fireplaces. A giant anvil is to the side of the Hearth. Round tables surround the hearth and booths separated by thick wooden partitions line two of the walls. Frequent by rich merchants (local and visiting), well-to-do artisans, and a few nobles, and behaving rich adventurers, serving fine 'gourmet' food, the best seidr & ales, and rare wines. GEO3-05 Debts Past Due

The Old Oak Tavern (Tavern) Old City / O1 - Luxury - Elven wines, Keoish and Bisselite ales, Ulekian spirits - The very best in cuisine and rare drink (mostly wines and other fine spirits). Frequent by the extremely wealthy (nobles and such), primarily residents of the Old City. The tavern is named for the old oak tree fireplace that stretches up from ground to ceiling in the middle of the room. Two-story, second story is a balcony with additional tables. GEO1-09 Expedition to the Barrier Peaks (map)

The Brenin's Signet (Inn/Tavern/Dining) Hilltop / H8 - Luxury - Very, very, VERY exclusive place (lotsa bluebloods) - They have a fine dining hall/tavern, but it is only for guests of the inn. Private rooms are available.

Defiant Gesture (Inn & Tavern) Hutville, outside town walls - Standard - Paige - Owner/Bartender, exceptionally attractive and pleasant but does not welcome advances. Becca - house bard, plays harp; "Tiny" - Head Bouncer, a large burly man, bald, overweight, but fairly clean. He is missing several of his teeth. Surprisingly good food and drink for the price. Located outside of the town, making it convenient for those arriving when the city gates are closed... or who wish to do avoid the city gate procedures but do business in the vicinity. SHE4-02 Check the Fine Print
Django's Chicken House (Dining) Standard - bouncer named Rhune (female wood elf, char 16) and head waitress Norada of Deepholm (female dwarf, char 16). Both Rhune and Norada are rumored to be single and to have made a pact with Django's Ariel to never be tempted by the naughty Proprietor. - Django Stonereaver

The Cackling Crow (Boarding House / Closed) - Low Quarter - Standard - A sign in the window reads "No Vacancies" GEO1-06 Return of the Grand Duke.

Newbridge (village) (F151-200)

| Ruler:        | Baroness Gelwen |
| Leader:       | Town Council   |
| Population:   | 700            |
| Est Income:   | 40.5 gp/day    |
| Resources:    | wood, mushrooms/fungi, grains, sheep |
|               | 90 Tribal Warrior Archers (6th Provincial Archer Company) Leather armor, shortbow |
|               | 80 Tribal Warrior Spearmen (14th Provincial Spear Company) Leather armor, spear |
|               | 2 acolytes of Merrika |
|               | 3 master craftsmen (carpenter, tailor, baker) |
|               | 2 merchants |
|               | Trade goods, seeds, tools and portable wealth |
|               | Magic Crossbow of Light |

Newbridge is one of the few large villages that dot the Arweth countryside. The town is known for its stone bridge that fords the Winding Stream, which is the only way for wagons to reach the Dim Forest. A palisade wall with wooden towers has been constructed around the village, turning it into a fort. Magical fires burn continuously, keeping the whole village illuminated all day long.

Typical rural community of 600 free people, well stocked and supplied with fields already planted. 640 acre partially wooded parcel located on the road from Hochoch to Fort Integrity irrigated by the Winding Stream. Newbridge is named for the only stone bridge across the Winding Stream, used by wagons to reach the elvish village of Linhir before the war. Constant magical light provide illumination in every nook and cranny within the village and out to a radius of 60 feet out from the wooden palisade wall that surrounds the community. A mere three miles from Fort Integrity and six from Hochoch by road, travel between communities is relatively easy.

The primary resource includes lumber from the Dim Forest, with grain fields, vegetable gardens and a healthy herd of sheep. Three craftsmen (carpenter, tailor, baker) and two merchants (outfitter, wool) have remained in town. Since the town is fully supplied and equipped, the lord or lady of this village should be able to start producing right away.

Newbridge boasts an already trained military of 90 archers of the 6\textsuperscript{th} Provincial Archer Company, 80 spearmen of the 14\textsuperscript{th} Provincial Spearmen Company, and has an acolyte (and temple) of Merrika the Oeridian goddess of agriculture. A recently established town council consists of the acolyte of Merrika, corporal commanding the archers, corporal commanding the spearmen, eldest farmer and the mayor/teacher who is also studying wizardry with Count Gareth’s senior advisors, the Mage Rhyzzat. 2 acolytes of Mayaheine from Fort Resolve are resettling in Newbridge. There are six ballistae brought down from Fort Integrity, but none are yet trained to operate it.
Fort Integrity

Ruler: Baronet Tornado
Leader:  
Population: 200
Est Net Income: 11 gp/day once people get resettled and harvesting wood again (Starting CY618).
Expenses: nothing yet
Resources: wood, mushrooms/fungi
2 acolytes of Merrika

Trade Goods, supplies, tools and portable wealth were taken by the Marchers as they withdrew

175’ x 150’ wooden palisade fort along the Dim Forest with four twenty-foot high and square high corner towers and two gatehouses on a 500 acre wooded lot in northern Arweth at a crossroads from Daufforth, Newbridge and Fuiornana. Buildings include a Grand Hall, Temple ready to be rededicated, Stable, Warehouse and Barracks. Central well. The 10’ wall constructed of whole logs from the Dim Forest set into a 10’ high berm surrounded by a 10’ deep and wide ditch filled with wooden spikes for improved protection. A 700’ swath around the fort has already been cleared of trees to provide a clear line of sight. Permanent magical daylight provides a glowing view, even in the midst of the night. The nearby village of Newbridge, a mere three miles away, is clearly visible from the towers of the fort.

All trees have been cut down within sight of the fort, and perpetual daylight emanates from every post. The central feature of the fort is a temple to Pholtus. The primary resource includes lumber from the Dim Forest.

Daufforth (village) (F150-200)

Ruler: Baronet Aoth
Leader: Mayor Tegan the Acolyte of Merrika
Population: 330
Est Net Income: 24 gp/day
Expenses: 10 gp/day Noble estate (3 skilled guards/servants, 15 untrained servants)
Resources: grain, sheep
33 craftsmen apprentices
Acolyte of Merrika (the mayor)
30 warhorses
30 suits chain mail, shields, chain barding, heavy crossbows, longswords
Trade goods, supplies, seeds, tools and portable wealth
Fields are planted
A mill in need of repair

Daufforth is located at a crossroads, where the road from Hochoch forks towards Hywist’s Ford or Midwood. The village of Daufforth is a collection of 32 households who farm acres of nearby land. A large fight pit was dug by what is now Fort Honour during the war, used to pit the minions of the giants against each other during the war. Now, the fight pit has become a dump for refuse and periodically covered with a layer of dirt.

Daufforth consists of 625 acres of grazing hills with a relatively level valley of fertile grain and vegetable fields, which have already been planted. The pastures east of the village were previously used for horses.

Daufforth’s current mayor is the acolyte of Merrika the Oeridian goddess of agriculture. There are a few supplies and herds of sheep from the occupation and the fields are planted, but there are plenty of opportunities for craftsmen and merchants to enhance the economic output of the region. Three mills along the stream could be made functional again, if someone knew how to operate and maintain them.
Fort Honour (F150-200)

Ruler: Baroness Yuldra and Baroness Grace Shinglight
Leader: Avaon
Population: 330
Est Net Income: 24 gp/day
Est Expenses: 44 gp/day for 22 Tribal Warrior Archers of the 10th Provincial Archer Company
16 gp/day for 8 Tribal Warrior Spearmen of the 8th Provincial Spear Company
6 gp/day for 20 servants who manage the motte and bailey
Resources: grain, sheep
33 craftsmen apprentices
30 warhorses
30 suits chain mail, shields, chain barding, heavy crossbows, longswords
Trade goods, supplies, seeds, tools and portable wealth remained

Wonderfully located at the crossroads from Fort Integrity to Fort Resolve and Hochoch to New Midwood in Geoff, the Fort overlooks Greenrise Ridge, where the historic Battle of Bloody Ridge was fought against the giants. From peak vantage points, one can see Fort Integrity, Fort Resolve, the glow of Newbridge and even Hochoch.

97 households (capacity 1940 population) tend fields and flocks of sheep on 625 acres of grazing hills with a relatively level valley of fertile grain and vegetable fields, which have already been planted. While the property does not include breeding stock, the pastures east of the village were previously used for horses.

Garrin’s Field (village) (F150-201)

Ruler: Baronet Jagr
Leader: Malvina
Population: 550
Est Net Income: 45 gp/day
Expenses: 100 gp/day for 50 Archers (9th Provincial Archer Company) Leather armor, shortbow
10 gp/day Noble Estate (3 skilled servants, 15 unskilled servants)
Resources: fruit (grapes, apples), grain
50 apprentice craftsmen
25 suits of platemail and plate barding
40 suits of chain shirts, chain barding,
65 light crossbows, shields, lances, longswords
Trade goods, supplies, seeds, tools and portable wealth remained

This village was built for nearly 400 Gyri, so many of the people are forced to live in tents. Located southwest of Hochoch, along the Oyt Road, it is the last large town a traveler sees before entering the domain of the grey elves, the Oytwood. The town was called Grolleck’s Grove prior to the war, but was renamed by Watcher Golden Eagle, Oliver Garrin, a follower of Pholtus. In addition to two significant estates (the former Morrick Mansion and former Eldoran Estate) with excellent vineyards, the community has a Temple of Pholtus ready to be rededicated, stables, two taverns, leather shop, barrelmaker, glassblower, corkmaker and an alemaker. Although short on actual craftsmen, their servants are attempting to learn their trade.

Grapes prosper in the sandy soil along the southern slope of the bluffs, while the lands south are even more productive as pasture than grain or vegetable fields. Once the source of the most famous wines and ales in all Arweth, the processing facilities are still in place.

The fort comes with approximately 500 acres of grazing in the hills and pastureland in the valley to the north. The site of former Fort Loyalty is visible to the west and nearby village of Garrin’s Field to the north.
Fort Diligence

Ruler:  Baronet Evendur
Leader:  
Population:  550
Est Net Income:  45 gp/day
Resources:  wood, sheep
  60 Archers (7th Provincial Archer Company) Leather armor, shortbow
  50 apprentice craftsmen
  25 suits of platemail and plate barding
  40 suits of chain shirts, chain barding,
  65 light crossbows, shields, lances, longswords
  Trade goods, supplies, seeds, tools and portable wealth remained

Fort Diligence is a wooden palisade fort constructed with ironwood from the Oyt as a deterrent to elven incursions. Located very near a druidic circle a few miles south of Garrin’s Field. The fort comes with approximately 500 acres of grazing in the hills and pastureland in the valley to the north. The site of former Fort Loyalty is visible to the west and nearby village of Garrin’s Field to the north.

Fort Resolve

Ruler:  Baronet Mazer
Leader:  Bledeudwedwedd, Priest of Mayaheine
Population:  350
Est Net Income:  25.5 gp/day
Expenses:  
  160 gp/day for 80 Spearmen (15th Provincial Spear Company) Leather armor, spear
  180 gp/ay for 90 Archers (8th Provincial Archer Company)
Resources:  sheep, grain
  Bledeudwedwedd, Priest of Mayaheine and 2 acolytes
  33 craftsmen apprentices and other skilled labor
  80 suits chain mail, shields, chain barding, heavy crossbows, longswords (no warhorses)
  Trade goods, supplies, seeds, tools and portable wealth remained

Built on the north edge of the southern bluffs, one can see Fort Honour to the north and Fort Loyalty to the south. The walls are actually earthen ramparts with tree trunks set into the earth to provide a protective skin. At the foot of the fort’s hill is a tiny thorp of a dozen or so buildings group around the road and outside the fort’s gates. Among them are an unnamed (cheap poor quality) tavern, blacksmith shop, mercer, farmer’s market, a temple rededicated to Mayaheine and a single-room chapterhouse claimed by the Shining Beacons, a knightly order. While the master craftsmen were slain or fled, many of their tools and servants remain. With time, the businesses should start producing again.

Unnamed Tavern - Military / Poor - Tavern is part of a thorp consisting of blacksmith shop, mercer, farmer’s market, and a single-room chapterhouse for Shining Beacons. Villagers are farmers and sheepherders. Tavern is small, cheap, and used by villagers and the KotW and Gran March soldiers. GEO3-02 Mourning of a Risen Sun.
Fort Loyalty

Ruler: Baronet Evendur
Leader: 
Population: 0
Est Net Income: 0 gp/day (no taxes until mid-year CY618)
Resources: fruit (grapes, apples), grain
140 damaged (costs 50% of new to repair) suits platemail, plate barding and shields

(Trade Goods, supplies, tools and portable wealth were likewise burned or looted)

This wooden palisade fort was constructed with ironwood from the Oyt as a deterrent to elven incursions. Built on a prominent bluff overlooking much of the valley below, one can just see Fort Diligence to the southeast and Fort Resolve to the north. The entire garrison was slaughtered in the coup of CY617 and the fort put to the torch. 806 recently cleared acres with access to some stone building materials. This lot has a wonderful view from the top of the bluff with a view of Fort Resolve to the north and Fort Diligence down the road to the southeast. In addition to grazing land suitable for sheep, the valley below is fertile enough for crops and can be irrigated easily from the Javan River. To encourage construction, no taxes to the Count are due on this property for one full year.
Blodyn Cain (Barony), Cantrev of

Ruler: Arglwyth Alvestar Glorandaal (gray elf) and wife Ireena Kolyana Glorandaal (human, age 45)
Population: 2,600: Human 91% (OSF), Elf 4%, Gnome 3%, Other 2%
Arglwyth Income: 88.92 gp/day
Military: Cadofyth Montolio ap Arendil (half-elf ranger)
Braichdyn Ashton over Meyer of Aberglain
Noble Estate (3 skilled, 15 unskilled) -10gp/day,
Fort (20 skilled, 40 unskilled) -50 gp/day
Specials: Dragonborn (130x2HD, 16x5HD, 4x9HD, 1x12HD)
Sailors (130x2HD, 16x5HD, 4x9HD, 1x12HD)
Archers (130x2HD, 16x5HD, 4x9HD, 1x12HD)
4 Longships
Resources: Rice, Fish, Wood
Culture: Mostly Keoish, some Gran March and Old Faith
Settlements: Pelyth Cove (1,850), Keller’s Keep (300), Mellit’s Warf (300)
Rushmoors are full of lizardfolk, kobolds, goblins and undead

Pelyth Cove (Town) (F157-205)

Ruler: Town Council
Population: 1,850
Resources: rice, fish
Temple to Trithereon (priest is Olwen ap Fagan LG PC), Freeman’s Lodge of the Gwys Glaif (tr. Swords of the Summoner), Gentleman’s Ease (Tavern), Riverboat traffic, brewery

Keller’s Keep (Village) (F155-205)

Ruler: Brehyr(es) Tomm Longtongue, 2 sons (20, 18)
Population: 300
Resources: Wood, Fish
River traffic, ferry to Tanner’s Ferry in Gran March.

Mellit’s Warf (Village) (F154-204)

Ruler: Brehyres Xyrlmore Mellit m, husband Gaelyn Waters, 5 daughters (24, 15, 10, 7, 5)
Population: 300
Resources: Wood, Fish

Gleomraich (Village) (F158-207)

Ruler: Brehryr Willus Underbridge, wife Ishelle, 3 sons (22, 12, 11) and 3 daughters (31m, 30m, 16)
Population: 150
Resources: Fish, Rice
Nobility:
Arglwynh Alvestar Glorandaal
Lady Ireena Kolyana Glorandaal
   23 personal guards (between the two, including the noble estate and castle guards)

Cadofyth (Colonel) Montolio ap Arendil (half-elf ranger)
   2-3 Staff (experienced young and promising candidates)
Father Olwen ap Fagan, priest of Trithereon from Pelyth Cove
120 Trained Archers (shortbow, leather armor and shortsword)
4 (less the number you want to give to DTC) Longships (so far unnamed)
   Each has a Captain and 36 crew (sailors)
Brehyr Tomm Longtongue of Keller’s Keep, a small castle on the Javan River
   15 Guards (archers from the castle, town and personal guard)
   60 Commoner militia (crossbow troops)
Gaelyn Waters, husband of Brehyres Xyrlmore Mellit of Mellit’s Warf
   20 Guards (a few archers and the rest are dragonborn infantry)
   120 Trained Dragonborn Light Infantry (chain shirt, longsword, shield)
   150 Commoner militia dragonborn light infantry
Brehyr Willus Underbridge of Gleomraich
   7 Guards (mostly town and personal guard)
   65 Commoner militia (mostly shortbow archers)
Cymeravon, (County) Cantrev of

Ruler: Llwyr Knight Commander Peredur Blackblade Elusive Stag KoW (age 56)
Population: 4,900: Human 80% (FSO), Elf 10%, Gnome 3%, Halfling 3%, Dwarf 2%, Other 2%
Llwyr Income: 1675.8 gp/day
Military: Small Castle (50 skilled, 50 unskilled) -100 gp/day,
720 troops as of 617-04 for -1440 gp/day
Specials: Longbowmen (245x2HD, 30x5HD, 7x9HD, 2x12HD)
Light Cavalry on Gyric Mountain Ponies (245x2HD, 30x5HD, 7x9HD, 2x12HD)
Sailors (245x2HD, 30x5HD, 7x9HD, 2x12HD)
7 Longboats
Location: west of the Oytwood on the Oyt River
Resources: Fish, fruit, wood, wooden crafts, woodworking, sheep, wool,
cloth, vegetables, grain
Culture: Mixture of Old Faith and Keoish Ways
Settlements: Oytmeet (4,000), Saertrev (500), Hanner (400)

Oytmeet (F139-210)

Ruler: Town Council
Population: 4,000
Resources: Farmlands, Timber, dwarven goods & ore, wool, cloth
As anyone familiar with the waters of this land can gather from its name, Oytmeet stands where the Blue Oyt and the White Oyt Rivers meet. Just off the town’s southern bank, the two waterways converge to become the mighty Oyt Avon (tr. Oyt River). Were a traveler to follow the White Oyt upstream, they would reach Gorna within a matter of days, and were they to follow the Oyt River downstream, they would soon find the Oytwood, the Javan River, and the rest of the Sheldomar Valley; in that order.

Founded by a small merchant company in CY 42, Oytmeet started as a moderately sized inn and trading post. A dock was added after several boats arrived slightly damaged from the slow but frothy rapids that give the White Oyt its name. As the Flan tribes had known for centuries, the lush heath around the town was suitable for herding and farming and this, coupled with its ideal location, lured many settlers and their trades to the riverside town.

Trade and travel was so brisk in Oytmeet that three different bridges were built across the Oyt. Every season, the town hosted a trade faire that brought people from all over Gyruff, including grey elves from the Oytwood, high elves from the Hornwood, dwarves from the Crystalists and a number of gnomes from the Stark Mounds. The income generated from the trade faire, as well as the bridge tolls, meant that the residents of Oytmeet enjoyed a light tax burden. It also meant that the town was home to some of Gyruff’s most affluent residents.

Oytmeet was sacked by a small army of orcs and giants who hit the town in the dark of night. Though surprised, the Gyric defenders still managed to destroy the bridges across the Oyt, buying some time for the women and children to flee to the south. This forced the giants to fill the riverbed with logs to create a ford, though their size let them accomplish this task far more quickly than the Gyri anticipated. (These still cause trouble with river traffic.) Several hundred warriors and civilians were captured when the giants were finally able to surround the south side of the town. The giants ate their fill of the captives and enslaved the rest. These slaves were kept under close watch and forced to toil the land and raise food for the giant’s armies.

Since the giant war, a temple to Wee Jas has been built. High Priest Seren Fuadraoi.

Llwyr Victor Brightblade maintains a small castle outside of Oytmeet. Llwyr Victor Brightblade is slightly taller than 7 feet and easily over 300 pounds. Many have joked that he is more of an Ogre than a man. Unlike the other Llwyr, he sits on a small stone stool reinforced with iron. His skin is a rich bronze color and entirely hairless. Victor always wears a full tailored suite of jet black platemail emblazoned with a golden sunburst and his massive blade “Dawn” on his back. Victor is the brother of Sierra Blackblade and assumed her Llwyr responsibilities after she perished in the war against the great Shadow Wyrm of the Dim Forest.
Saertrev (village) (F142-207) (sire-trev, joiner’s steading)
Ruler: Brehyr Holt Woodjoiner, 3 sons 33m, 29m, 15 & 2 daughters 28m, 18m
Population: 500
Located on Blue Oyt on the edge of Hornwood
Saertrev was the second largest village in Cymeravon, home to nearly six hundred Gyri. Located along the Blue Oyt on the edge of the Hornwood, it was known for its wood wares and was home to many joiners and wainwrights.

Hanner (village) (F141-208) (haw-ner, tr. half)
Ruler: Brehyr Bolger Hairfoot
Population: 400
Located on the crossroads between Gorna, The Lea and the East-West road
Resources: Clay, pottery, sheep, grains, beer
More than half the population are halflings. Thriving caravansary called the Halfway House.

According to the residents of Hanner, the small village was located exactly halfway along the road between Oytmeet and The Lea. This might handily explain the name of the town, were it not for the fact that halflings, contrary to their typically nomadic nature, account for more than, yes, that’s right, half of the population. A thriving caravansary called The Halfway House was the central feature of the town, and saw much business during the wool fairs.
Daden Bryd (County) Cantrev of

Ruler: Arglwyth Emyr Cadwaler
Chancellor: Brother Benton Da’Heed
Emissary: Dandelion
Cadofyth Brehyr Aoth, Warden of Daden Bryd

Population: 4,200: Human 88% (SOF), Gnome 5%, Dwarf 3%, Elf 3%, Halfling 2%, Other 3%

Arglwyth Income: 143.64 gp/day

Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day, Fort (20 skilled, 40 unskilled) -50 gp/day
40 archers -80 gp/day

Specials: Rogues (210x2HD, 26x5HD, 7x9HD, 2x12HD)
Druids (21x2HD, 3x5HD, 1x9HD)
Witches (21x2HD, 3x5HD, 1x9HD)
Med Cavalry (105x2HD, 13x5HD, 3x9HD, 1x12HD)
Crossbowmen (105x2HD, 13x5HD, 4x9HD, 1x12HD)

Resources: sheep, rice, fish, graignwy (rare flammable gas), clay, bricks, stone (limestone, sandstone, slate, marble, granite)

Culture: Mostly Keoish with some Old Faith

Settlements: Aberglain (3,700), Tenwalls-on-the-Bluff (0), Knight’s Quarry (300), Torlundy (200)

Territorial dispute with the Theocracy of Ravonnar, toxic levels of positive energy as one gets closer to Ravonnar

Foddar’s Maze (F153-209)

Aberglain (Town with independent charter) (F159-212)

Ruler: Town Council
Population: 3700
Resources: Graignwy (rare flammable gas), clay/bricks, limestone, sandstone, slate, sheep, rice, fish

Wild Hunt Tavern is the most popular tavern in town, owned by Medwen the Rack. Most of the buildings are abandoned and falling down. The Thane’s Cup is another popular tavern.

Caer Gwyn, castle created by magic from the local sandstone and limestone.

Tenwalls-on-the-Bluff (Hamlet) (F158-209)

Ruler: Brehyr Alvestar Glorandaal and wife Ireena Kolyana Glorandaal (human, age 45)
Population: 0
Resources: Fish, rice

Tenwalls-on-the-Bluff was an ancient abandoned fortress rebuilt during the Giant War. With the fortress for protection, a small settlement grew. Although the miracles saved the rest of the Downlands, they have made life toxic at Tenwalls-on-the-Bluff

Knight’s Quarry and Knights Rest (Hamlet) (F156-210)

Ruler: Brehyr Aoth, Warden of Daden Bryd and Cadofyth of the Daden Bryd Bragad
Population: 300
Income:
Resources: Stone (Granite and Marble)

Knight’s Quarry was developed by the Knights of the Watch to provide high quality stone for fortresses and monuments throughout the Sheldomar Valley. A fortress, Knight’s Rest was constructed to protect the quarry and workers.

The Wayward Home (Inn/Closed) Standard - A plain and utilitarian inn, the place was obviously constructed as just a roadside stop for those at the quarry on business, not as a comfortable location for travelers. GEO2-02 Veins of Trust

Torlundy (Hamlet) (F157-209)

Ruler: Brehyr(es) ______________, son (14) & daughter (13)
Population: 200
Resources: Fish, wood, clay, pottery
Cadofyth Aoth, Druid and Warden of Daden Bryd
Captain of the Aberglain Guard, Frekin Bolivar
    Sherrif Aaron von Befering – 3rd watch commander
    50 town guard of Aberglain
High Priestess Lady Gotta Heppni, Suloise cleric of Norebo in Aberglain
Father Hermannus High Priest of Pelor from Aberglain – elderly
    Dionijis, priest of Pelor
    Bertis, priestess of Beory
    Maik Felder, priest of Obad-Hai
Ruben Carfay, priest of Osprem in Aberglain
Triumphant Walrus Lord Uther Shoder, Oerid Knight of the Watch and cleric of St. Cuthbert in Aberglain
Publican Arnado Rolf, priest of Fharlanghn in Aberglain
Solann, Flan magical tutor from Aberglain
    2 students of magic (apprentices)
Lars and Gisela Haffner, mundane healers/herbalists from Aberglain
Braichdyn Aston over Meyer of Aberglain
    150 Archers (one Braich)
Dirks Mercs – Lord Dirk Holmes
    Up to 100 or so mercenaries, more if needed, at 2 gp/day
Dwyr, (Barony) Cantrev of

Ruler: Arglwyth Eridan Shadowblade (Gray Elf Bard) and wife Ariel Fireheart who never seem to age
Population: 900: Human 55% (F), Elf 43%, Other 2%
Arglwyth Income: 30.78 gp/day
Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day, 10 skilled (rangers & clerics)
Specials: Rangers (10x5HD,2x9HD) Clerics (10x5HD,2x9HD) Druids (10x5HD,2x9HD)
Resources: Furs (trapping and hunting), elven woven spidersilk, rangers
Culture: Traditional Old Faith
Settlements: Hocholve (900)
Ruins: Curragh (Gnomes, 0), Gwathsir (Elves, 0)

Even with the defeat of the shadow dragon Hasfornses, undead still roam the Dim Forest.

Dwyr is known for their cooperation with the elves. The elves frown on much logging, limiting economic profitability, but the quality of wood and woodworking are superior.

The local orc tribe, the Grey Menace, are sworn enemies of the Gyri and elven rangers. Orcs with darts and daggers using poison.

Hocholve (town) (F147-199)

Ruler: Arglwyth Eridan Shadowblade (Gray Elf Bard) and wife Ariel Fireheart
Population: 900
Resources: Furs (trapping and hunting), rare herbal ingredients, elven woven spider silk, rangers

Originally built as a fort in CY 538 to check the dangerous creatures in the region, Hocholve was situated over ten leagues into the Dim Forest on the Olvewater. The Olwythi (tr. Rangers) and the Longbowmen shared responsibility for the fort, and led a garrison of local rangers and keen-eyed bowmen. They quickly won many victories over the monsters of the Dim, and the local Wood Elves took notice. The Gyri and the olve soon formed friendships, and some elves began making camp just outside the fort. Hunters and trappers began to gather there for safety after a while, and the fort burgeoned into a village in the span of a few years.

The village continued to serve as a garrison, as well as a center for trade in the ever-dark forest. A thriving fur market blossomed, bringing merchants from as far away as Keoland; and herbalists were drawn to the settlement for the rare ingredients that could be found under the broad leaves of the Dim. In addition, some of the elves would sell their wondrous creations. In particular, the elves knew how to spin spider silk and weave it into clothes – a feat impossible for humans.

In CY 568, the Brenin Owen granted the cantrev of Dwyr, and appointed the commander of Hocholve as arglwyth. Hocholve became the capital of the new cantrev, and home to over half of the residents.

The giants invaded the Dim Forest with the aid of the local orc tribe, the Grey Menace, who were sworn enemies of the Gyri and elven rangers. Like Derelion, Hocholve was warned a day in advance of the giantish invasion, giving the town’s rangers and elves enough time to set up traps and ambushes. While the town hunkered down for a fight, the giants forced their way through the traps. Arriving at Hocholve, they were met by a hail of steel and arrows. When it was clear that the fort would fall, the defenders led by arglwyth Bronwen merch Huw, fought to the last while the elves led women and children to safety through secret exits into the Dim. The skill of the Dwyr bowmen and rangers ensured that the invaders paid a high price for conquest and captured few, if any.
Eryrnyth, (County) Cantrev of

Ruler: Brenin Rhys ap Colwyn (age 53), 2 sons (Rhys, Shaun) & deceased daughter (Caitlyn)

Population: 9,100: Human 82% (FSO), Elf 6%, Dwarf 4%, Gnome 3%, Halfling 2%, Other 3%

Brenin Income: 311.22 gp/day

Military: Large Castle (140 skilled, 100 unskilled) – 300 gp/day

Specials: Heavy Infantry (455x2HD, 57x5HD, 14x9HD, 4x12HD, 1x24HD)
        Longbowmen (455x2HD, 57x5HD, 14x9HD, 4x12HD, 1x24HD)
        Light Cavalry on Gyric Mountain Ponies (455x2HD, 57x5HD, 14x9HD, 4x12HD, 1x24HD)
        Sailors (455x2HD, 57x5HD, 14x9HD, 4x12HD, 1x24HD)
        13 Longboats
        Rogues (455x2HD, 57x5HD, 14x9HD, 4x12HD)
        Wizards (46x2HD, 6x5HD, 2x9HD)
        Clerics (46x2HD, 6x5HD, 2x9HD)

Resources: Iron, Gold, Stone (Granite), rich fields, fish

Culture: mixture of Old Faith and Keoish Ways;

Settlements: Gorna (5,800), Bwgan Creek (500), Amhaern (500), Alvein (400), Thorndyke (400), Maraber(400), Glistar (400), Tailbaire(400)

Russet Tower (F139-212), Red Stones (F141-211), Longman Hill (F139-212, named for the large pictograph on the hillside representing a man)

Gorna (City) - Capital of Gyruff/Geoff (F139-212)

Ruler: Town Council

Population: 5,800

Resources: Iron, Gold, Stone (Granite), rich fields, fish

By far the oldest and largest settlement in the land, the city of Gorna was founded over nine hundred years ago as the Flan tribes settled into an agrarian society. The site was a natural choice, due to the ancient stone buildings that had long stood abandoned there. The structures are thought to have been left behind by the warlike giants who had been driven from the land by the Great Druid-King Llywellyn nearly two thousand years prior. With the aid of the gnomes of the Stark Mounds and the elves of the forests, the Flan rebuilt and added to the oversized structures in a process that took many generations.

Situated on a high promontory, Gorna was easily defended and was further protected on three sides by the rapids of the White Oyt River. The fourth side, the east side, was shielded by the Grand Duke’s castle of Eagle Peak, Caer Eryrban, whose towers rose like stone sentinels from atop an enormous hill of granite. Surrounded by fertile farmland, rich mines, and a river full of fish, Gorna prospered as the seat of power to the Brenins of Gyruff, as the home of the Griffon Chair.

Trade found its way to the capital along the Winding Road, which led south and west from the city through the Stark Mounds and into Sterich. And goods from all over Gyruff found their way via the White Oyt River, which was navigable by river barge up to Gorna. Commerce, scholarship and culture all flourished in the magnificent pale stone buildings of the capital, which climbed along the rock promontory like russet-roofed steps and looked as natural to the landscape as the mountains, hills, or rivers.

The giants marched upon the capital after sacking Oytmeet. The stone walls of Gorna and the Longbowmen of Gyruff held the horde at bay for most of Ready'reat, and as Owen the Brenin prepared a desperate last stand, an assassins bolt laid the Grand Duke low, and heralded the giant’s attack. Battering through the weakened North Gate, the giants forced their way into the city, fighting the warriors and heroes of Gyruff in a bloody battle through the streets of Gorna. The heroes of Gyruff stood their ground to give the remaining civilians a chance to flee the falling city, but when the giants closed on the South Gate, they sealed the fate of those inside. Cut off in all directions, the heroes fell one by one by one, fighting bravely
to the last, as they collapsed under the weight of giant clubs, swords, and axes. The refugees, guided by the Olwythi and aided by the few surviving heroes (as well as a mild winter), managed to avoid giant pursuit parties, eventually making it to Hochoch by mid Sunsebb.

All manner of giants took up residence in Gorna after the fall, and it was the most heavily defended bastion of giant might next to the cloud castles. Twice the Army of Liberation and the allies of Gyruff tried to retake her, and twice they failed. The victory at Pregmere has given renewed vigor to the morale of the Gyri, and it is hoped that the next bid to take back Gorna will be the one to see our capital returned. Most buildings, including the castle, had to be completely rebuilt after the war.

**Bwgan Creek (village) (F133-218) (boo-gan kreek)**
- **Ruler:** Brehyr(es) ______________, 4 daughters: 12, 10, 8, 1
- **Population:** 500
- **Resources:** Gold, fish

This was a large, walled town with a predominantly Oeridian population. It was named after the large creek that runs through it. The creek was a tributary of the White Oyt, and was once known for the gold nuggets found regularly in the creek bottom.

**Amhaern (village) (F139-213) (am-hern, tr. near iron)**
- **Ruler:** Brehyr(es) ______________, 2 sons: 15, 2 & 3 daughters 23m, 21m, 8
- **Population:** 500
- **Resources:** Iron, sheep

Located where the Crystalmist foothills give way to rolling pastureland, Amhaern was a heavily fortified and walled village across the White Oyt and over the hill from Gorna. Beginning as a small iron-mining town, it had grown to be one of the largest iron centers in Gyruff.

**Alvein (village) (F141-213)**
- **Ruler:** Brehyr Rwan Boldblade, son 20, daughter 24m
- **Population:** 400
- **Resources:** Iron, coal, sheep, wood, fish, gold

Built in the shadow of Strand’s Crag in a wooded valley of the Stark Mounds on the Oytpass, which follows the Red Oyt River. The majority of the population mines iron, coal or small nuggets of gold from the hills, log trees, fish, tend sheep or any of the associated craftsmen. The Red Stones are a major druidic circle only 14 miles away, where most major ceremonies take place.

**Thorndyke (village) (F137-212)**
- **Ruler:** Brehyr(es) ______________
- **Population:** 120
- **Resources:** Grapes, Fruit, Fish
Ffrwythlon Dol, (Barony) Cantrev of

Ruler: Arglwythes Vilina Lea (Age 67)
Knight Captain Crouching Manticore Dame
Husband: Cormac mac Aoibin
Arglwythes Gretta Lea age 25
Population:  1,760: Human 61% (FOS), Halfling 34%, Gnome 3%, Other 2%;
Arglwyth Income: 60.192 gp/day
Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day,
Fort (20 skilled, 40 unskilled) -50 gp/day
Specials: Halfling Rogues (88x2HD, 11x5HD, 3x9HD, 1x12HD)
Light Cavalry (88x2HD, 11x5HD, 3x9HD, 1x12HD)
Rangers (44x2HD, 6x5HD, 2x9HD)
Archers (88x2HD, 11x5HD, 3x9HD, 1x12HD)
Sailors (88x2HD, 11x5HD, 3x9HD, 1x12HD)
3 Longboats
Resources:  sheep, grains, beer, hay;
Culture:  mixture of Old Faith and Keoish Ways;
Settlements:  The Lea (800), Bachyn Bugeiliaid (400), Asgwrn Cefn (300)

Previously known for its halfling population and brews. Sheep outnumber humans and halflings by 20:1.

The Lea (town) (F140-205)

Ruler: Arglwythes Vilina Lea
Current Population: 800
Resources:  sheep, wool, hay, grains, beer
Founded over three hundred years ago by an extensive family that carved out a large claim of Gyruff’s heartland, the village of the Lea was always a peaceful and uneventful place to live. The green land had a gentle roll, and the hills were marked with outcroppings of stone, which made it less suitable for plowing but ideal for pasturage and wild-grown hay. The family of herders began a healthy trade in wool, attracting craftsmen and other settlers, and the collection of steadings and other buildings at the crossroads burgeoned into a village. While The Lea can’t match Pregmere for crop output, the sheep are tastier and more plentiful here. Each spring, The Lea hosted a great wool fair which, while not as large as the ones in Pregmere, were still very popular with merchants based out of Oytmeet and points further south.

The Lea is the largest village in the sprawling yet sparsely populated cantrev of Ffrwythlon Dol, and the arglwythi have, for generations, been members of the original founding family.

Like their kith in Pregmere, the people of The Lea were unused to humanoid attacks, as their location in the heartland of Gyruff was protected on all sides by more appealing targets closer to the borders. The attack would have been a surprise had it not been for Arglwyth Darlon Lea’s consort who learned of the invading forces before they could reach the village. Organizing the people, she led them south across the river to Oytmeet and later to Gorna just ahead of the giant forces. As a consequence, the band of verbeeg, ogres and hill giants that reached the village found naught but empty steadings and scattered sheep.

Bachyn Bugeiliaid (village) (F142-206)

Ruler: Brehyr Haulf ap Joint, son 34m & daughters 25m, 21m, 20m
Population: 400
Resources:  sheep, hay
Translated as Shepherd’s Hook.

Asgwrn Cefn (village) (F139-206)

Ruler: Brehyr(es) ______________, no offspring
Population: 300
Resources:  sheep, hay
Translated as Spine.
**Gwyrth Bryn, (Barony) Cantrev of**

**Ruler:** Arglwyth Andras Dryadson (Age 17)

**Population:** 3,800: Human 86% (F), Dwarf 5%, Elf 4%, Gnome 2%, Other 3%

**Arglwyth Income:** 129.96 gp/day

**Military:** Noble Estate (3 skilled, 15 unskilled) -10gp/day, Fort (20 skilled, 40 unskilled) -50 gp/day, 30 skilled archers as of CY 617-04

**Specials:** Druids (190x2HD, 24x5HD, 6x9HD, 4x12HD, 1x24 HD) Bards (190x2HD, 24x5HD, 6x9HD, 1x12HD) Monks (190x2HD, 24x5HD, 6x9HD, 2x12HD) Clerics (85x2HD, 12x5HD, 3x9HD, 1x12HD)

**Resources:** Druidic magic, bardic knowledge, monastery, maize, wheat, oats, other small grains, goats, silver, salt, bucal (bison), vegetable greens

**Culture:** traditional Old Faith;

**Settlements:** Dersyth (2,500), Trehalwyn (400), Dyffryn y Rheswm (tr. Valley of Reason) (400), Monastery of Pelor (200), Kindlers’ Isle (200), Isle of Rhun (100)

With the proximity of the druids on Isle of Rhun, the bardic college on Kindler Isle and the Pelor monastery (to serve/protect the druids), the cantrev has a lot of knowledge/wisdom. The druids help crops grow, providing more food than one would expect for the size and placement of the cantrev. The government is a theocracy based on the Old Faith, founded at the end of the Giants War by Llwyrr Ilan ap Dyved (fighter druid) before his death.

Local orc tribe: Blood Axes - grey orcs with Great Axes that live all along the barrier peaks

**Dersyth (Town) (aka West Town) (F135-200)**

**Ruler:** Town Council + Abbot Lucan the Wise

**Population:** 2,500

**Resources:** monastery, stone, silver, maize, wheat, oats, other small grains, bucal (bison), vegetable greens and goats

The capital of Gwyrrh Bryn was originally little more than a small monastery devoted to the worship of Pelor. Although not as old as Gorna, it was nonetheless one of the oldest permanent settlements in Gyruff having been founded more than seven hundred and fifty years ago. In CY 294, when a minor epidemic broke out in Pregmere to the south, it was the reclusive monks and acolytes of Dersyth who were able to stem the tide of disease. In gratitude, over one hundred of the residents swore to devote themselves to the Sun God and moved to the outlying areas of the monastery.

The land was cultivated with maize, wheat, oats and other small grains and a communal goat pen was built next to the monastery. A stone bridge was later constructed over the Olfwater River to more easily reach the resources of the Barrier Peaks, which loomed just miles from the town. In CY 412, a lucrative silver mine was established, and within a century, the village had expanded to over fifteen hundred inhabitants known for their devout worship of Pelor and for their silver ore. The town also developed a strong trade with the dwarven Stonereaver clan in Moradinath-Mor.

In the months before the invasion, miners from the town had reported seeing trolls and giants in the mountains with increasing frequency. However, the town had not been attacked in human memory and only a handful of inhabitants took the harbinger for what it was. When a force of orcs, trolls, ogres and giants blasted into Dersyth from the mountains, most of the townsfolk were taken by surprise. Llwyrr Gwynallt and the monks and priests of the monastery rallied the defenders, making a last stand at the temple. All of them perished. The giant’s forces proved to be overwhelming and only a handful of the inhabitants managed to escape after the giants cut off their retreat. Most were captured and eaten in a giant feast, the cook-fires of which could be seen for miles. A lucky few were only enslave.
Trehalwyn (village) (tre-hawl-win, tr. salt village) (F140-200)
   Ruler: Brehyr Father Caswallon Dwgan “the Green” ap Caswal of Obad-Hai, no offspring
   Population: 400
   Resources: Salt
Lucrative salt mines stretch deep into the Barrier Peaks.

Trehalwyn is a village of about 400 Gyri located in the foothills of the Barrier Peaks. Its primary source of revenue comes from its namesake, salt, which was mined at the base of the Peaks. Trehalwyn’s salt mines reach deep into those mountains, and merchant journey from all over the Sheldomar to trade for the valuable mineral.

Dyffryn y Rheswm (monastery + village) (F137-200)
   Ruler: Abbot Midlesbrig the Venerable
   Population: 400
   Resources: Monks, Knowledge, Religion
The Monastery of Rao settled here in the Valley of Reason.

Monastery of Pelor (monastery) (F132-200)
   Ruler: Abbot Godwin the Oakenrod
   Population: 200
   Resources: Monks, Beer, Religion
The Monastery of Pelor has sworn to protect the druids and the Old Faith

Kindler’s Isle (Bardic Isle) (F131-200)
   Ruler: Village Elders
   Population: 200
   Resources: Bards, Fish
Kindler’s Isle is the home of the College of Cainaith, which educates and produces bards knowledgeable in the history and culture of Gyruff. When Gwyrth Bryn was overrun by giants during the war, many escaped to Kindler’s Isle. Neither Kindler’s Isle nor the Isle of Rhun can be found through the mystical fog over Avon Fyn, unless a druid permits it. A boat, crewed by Flan monks of Pelor and piloted by a druid, meets potential visitors and only allows passage to Kindler’s Isle.

Isle of Rhun (Druidic Isle) (F131-200)
   Ruler: Archdruidess Gwenillian
   Population: 100
   Resources: Druids
The Isle of Rhun is the holiest of places to the Druids of Gyruff, where only the Druids and high noble candidates can go. There is a secret trial performed on the isle to get the Druids’ confirmation for a high noble. Neither Kindler’s Isle nor the Isle of Rhun can be found through the mystical fog over Avon Fyn, unless a druid permits it. A boat, crewed by Flan monks of Pelor and piloted by a druid, meets potential visitors and only allows passage to Kindler’s Isle.
Melgorn, (Barony) Cantrev of

Ruler: Arglwyth Ullich ap Llen (half-orc), unmarried
Population: 3,000?: Half-Orc 30%, Orc 25%, Goblin 10%, Hobgoblin 10%, Bugbears 5%, Human 10% (FSO), Dwarf 5%, Other 5%;
Arglwyth Income: 10.2 gp/day
Military: Noble Estate (3 skilled, 15 unskilled) - 10gp/day, Fort (20 skilled, 40 unskilled) - 50 gp/day, 20+ archers as of CY 617-04
Specials: Orc and Half-Orc Barbarians (1500x2HD, 188x5HD, 47x9HD, 12x12HD, 3x24HD) Hobgoblin Heavy Infantry (1500x2HD, 188x5HD, 47x9HD, 12x12HD, 3x24HD) Goblin Skirmishers/Engineers (1500x2HD, 188x5HD, 47x9HD, 12x12HD, 3x24HD) Bugbear Rogues (750x2HD, 19x5HD, 24x9HD, 6x12HD, 1x24HD)
Resources: wood, silver, hornwood longbows;
Culture: predominantly half-orc, orc and goblinoid with some dwarven and Old Faith;
Settlements: Hornwood (1,000), Clearsky (400), Brecon Mines (400), Fort Gellsblood (400), Lutin (400?), Orco (400?)

After the Giant War, the non-humans (half-orcs, orcs, goblins, etc.) of Clearsky petitioned for a land of their own and were given Melgorn.

Local Orc Tribe: The Skulls - Orcs with great axes and Helmets painted white. - Live in the Crystalmists to the south of the Hornwood and west of the Stark mounds

Hornwood (town) (F132-212)

Ruler: Town Council
Population: 1,000
Resources: Wood, silver

Nested between the Crystalmist Mountains and the forest that is its namesake, Hornwood was a goodly-sized fortified village originally settled over two hundred years ago by loggers and miners; both of whom benefited from the town’s location near the mountains and the Deor River. The loggers established a mill on the river, working lumber harvested from the edge of the forest, and the miners enjoyed many small veins of silver on the slopes of the Crystalmist foothills. Not surprisingly, the local interfaith temple was dedicated to Bleredd, god of mines, and Obad-Hai, god of the woodlands, whose clergy supported both enterprises while preaching a necessary balance between all extremes.

The village also attracted craftsmen, including dwarven metalworkers, and Gyri woodworkers, and the settlement soon became known for the longbows crafted by the talented bowyers from the Hornwood lumber. Indeed the longbow was a vital part of life in Hornwood, as the more-than-occasional raider from the Crystalmists provided plenty of target practice for the residents. Though raids were as common as the mountain thunderstorms, the formidable palisade walls of the village were never breached.

Towards the end of Patchwall, a shock troop force of fomorians and orcs swarmed down from the mountains and fell upon the village of Hornwood. Though used to the raids by monsters from the Crystalmists, the people of Hornwood had never faced this large, and worse yet, this organized, a force. The sturdy folk, led by their arglwyth, Gruffyth of the Crags, managed to hold off the invaders for three days and killed several of the brutes before the giant forces finally broke through the walls and sacked the village. In the end, over a quarter of the population was enslaved or eaten by the raiders, the rest having died defending their homes and livelihoods. A handful managed to escape, and the time bought for them by arglwyth Gruffyth allowed them to quickly bring news of the onslaught to other cantrevi, saving many souls that may have otherwise perished.
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<td>Orco (tr. Orc) (mobile camp)</td>
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Rhod Derwyth, (Barony) Cantrev of

Ruler: Arglwyth Lord Janos Garren, wife Dina Rona Garren & daughter Yuldra (23?)
Population: 4,000: Human 92% (SOF), Dwarf 3%, Gnome 3%, Other 2%;
Arglwyth Income: 102.6 gp/day
Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day,
Fort (20 skilled, 40 unskilled) -50 gp/day,
20 archers as of CY 617-04
Specials: Sailors (200x2HD, 25x5HD, 6x9HD, 2x12HD)
6 Longboats
Crossbowmen (200x2HD, 25x5HD, 6x9HD, 2x12HD)
Med Cavalry (200x2HD, 25x5HD, 6x9HD, 2x12HD)
Clerics (20x2HD, 3x5HD, 1x9HD)
Druids (20x2HD, 3x5HD, 1x9HD)
Resources: stone (limestone), fish, rice;
Culture: mostly Keoish with some Old Faith and Sterich;
Settlements: Caer Glys (3,100), __________ (500),
Pymtheg Cerrig (400)

Caer Glys (Town) (F159-215)
Ruler: Town Council
Population: 3,100
Resources: Limestone, Fish
When Caer Glys was constructed, a town began to form in its protective shadow. Trade with the surviving gnomish city of [Richmound] and the gnomish village of Culrain run through Caer Glys’ docks.

Pymtheg Cerrig (F158-216)
Ruler: Brehyr Ifan ap Dyved, lost all 5 children.
Population: 400
Resources: Fish, Rice
In 599 CY, a wealthy Keoish noble Brulgan Vitteros purchased the rights to a settle a hamlet called Pymtheg Cerrig. Along with Vitteros, a large number of Keoish refugees fleeing the Troubled Times settled in Pymtheg Cerrig (which they affectionately refer to as Dantelchaig).

Vitteros formed a trading company along the banks of the Javan, and his connections with proved beneficial. As the Dantelchaig Trading Company grew, so too the hamlet grew into a small town.

In 607 CY, the local Flan brehyr of Rhad Derwyth, Ifan ap Devyd married Vitteros’ eldest daughter, Dregya. Until they married, the native Gyri and Keoish refugee population had clashed over religion and other customs. Fortunately, this union created a peace between the two groups.

Denman’s Hollow (F156-215)
Ruler: __________
Population: 500
Resources: Sheep, some wood, some grains
(Still unnamed, this village is a trade outpost halfway between Richmound and Caer Glys in along the central-southern border of hex F156-215 near the river. Reliant on sheep grazing in the hills and some small fields for food, there are some small woods nearby.)
Rhwngh yr Coed, (Barony) Cantrev of

Ruler: Arglwythes Briallen merch Luther (Age 57)
son: Niclas ap Briallen (Age 25)

Population: 4,000: Human 87% (FSO), Elf 10%, Other 3%;

Arglwyth Income: 136.8 gp/day

Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day,
Fort (20 skilled, 40 unskilled) -50 gp/day
38 archers as of CY617-04

Specials: Sailors (200x2HD, 25x5HD, 6x9HD, 2x12HD)
6 Longboats
Rangers (200x2HD, 25x5HD, 6x9HD, 2x12HD)
Bards (100x2HD, 13x5HD, 3x9HD, 1x12HD)
Clerics (50x2HD, 6x5HD, 1x9HD)
Sorcerers (50x2HD, 6x5HD, 1x9HD)
Archers (100x2HD, 13x5HD, 3x9HD, 1x12HD)

Resources: fish, wood/lumber, fruit, grain;

Culture: mixture of Old Faith and Keoish Ways;

Settlements: New Midwood (2,500), Prenffrwyth (400),
Groesffordd (400), Llannerch (300), Preston (200), Caer Rhiniog (200)

Merrymeet (F150-202) (Druid Circle)

New Midwood (town) (F145-200)

Ruler: Town Council
Population 2,500

Resources: Fish, Ferry service, Lumber mill

As the name implies, the town of Midwood was located midway between the Dim Forest and the Oytwood, nestled in a slight depression of low-lying ground along the Javan River. This low area was usually covered in a light fog from the river in the morning hours of warm days, and during those times the area was beset with all manner of insects. This in turn attracted fish that would come to feed on the morning banquet and it was said that the Y’Avon (tr. Javan River) along this stretch was so thick with feeding salmon, trout and bass that a fisherman need only steer his boat into the water and the fish would jump on board.

The good fishing, coupled with the town’s convenient location between the two timberlands, made this location ideal for settling Gyri. The small fishing village soon burgeoned, and the town began a ferry service across the Javan making it the only other place, besides Hywist’s Ford, to cross the Javan between the Dim and the Oytwood. The revenue from the ferry tolls, coupled with the fish trade, made Midwood the most prosperous town in the region, and the capital of the cantrev. The town was founded on the east bank before cantreval boundaries were established, and when they were, it ended up just beyond the border into Arweth. However, the settlement was traditionally considered a part of Rhnwyg yr Coed due to an ages-old agreement between the lord of Arweth and the lord of Rhnwyg yr Coed.

After the invasion, the fate of Midwood was concealed behind a curtain of unnatural and nigh impenetrable fog. Toward the end of the war, however, the fog lifted and the town was found intact, arglwyth Talvan of Allitur alive and well within. Prydithi that have traveled there since have spread the tale of a giant named Ghanadar, an unusual fog giant, who came to the town during the invasion and entreated with the people, instead of slaying them outright. The arglwyth and the town accepted his terms, and thusly were protected from the disaster that befell most of the other settlements in Gyruff.

This revelation came on the heels of the annexation of Arweth by the Gran March, which voided the ages-old understanding between the lords of Rhnwyg yr Coed and Arweth with regards to cantreval boundaries. The town faced becoming subjects of the Gran March because they were on the wrong side of the Javan. So, with the help of some powerful adventurers, the town has remedied their situation by moving across the river. Though they were now in contested territory, they benefited from the protection of the Army of Liberation, which wintered near the town.

Even though Arglwyth Talvan was killed shortly after the war, the town continues to have a Temple to Allitur
Prenffrwyth (village) (F147-202) (tr. fruitwood)
Ruler: Chantel Brodelin (mid 70’s), Brehyres of Prenffrwyth and Marchioness of Mandismoor
Daughter Nichelle Brodelin (Age 25)
Population: 400
Resources: fruit trees
Home to some of Gyruff’s most talented woodworkers. They rely solely on trading agreements with the elves that provide them with the exotic fruitwoods from which they crafted their wares.

This thorp, on the edge of the Oytwood, was home to some of Gyruff’s most talented woodworkers. They did not harvest wood from the forest however, instead relying solely on trading agreements with the elves that provided them with the exotic fruitwoods from which they crafted their wares.

Groesffordd (village) (F145-201)
Ruler: Brehyr Tucker Walsh (Braichdyn of 7th “Hawk” Saethwri during the war), 3 sons 36m, 34m, 18 & daughter 25m
Population: 400
Resources: Wheat, other grains, cattle

Llannerch (village) (F143-200)
Ruler: Brehyr Grog Gellslayer (half-orc Braichdyn Barbaraidd during the war), no offspring
Population: 400
Resources: Wood, Nuts, Tea

Caer Rhiniog (Castle) (F149-202*)
Ruler: Brehyr Milis ap Dorth (Wizard and Ban Cantdyn of Cyvrin during the war), 1 daughter age 1
Population: 200
Resources: Fruit, Fish
Twelve miles upstream from Preston. Shaped like a hexagon with stout ironwood for the palisade.

Preston (Hamlet) (F150-202)
Ruler: Brehyr Oft Dellweather (Cleric of Pelor, Braichdyn Diwinyth during war), son 14, daughter 7
Population: 200
Resources: Fish, Fruit, Trade
The village of Preston began as an elven outpost built to protect the Oytwood from human and humanoid incursions. The local Flan won the trust of the reclusive elves over many generations, and in time, the elves relaxed their vigil allowing any human who demonstrated a respect and love for the land to visit their arboreal home. Time passed, and relations between the humans and elves became closer, especially so after a young Gyri noble wed an elven bride in CY 223. The outpost became a palisade walled hamlet with a small population of elves, half-elves, and a few like-minded humans who, utilizing the Y’Avon (tr. Javan River), turned Preston into the conduit through which the elves of the Oytwood traded and communicated with the world beyond the woods.

By the time they reached Preston, the giant force was weary but determined. Dozens fell to elven arrows and swords and traps along the way, but their numbers and their doggedness saw them to the Y’Avon-side village, which they promptly took to smashing with brute strength. The elven warriors of Preston kept the giants at bay while the majority of the village escaped into the forest, before retreating themselves. Reeling from the loss, the grey elves defensively withdrew deep into the Oytwood, closing off almost all contact with the outside world.

Nearly ten years later, in CY 592, Grand Duke Owen and his green Army of Liberation (with the blessing of the Weeping Council), launched an attack upon giant-held Preston from the newly constructed Caer Rhiniog nearly thirty miles upstream. The Battle of Blue Bonnet Meadow, just miles from the village, saw the defeat of the giant forces in the Oytwood, and the reclamation of Preston, or at least what remained of it. The giants had crushed, cut down or burned most of the trees in and around the once beautiful village, and built up crude buildings from the remains.

A victory nonetheless, it won the favor of the reclusive Weeping Council of the grey elves, who were glad to have the thorn of giant-occupation removed from their side. In gratitude, they granted the village in whole to the Griffon Chair, on the condition that it could never hold more than two hundred inhabitants.
The Smiling Frog (Tavern & Inn) - West of the well / 1 - Standard - One of the first buildings not used by the military, it was first a tavern, now also an inn. SHE3-03 Shades of Grey; GEO4-01 Necessary Evil

The Seelie Arms Inn (Inn) - Eastern Gate / 4 - Rich

The Archer's Mark (Tavern) - Southern Gate / 6 - Standard - tavern frequented by soldiers
Rhychdir Rhos, (County) Cantrev of

Ruler: Regent of Rhychdir Rhos, Braichdyn Mellos Warren Llywyr Rhian “the Spearbreaker” merch Neirin (Age 53) and husband (Llwyr) Yrylan.

(Sons: Cullin 22 & Dogan 20)

(Daughters: Lynelle 13 & Kendra 10)

Population: 5,350: Human 85% (FSO), Elf 6%, Giant 5% (FH), Halfling 2%, Other 2%;

Arglwyth Income: 182.97 gp/day

Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day, Fort (20 skilled, 40 unskilled) -50 gp/day, 60 archers as of CY 617-04

Specials: Light Cavalry (267x2HD, 33x5HD, 8x9HD, 2x12HD)

Rangers (267x2HD, 33x5HD, 8x9HD, 2x12HD)

Archers (267x2HD, 33x5HD, 8x9HD, 2x12HD)

Fire Giants (16x13HD)

Hill Giants (32x10HD)

Resources: sheep, fire giants, wood/lumber;

Culture: mixture of Old Faith and Keoish Ways;

Settlements: Pregmere (4,900), Pedryvan (400), Tywyll Cwrw (150), Herde (50 hill giants)

Local orc tribe: Blood Axes - grey orcs with Great Axes that live all along the barrier peaks

Pregmere (Town) (F141-204)

Ruler: Town Council (Chartered Town)

Population: 4,900 (inc. 270 Fire Giants)

Resources: hot springs, sheep, cheese-makers, fire giants

The ‘mere’ in Pregmere refers to the dozens of hot springs that marked the center of the town, and indeed were what drew early settlers to the location. No more than twenty feet across, they are fairly shallow, the largest being about as deep as a wood elf is tall. Some heat source deep within the land drives the groundwater to the surface and tradition holds that the source is the heart of the Oerth-mother herself. The springs were originally filled with many varieties of strange and colorful fish that were at home in the warm waters, though they were nearly fished to extinction in the early days of the settlement until the druids intervened and pushed for the settlers to rely other food sources.

Hence, the people and town of Pregmere soon became known for their sheep and sheep-derived trade-wares. Cheese-makers abounded and their wheels were exported throughout Gyruff. Woolen cloth was found in every form, and the bountiful semi-annual shearings kept the town’s spinners and fullers busy most of the year. The wool fairs, held twice yearly, turned into festival-holidays and were so popular that the town tripled its population for an entire week, once in the spring and once in the fall.

Located in the heart of Gyruff, at the meeting of four major roads, Pregmere was far and removed from the dangers that loomed over other cantreval capitals. The unwalled town radiated out from around the hot springs and the intersecting roads divided it into four parts. The open layout made for easy access to the hot springs (which constantly drew visitors), and while it was less than ideal for defense, it was not of concern to a town that had enjoyed peace since the civil war at the turn of the century.

On 28 Patchwall CY 583, a troop of fire and hill giants marched right into the unwalled town, as worg riders razed the countryside. The defenders held out for three days, fighting the invaders sporadically from house to house, but in the end, the merchants and shepherds and craftsmen of Pregmere surrendered. Hundreds were shackled and placed in barracks, to be used as either food or slave labor. The effete llwyr Neirin ap Steffan was slain as he fled his manor home on the outskirts of town.

Because of its central location, the giants had taken to using Pregmere as a staging ground for their forces. Most of the buildings have been converted to storehouses for the giant army, and the fire giant leader took to building fortifications, erecting a keep on the remains of the llwyr’s manse.
Towards the end of the war, an army led by Knight Marshal Alicia Helenasdotter and the Lady Regent Blackblade marched on Pregmere and met the giant forces in battle more than six leagues from the city. The pitched battle raged for three days, but the allied armies were finally able to drive the giant forces from the battlefield.

**Pedryvan (Village) (ped-ree-van, tr. four points) (F143-202)**

- Ruler: Brehyr(es) ______________, sons 30m, 17
- Population: 400
- Resources: raw lumber

Located in the north of Rhychdir Rhos, Pedryvan once marked the meeting and border of four cantrevi (the borders have shifted slightly since the War Against the Giants). It’s proximity to the edge of the Dim made it the primary source of raw lumber for northern Rhychdir Rhos. A large portion of the population is elven.

**Tywyll Cwrw (steading) (F136-206)**

- Ruler: Brehyr Heff the Longwool, sons 26m, 24m, 14, 12 & daughter 23m
- Population: 150
- Resources: sheep, grain, beer

**Herde (steading) (F137-202)**

- Ruler: Chief Strale
- Population: 50 hill giants
- Resources: sheep, grain, beer

This hill giant settlement exists peacefully within Rhychdir Rhos, although many humans still avoid the steading, even after 20+ years. The hill giants tend their sheep, plant grain and brew their own beer, which they trade to those few merchants brave enough to deal with the giants.
Tjalf (tr. Toil) – Reservation for Giants

Ruler: Candidate Gruka Duk (Storm Giant)
Daughter: Aurora Borealis (Half-Fey Cloud Giant Druid)
Lieutenant: Sjatte (Eldritch Giant)

Population: unknown: Giants 90% (Fire, Frost, Stone, Hill), Human 5% (FSO), Other 5%;
Arglwyth Income: 68.4 gp/day
Military/Specials: Hill Giants (120x10HD)
   Stone Giants (85x11HD)
   Frost Giants (82x12HD)
   Fire Giants (65x13HD)
Cloud Castle (13x16HD cloud giants, 2x13HD fire giant smiths, 2x11HD stone giant masons, 2 ogre magi, 32 ogres, 28x2HD, 5x5HD, 1x9HD human clergy, 1x12HD Magi & wife)

Resources: wood, sheep, bucal (bison), iron, stone (granite);
Culture: predominantly Fire, Frost, Stone and Hill Giants; reservation for the giants who lost the War against the Giants;
Local Orc Tribe: The Reavers - Reddish Orcs with Glaives - Live near the junction of the Crystalmists & the Barrier Peaks.

Ruins: Hornwood Circle (F125-212)

Most of the giants living in Tjalf, the giant name for “Toil”, are in scattered tribes by race, but still follow Annan’s Order of Things.

What ogres exist are typically used as beasts of burden for other giants or roam individually throughout the Tjalf reservation and into the Stark Mounds.

Hill Giants tend sheep and brew a crude beer.

Stone giants quarry from the foothills and build stone structures.

Frost giants hunt bucal (tr. bison), train worgs and winter wolves, tan hides and brew a stronger ale.

Fire giants are among the most organized and disciplined among the giants with excellent forges.

The cloud giants who quit the war floated away in their cloud castles and cloud islands.

Allegedly, there were some storm giants who survived the war, but they are typically isolated and alone.

At least one eldritch giant son of the Storm King is said to have escaped, but he hasn’t been seen since the last days of the war.

Some giants have been said to have moved back up into the Crystalmists and Barrier Peaks, but those are now only rumors, destined to become legends of the past.

Kargyrara Fort (village) (F121-213)
Ruler: Unled (none)
Population: (unknown)

Castle Thrasmotnir (village) (F114-214)
Ruler: Unled (none)
Population: (unknown)
Ystrad Cloer, (Barony) Cantrev of

Ruler: Arglwyth Krelor Deepforge (dwarf)
Seneschal Dorithian Gray.

Population: 2,800: Human 84% (F), Elf 11%, Dwarf 3%, Other 2%;
Arglwyth Income: 102.6 gp/day

Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day,
Fort (20 skilled, 40 unskilled) -50 gp/day,
20 rangers -40 gp/day

Special: Rangers (140x2HD, 18x5HD, 5x9HD, 1x12HD)
Longbowmen (140x2HD, 18x5HD, 5x9HD, 1x12HD)
Druids (70x2HD, 9x5HD, 2x9HD)
Were-rat Rogues (36x6HD, 9x9HD, 2x12HD, 1x24HD)

Resources: wood/lumber, hornwood longbows, small gardens,
fruit trees, druids;

Culture: traditional Old Faith;
Settlements: Pwst’s Reed (1,250), Llwynwyrdd (400), Hartland (400),
Grasmere (400)

Local Orc Tribe: Deatheaters - Neanderthal orcs

Pwst’s Reed, aka Pest’s Crossing (Town) (F130-209)

Ruler: Town Council (Chartered)
Population: 1,250

Resources: Lumber, Hornwood Longbows, small gardens, fruit trees

Pwst’s Reed was a logging town that was founded in CY 450 along a shallow ford in the Blue Oyt River near the eastern edge of the Hornwood. A crafty trader, name of Pwyst, arranged to have a few heavy logs set into the ford to allow a dry crossing and began to charge a small toll to use his ‘bridge’. Soon, blade-smiths, teamsters, and tavern-keepers started up trades that depended on the local loggers, and Pwst’s Reed soon became a settlement. Over time the frontier village grew, and in CY 512 the crossing was rebuilt with stone.

The loggers and craftsmen of the village shared knowledge with the elves of the forest, and were the first humans to learn the secrets of making the famed Hornwood longbow. Under the guidance of the druids, the Gyri loggers established a system, in concert with the elves, where only the highest quality trees found in the higher altitudes were selectively harvested, avoiding the wasteful destruction of inferior bow-wood. Through use of Hornwood timber, and modified olven techniques, the bowyers of Pwst’s Reed literally carved a reputation as makers of the finest and most powerful bow in the Sheldomar Valley: the Gyric longbow.

The residents lived off of small gardens and sheltered groves of fruit trees, and traded longbows and timber for most everything else. The village became so important to the defense of Gyruff, that the cantrev of Ystrad Cloer was recognized in CY 531 and Pwst’s Reed became its capital.

The first battle of the invasion was fierce and drawn out, but ultimately doomed. Dozens of fire giants led their lesser kin from the Crystalmists through the Hornwood despite being harried for many miles, and fell upon Pwst’s Reed. They cut off any downstream retreat, and burned the surrounding forest to steal any advantage from the defenders. Arglwyth Farshot, and the hardy warriors of Pwst’s Reed held out against overwhelming forces while many of the residents fled through the forest to the north. Lamentably, giant forces claimed the town on the last day of Harvester, CY 583, and word has reached mine ears that the giants have used the survivors as slave labor to fortify the crossing against any counterattacks.

“The Brenin’s Blessing” is a tavern managed by Cerys Ravenhair.

Hartland (Village) (F133-209)

Ruler: Brehyr Oiff ap Melsdorr, son 31m, daughter 19
Population: 400

Resources: copper, Hornwood, pigs, fruit, hunting

Hartland was originally a hunting village, where deer were a significant portion of the locals’ diet.
**Grasmere (Village) (F136-210)**

**Ruler:** Brehyr Phercann the Eagleye, sons 37m, 25m & daughters 33m, 32m  
**Population:** 400  
**Resources:** Hornwood (bows), Fruit, Mushrooms  

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**Llwynwyrdd (Village) (Ilh-ween-wahrth, tr. Green Grove) (F128-209?)**

**Ruler:** Brehyr(es) __________ (druid)  
**Population:** 400  
**Resources:** druids  

Between the source of the Blue Oyt river and the town of Pwyst’s Reed, one might find, if the druids allow it, the village of Llwynwyrdd. Next to the Isle of Rhun, it is one of the largest known druid communities in all the lands in and around Gyruff. They are an isolated community and they like it that way. There is no record of the exact location of the village, and it is said that it can only be found at the will of the powerful druids who caretake there.
Elven Nations

**Dim Forest Elves**

Ruler: Prince Lachion Stonehouse; (Darlon Lea, Age 69)
Population: unknown: Elf 95% (W), Human 4% (F), Other 1%;
Specials: Clerics (unknown)
          Rangers (unknown)
          Archers (unknown)
          Wizards (unknown)
          Paladins (unknown)
          Fire elemental creatures (unknown)
Resources: wood, spider silk, fey;
Culture: predominantly Wood Elves with some traditional Old Faith; undead shadows
13 Tribes/Settlements: Derelion (2,500, F149-195), Enderyn (unknown, F148-198), Fuiorana (unknown, F151-199), Amon Din (unknown, F152-195), Linhir (unknown, F153-199), Siriondil (unknown, F154-194)
Ruins: Derluine (0), Mithrond (0), Gwathsir (0), Pallas Grean (0), Aehnthron (0)
          The Shalm Grotto (F154-199)

The Dim is a large forest of old growth hardwood. Fuinoria are ubiquitous, large broad leaved trees with expansive spreads. Each tree’s span grows into those adjacent, supporting each other and forming a continuous canopy that blocks most light. The top of the canopy is seventy feet high. A given fuinoria can grow a trunk up to seventy feet wide and support a canopy a hundred feet across. An average specimen is half this size. Other species of trees that can compete with the aggressive fuinoria are mixed throughout the Dim. This includes rare serencolvi, smooth white-barked trees with light green leaves that were planted by Flan druids long ago.

The lower boughs of the canopy can be traveled by elves who use them in favor of the forest floor, which is vulnerable to the creatures of the Dim. Little light reaches the floor of the forest which is mostly clear of brush. The terrain is flat and undisturbed, which makes it difficult to navigate by landmark, slope, or sun. There is a slight grade toward the Barrier Peaks to the west that can be detected by a skilled woodsman. There are many small creeks that drain into Y’Avon or the Anniben Dwyr (tr. Realstream).

The Western area of the forest was occupied by thousands of sylvan elves in arboreal villages and a town. The town was Derelion, the home of the grey elf nobility that had authority over the elves of Gyruff. The Y’Avon enters the forest from the Valley of the Mage in the Northwest and runs through the center of the sylvan areas. The Northwest portion of the forest had constant problems with shades in older times and was a tense border with The Valley in more recent times. The river itself is a vector for negative energy that used to be cleaned by the elven nobility. Miracles at the end of the War Against the Giants created sources of positive energy somewhere upstream in both the Y’Avon and Anniben Dwyr.

The Southwest of the forest was occupied by flan, sylvan elves, and many half-elves. Flan woodsmen enjoyed an excellent relationship with the elves and were allowed to settle South of the Olve Water and West of the Y’Avon. They built the town Hochoolve as a center of trapping and trade, and eventually constituted that area as one of the Cantrev of Gyruff.

The Central forest was populated by various humanoid tribes and wild beast. Tribes of goblins with wolves, bugbears, and orcs lived between the two rivers. Now many of these creatures have been turned into undead shadows.

The Northeast forest was occupied by Bisselite settlements. This included a band of Hextorites who settled during the Kettite wars and a cabal of necromancers led by Evard the Black who fled Bissel after a failed coup. The Southeast spur of the forest was wild and unsettled. Dire animals and owlbears were numerous. Fortified human outposts existed on the Anniben Dwr to allow trade route between Gyruff and Bissel, however these were never considered entirely safe, the occupants rightly considered the forest a hostile place.
The fey of the Dim are a mix of seelie and unseelie at the edges of the forest and along the rivers where more light filters through. Unseelie predominate in the heart of the forest. Fading Lands are present throughout the wood.

The Battle of the Dimwood caused a change in the demographics. The humanoids were dominated by the Giants and left to join their armies or stayed in the Dim to overrun the human outposts on the river. They did this and in turn were driven out by the fades. The shadow dragon destroyed many elves and humanoids, creating an army of fades that grew to cover the entire Western forest. The Giants withdrew from the forest. The elves rallied and re-established themselves in the South-Central forest and eventually retook the ruins of Derelion. The Northeast forest was not directly affected by the war, however Evard was using it as a base to build an undead army against Bissel.

After humans reconquered Hochoch, they slowly made a presence in the Dim. Darlon Lea established Argel’s Arbeva which started as an outpost for raids and reconnaissance into giant territory. The Gran March built a road between Hookhill and Hochoch which cut through the Southeast spur and into the March province Farvale.

The straffern fern is a fey plant that was introduced to the Dim by the fey Queen Aisling after the invasion. It was discovered by an elven herbalist, rediscovered by a Flan druid, and later spread by the elves of the Dim. The fern is dark green with small purple blossoms. The fern is a minor necromantic parasite that dies if uproot or exposed to direct sunlight. It reproduces by spores that activate in the respiratory track of giantkin. The spores are activated by the host’s life force, grow rapidly within its body, and take root in the ground wherever the corpse falls.

Eben’s (Tavern) - Dim Forest / Fuinorna - Poor - Eben (Flan) - Dark and smoky taproom. The floor is packed dirt and the entire building is made out of timber. Straw has been tossed on the floor to soak spilled drinks. There is no bar, just tables and chairs. Used solely by Gyrick woodsmen of the village, though wood elves, half-elves, Owlythi gan Gyruff, prydythi, and Old Faith Druids are welcomed with an escort.

The Dim Forest is also home to offspring of the Shadow Dragon Hasfornses and a large number of uncontrolled undead shadows.

**Hornwood Elves**

- **Ruler:** Unknown
- **Population:** unknown: Elf 85% (H), Human 12% (F), Dwarf 2%, Other 1%;
- **Specials:** Rangers (unknown)
- **Resources:** hornwood longbows, wood/lumber; predominantly High Elves with some traditional Old Faith; unknown leadership;
- **Settlements:** Arcaras (unknown, F130-211)
- **Local Orc Tribe:** The Broken Shields - Orcs with morningstars and shields who live in the Crystalmists west of the Hornwood

The Hornwood surrounds the Blue Oyt and extends South and West into the Crystalmists. It is varied, extending from rivers edge to mountain slope. The terrain is increasingly hilly rough and broken as it ascends through different climate zones. The fuinoria did not become predominant in the Horn due to a lack of level ground needed to establish a regular mutually supporting canopy.

The low portions of the Horn are a deciduous mix. As the altitude increases this shifts to hardwood, birch, hornwood, pine, stunted firs, then nothing. Hornwood is a deciduous hardwood that is straight growing and smooth-grained. Like pines it has shallow roots, scaled bark, and bears narrow cones. The bark is black, the under-bark red, and the core wood gold. Hornwood is used for making Gyruff’s signature longbows. It has properties similar to darkwood, though local bowiers consider it superior. Due to its untamed location in the Crystalmists, harvesting bow quality heartwood from these trees is a slow and dangerous activity. Cutters of hornwood were primarily based in the village Hornwood on the Southeast edge of the forest.

The elves of the Horn were predominantly sylvan. They lived in small villages of a few families each scattered through the forest. Many wild creatures roam the Horn, the elves expected danger at any time, including in the villages. The Horn is essentially a gateway to the Crystalmists, it is a natural vector for humanoids, giants, and all beasts that live there. Because
of this the Olven kingdom of Celene deployed regiments of high elf military in three sylvan towns. In each town a grey elf acted as an intermediary with the nobility in the Dim.

A single human settlement existed in the Horn, the village of Pwyst’s Reed. This was based around the one sizable ford of the Blue Oyt and was established by woodcutters seeking ironwood in the lower reaches of the forest. The elves of the Horn were more concerned with survival than those of the Oyt, and had no objections to the humans, provided they cause no problems and could fend for themselves. The Horn is popular with many Old Faith druids of Eholonna and Obad-Hai. The untamed nature of the Horn allow for plant creatures that would have been destroyed in the Oyt or choked out in the Dim. Orcs from the Crystalmists stayed out of the Horn, however gnolls frequently hunted in it.

During the invasion, the humans fled, and the elves were killed, captured, or scattered. In the early occupation the woods became a hunting ground for gnoll tribes that were given it to scour and occupy. The gnolls were in the first wave invading the Horn and Oyt and provided skilled humanoid rangers throughout the occupation. Bolstered by trolls they life for elves hiding in the Horn nearly untenable. By the mid occupation elven life was a matter of fear and starvation. Pwyst’s Reed and the larger elven towns were converted to tribal gnoll camps.

During the mid occupation the Giants cut a road through the Horn, providing rapid access between Gyruff and the Crystalmists. They built Kargyraa Fort as a staging point on the higher reaches. Into the late occupation they cleared this to a bowshot’s width and eventually paved it as an imperial highway.

A hag coven assisted with the rapid conquest of the Horn. They were given Lake Mala in payment, which they used as a base of alchemical activities. They maintained a stock of sylvan elves specifically for this purpose. Throughout the occupation they bred plant creatures and poisons that made the forest a more malevolent and twisted place. Slaves were slowly tortured, turned into meenlock, and released into the forest. Unseelie fey enjoyed this environment and became more concentrated. This started in the Northwest and slowly spread. By the time of the liberation the gnolls had withdrawn their camps and activities East of the imperial highway, and entered the west side only to patrol. The gnolls always feared the giants and were willing to navigate the dangers of the wood in order to avoid the attention of the Sakhut.

After the war and defeat of the hag coven, humans and elves returned to the Hornwood to rebuild, but much was destroyed in the war. Were-rats are a common problem.

**Oytwood Elves**

- **Ruler:** Weeping Council
- **Population:** unknown: Elf 96% (GW), Human 3%, Other 1%;
- **Specials:** Rangers (unknown), Archers (unknown), Wizards (unknown)
- **Resources:** wood, fruit, fey;
- **Culture:** predominantly Grey/Wood Elves with some traditional Old Faith;
- **13 Tribes/Settlements:** Edhellond (unknown - F147-203), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown), ________ (unknown)

The Oyt occupies the shores of the Oyt and Y’Avon and extends South to the Stark Mounds. In ancient times when a single forest covered all of Gyruff, the elves used the area between these rivers as a sort of untamed arboretum, and encouraged a wide variety of plants to settle. Currently the forest boasts all sorts of trees including a wide range of fruit. The mixture of trees in this area does not provide a consistent canopy. Sunlight penetrates the forest and undergrowth is prevalent making travel difficult.

The sylvan elves were the uncontested caretakers of the forest, humans and humanoids were not welcome. The elves were sensitive to the cultural roots of the forest and aggressively defended it against any disturbance. Conflicts between the elves and would-be loggers were common as humans pursued Ironwood, a tree that grows primarily in the Oyt that is
desired for construction purposes. Ironwood is three times as dense as oak, it was not unusual for sylvan elves to make
dwellings in their branches. They would occasionally trade fallen ironwood at Preston.

They elves lived in distributed dwellings and maintained paths for their own use. The only village was Preston on the shore
of the Anniben Dwr. Preston was not a village in the common sense, it was more of a rendezvous point for trade. The
forest was kept clear of seriously dangerous creatures. Seelie fey were common. When the Oyt was conquered it was not
effectively cleared. The sylvan elves formed small bands and instituted an effective guerilla war. The grey elves that
survived the conflicts in the other forests fled to the Oyt.

The Oytwood is also home to Ageineaxth, an Ancient Green Dragon.
Rushmoors Lizardfolk

Ruler: King Karackas (Lizardfolk) (Age 48)
Population: unknown (lizardfolk, goblins, kobolds, human(F), bullywugs, undead)
Specials: Mutant Lizardfolk (many thousands?)
Unmutated Lizardfolk (hundreds?)
Resources: fish, rice, bamboo
Settlements: no permanent settlements
Ruins: Fhar’anod (F160-205), Cult of the Reptile God (F161-204)

The Rushmoors separate Gyruff from the Gran March, and used to separate the Gran March from Keoland proper. Portions of the Eastern part of the swamp have been drained and converted to farming, making ground traffic between the two easier.

The Rushmoors are occupied by many lizard species, intelligent and not. Lizardmen, kobolds, and bullywugs are present. Oytough and giant frogs are indigenous. Primitive flan also occupy the swamp. The Rushmoor Flan are not associated with the Flan of Gyruff. Though the Old Faith is followed by some, it is not ubiquitous as it is in Gyruff. Religions vary with tribe.

The swamp is a source of quality bamboo.

There is region of dry land West of the Rushmoors, East of the Javan, and South of the Dim. The region was fairly untamed, it was named Owlbear after the beasts that are common there. It was annexed by the Gran March who considered low density use to constitute a lack of claim. The invasion did not have much of an impact on the swamp, other than refugees who fled into it.

King Karackas of the Lizardfolk is said to be fey-touched with butterfly wings, insect antennae and grass instead of scales. If anything, this reveres his lizardfolk followers into an almost worshipful state.

The Rushmoors are also home to an ancient black dragon called Kharlixes.

Y’Avon (Javan River)

Called the Javan by outsiders, this is the largest river in the Flanaess. Its headwaters are the Barrier Peaks around the Valley of the Mage. It flows through the valley and is tainted by necromantic energies of the rift to the Shadow Plane in the process. These necromantic energies are countered by a source of positive energy somewhere northwest of the Dim Forest, replacing the cleansing traditionally performed by the grey elves. It is shallow in these areas and can be forded, however it is wide in the Dim and fairly quick moving, introducing some risk.

From the Dimwood to the Oytwood, the river is marshy, deep and slow. It makes this area exceptionally foggy in almost all seasons. Fishing in this area is excellent. The river spreads out across a shallow ford twenty or thirty miles south of Midwood. Hwyst’s Ford is the only ford of the river South of the Dim.

The river continues to be deep and slow until Preston where the waters from the Oyt and Anniben Dwr cause it to pick up speed. It continues deep fast and wide throughout Keoland until it dumps into the Azure sea. Shipping traffic is possible up to Hochoch. Barge traffic is possible up to Hocholove, but the toxic positive energy emitting from around Ravonnar and Tenwalls-on-the-Bluff have prevented any commercial traffic.
**Gnomes of the Stark Mounds**

| Ruler: | King Ingomar “Ingot” Quikbucon (archmage), the Golden Gnome |
| Population: | unknown: Gnomes 80%, Dwarf 10%, Halfling 5%, Human 3% (F), Other 2%; |
| Specials: | Rangers (unknown) |
| | Wolf Riders (Light Cavalry) (unknown) |
| | Wizards (unknown) |
| | Sorcerers (unknown) |
| | Bards (unknown) |
| | Rogues (unknown) |
| | Clerics (unknown) |
| Resources: | stone (limestone, granite, marble), sheep, gems (garnets), mushrooms, clay/pottery; |
| Culture: | predominantly Rock and Forest Gnomes; |
| Settlements: | Richmound (unknown, F153-213), Culrain (unknown, F152-212), Maraber (unknown, F146-214), Talbaire (Flan surface village, 300, F145-216), Glistar (unknown, F144-216), Cairnsmore (unknown, F140-213) |
| Ruins: | Moundgnommery (0, F155-211), Deward (0, F154-210), Torinvale (hill dwarves, 0, F144-212) |
| Mines of Dumathoin (F150-213) |

The Stark Mounds are low mountains that are called hills due to their comparison with the ‘real’ mountains of the Crystalmists. The Stark Mounds are tumbled and rocky, containing many exposed cliffs, rock slides, and small gorges. Like the plains of Geoff they were cleared of trees during the Ur-Flan expansion and never returned to a mature forest. The terrain is open and foggy.

The Stark Mounds were well travelled by Flan merchants of Sterich and Geoff. They were not travelled by other humans. The mounds are haunted by wraiths of the Keoish army of 2600 who are forced by their undead master Vargalion to hunt ‘invaders’.

The Stark Mounds are the home of numerous clans of rock gnomes. The gnomes are well natured illusionists, lived in underground towns or a single surface city. The hills south of Gorna hosted seasonal villas along the White Oyt owned by the wealthy of Gorna. Flan steadings were scattered through the mounds. Hill giants and humanoids had little difficulty traveling the mounds and were an expected risk in most areas. Isolated cyclops shepherds were not uncommon. Wild griffon and hippocriff were numerous. A large black and silver variant of griffon is unique to these hills and are a signature of Geoff among foreign nations.

During the war, the Fire Giant King Mogthrasir sent his army into the Stark Mounds searching for the Underhill dwarves and hunting the gnomes who ambushed humanoids who pursued Gyri after Gorna. The gnomes refused battle. The giants were unable to locate and enter the gnomish warrens. Most successes turned out to be elaborate gnomish distractions or traps. By the end of summer, Mogthrasir contented himself to patrol the Stark Mounds, controlling the surface while the gnomes lived beneath. He established garrisons before leaving with his fire giants to winter at Thunderhead.

Mogthrasir’s hill giant counterpart, Chief Nosra, established a wooden steading over the ruins of the gnomish capital of Moundgnommery. Little did Nosra realize, but most of Moundgnommery remained hidden and intact under the surface. Gyri forces defeated Nosra and dispersed the hill giant tribe living there, but undead vampires created from the humanoid servants and defeated foes of the giants infested the steading. The ruins of the steading are said to be haunted to this day.

In the final weeks of the War Against the Giants, Moundgnommery suffered a final blow. A green dragon offspring of Ageineaxth, calling himself Sssarung the Ambitious, infiltrated the city, fed upon the gnomish inhabitants and dispersed the rest, while claiming their treasures for himself.
Dwarven Clanholds

<table>
<thead>
<tr>
<th>Ruler:</th>
<th>Three Holds Thane Morthan Stonehold (Mountain Dwarf)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Population:</td>
<td>Unknown</td>
</tr>
<tr>
<td>Specials:</td>
<td>Heavy Dwarven Infantry (unknown)</td>
</tr>
<tr>
<td></td>
<td>Siege Engineers (unknown)</td>
</tr>
<tr>
<td>Culture:</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Settlements:</td>
<td>Deepholm (unknown), Stonereaver (unknown), Urtcheck (unknown)</td>
</tr>
<tr>
<td>Ruins:</td>
<td>Sundered City (F117-212)</td>
</tr>
</tbody>
</table>

Most dwarves of Gyruff live in clanholds in the mountains. They had good relations with the humans of Gyruff, trading stone, metal, and metal goods for leather, wood, and grain. The clanholds operate independently, but obeyed the word of the Three Hold Thane in matters that concerned all clans.

Dwarves traveled outside of the clanholds on trade ventures in a caravan or occasionally as dwarf representatives stationed at location on a rotational or semi-permanent basis. Dwarves also settled with humans over the generations, building independent steadings or living in towns, typically as smiths. Dwarves who settled among the humans were outside of clanhold administration, however they were continued to be viewed as part of the clan. Every dwarf knew what clan he was part of, and was welcome to return to the clanhold provided he could recite his lineage.

**Deepholm (Kingdom) (F121-209)**

<table>
<thead>
<tr>
<th>Ruler:</th>
<th>(The Three Holds Thane)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Population:</td>
<td>Unknown (Dwarves Mh 99%)</td>
</tr>
<tr>
<td>Resources:</td>
<td>Gold, silver, gems (III), stone, iron, mithril</td>
</tr>
</tbody>
</table>

Deepholm is a clan of mountain dwarves West of the Hornwood under the higher peaks of the Crystalmists, established about CY 250 (CY -1901). They mined rare and ferrous metals and specialized in smithing. The clanhold was originally established to mine adamant. The dwarves did not trade this metal, and rarely parted with goods made from it. Deepholm is difficult to reach, trade caravans were run between the clanhold and Tycha by dwarven caravan masters with sizable military escorts. The dwarves of Deepholm rarely found reason to allow non-dwarves to accompany these caravans or visit. The hold stood until eventually broken by a coalition of giants, goblins and duergar during the War Against the Giants. The remaining few mountain dwarves fled to Moradinath Mor until the war ended, when they established a new Deepholm (their old home now referred to as the Sundered City).

**Stonereaver (aka Moradinath Mor) (Kingdom) (F128-198)**

<table>
<thead>
<tr>
<th>Ruler:</th>
<th>King Forin Coalstoke</th>
</tr>
</thead>
<tbody>
<tr>
<td>Population:</td>
<td>Unknown (Dwarves Mh 99%)</td>
</tr>
<tr>
<td>Resources:</td>
<td>Stone, iron, silver, gems (II)</td>
</tr>
</tbody>
</table>

Stonereaver is a clan of hill dwarves in the Barrier Peaks between the Olvewater and the Valley of the Mage. They mined precious metals and quarried stone. The clanhold was not difficult to reach, however the dwarves did not welcome outsiders who did not have established business to conduct. They traded silver and gold and hired out as masons, however their pride was in their art. Stonework uncoined elsewhere was commonplace in the hold. Occasional deposits of mithral were found and husbanded into masterworks of jewelry. Clan Stonereaver knew secret ways into the Valley of the Mage, however there was little trade between the two. Both tended to mind their own business, with the occasional exception of an errant gnome.

After the invasion, Stonereaver came to rely on the necromancies of Trellena Silverblood who was under control of the Gem of Greltar Stoneblood. These allowed the hold to re-establish itself, but not to escape the siege. The people of the clan were subtly and increasingly being dominated by the gem, which was finally defeated and destroyed by a band of heroes. Recovery from the domination took several years and powerful restorative magic. While the Stonereaver clan recovered, the Deepholm clan protected the hold. When it came time to build a new Deepholm, Stonereaver miners and masons assisted in the construction.
Underhill (aka Urtcheck) (Kingdom) (F134-218)

Ruler: King Morrel  
Population: Unknown (Dwarves 80% (H), Gnomes 18%, Other 2%)  
Resources: Stone, iron, copper, gems (I)

Underhill is a clan of hill dwarves in the foothills of the Crystalmists between the Deor and White Oyt. The clanhold was established to mine gems, iron and gold, although a variety of other metals are mined to a lesser extent. Various types of useful stone (granite, marble, limestone, quartz, etc.) are also plentiful in the Stark Mounds. The clanhold traded extensively and allowed non-dwarves to enter provided they had worthwhile goods to trade. Underhill dwarves enjoyed excellent relations with the gnomes of the Stark Mounds, who were their primary trading partner.

When the giants came for the Underhill clan, they came with a vengeance. The underground tunnels provided favorable terrain for the dwarves against the giants and their gates and defenses (seemed) strong. The (stone and fire) giants, however, literally carved away the mountain to get access to the tunnels and then sent tens of thousands of goblins in.

The Underhill clanhold was completely destroyed. King Morrel and his son, Deotere, survived the loss of the clanhold and led their people to escape to the Stark Mounds to take shelter among the gnomes. When the giants withdrew from the Stark Mounds, the dwarves and gnomes worked together to build the co-racial hold Urtcheck under King Morrel of the Underfoot Clan of dwarves. Any openings in the stronghold were shored up with stone from the quarries and covered with magics (i.e., Move Earth and Hallucinatory Terrain).

“Underfoot” is a derogatory term for the Underhill dwarves.
Gran March

Ruler: His Most Resolute Magnitude, Magnus Edvard Neholin, Commandant of Gran March

Population: 254,600 – Human 79% (SoF), Elf 8% (sylvan), Dwarf 5%, Halfling 3%, Gnome 2%, Half-Elf 1%, Half-Orc 1%, Other 1%

Military:
- Specials: Heavy Cavalry x 15 Companies
  - Medium Cavalry x 14 Companies
  - Light Cavalry x 13 Companies
  - Light Crossbow x 14 Companies
  - Heavy Foot x 5 Companies
  - Medium Foot x 4 Companies
  - Light Foot (Spear) x 1 Company
  - Heavy Catapults x 11 Platoons
  - Ballistae x 11 Platoons
  - Mountaineer x 2 Platoons
  - Forester (Ranger) x 1 Platoon

Location: Gran March occupies the fertile plains east of the expansive Dim Forest and west of the Lortml Mountains, bounded by the northernmost fork of the Sheldomar River in the south. A poorly defined "open" border marks the north, where nobles often kept court in both Bissel and Gran March.

Resources: Foodstuffs, cloth, copper and gems

Culture: Gran March (Knightly Code, Lawful, Keoish)

Religions: Heironeous, St. Cuthbert, Pholtus, Fharlanghn, Zilchus, Oeridian agricultural gods, Phyton, Obad-Ha

Settlements: Hookhill (pop. 7,500), Shiboleth (pop. 5,900)

Feudal monarchy structured along military lines, with minor fealty to Keoland; overseeing current government in Bissel; noble houses and government are closely entwined with a militant quasi-religious knighthood, the Knights of the Watch; commandant chosen every five years by vote of nobles and knights.

During the war, Gran March liberated the March of Bissel from the Mounted Hordes from Ket and placed the land under a protectorate government. These days, there seems to be little difference between the two governments, though the land within 30 miles north of Hookhill is considered part of Gran March proper.

The northern baronies enjoy a temperate, dry climate not unlike that found in Bissel. The south, however, is a land of dark mists and frequent showers, particularly near the forest and swamp. This territory also includes portions of Dim Forest and the Rushmoors, a haunted fen that has plagued the southern March for much of its long history.

Gran March is an exceptionally martial nation. At age fifteen, all fit males enter mandatory conscription for a period of up to seven years. Girls may join the rank and file, as well, though this is something of a modern development, and their participation is not seen as mandatory (though several influential women in the military hierarchy believe it should be). It is a testament to the national pride of the nation's young people that many continue after their required service, and those who do not are generally members of local militias.

Internationally renown mailed cavalry forms the core of Gran March's impressive army. Armed with lances, crossbows, and swords, these riders are the bane of giants inhabiting Geoff. The Knights of the Watch and Knights of Dispatch offer support and welcome tactical expertise. The total standing army includes more than eighteen thousand soldiers. At least three times as many trained troops can be called up within a single week.

Gran March is one of Keoland's oldest holdings, tracing its history back more than nine hundred years. Legend holds that, after the defeat of Vecna and the dissolution of his empire (placed in the northern part of the Sheldomar Valley in some accounts), the nascent Keolandish crown created an order of knights in the frontier region. The Knights of the March were ordered to bring law to the land and to quell the warring of the native Flan factions. Eventually, the leader of the
Knighthood was named commandant of Gran March, a title that carried with it control of the land between the Rushmoors and Lortmills.

Life in Gran March was peaceful and safe, as few dared oppose the powerful commandant. When a perceived threat from within beset the nation, the Knights of the March sprang upon it fiercely and decisively. Sometimes, such reprisals came with little warning, often against seemingly upstanding members of the lesser aristocracy. The knights followed the secret teachings of their own inscrutable doctrine, and they showed no interest in explaining their actions to commoners.

The early 300s CY brought the Baklunish Brazen Horde to Ket, causing much consternation in the courts of the east and south. In order to protect his holdings against this Paynim threat, King Tavish I of Keoland ordered the foundation of the Knights of the Watch, built upon the basis of the Knights of the March and commanded by its leaders. This new, international knighthood quickly spread to Geoff, Bissel, and the heart of the empire, all the while retaining strong roots and key leadership in Gran March. Indeed, the commandant became titular ruler of the massive knighthood, as well as leader of his nation.

With the dawning of Keoland's wars of aggression, in 350 CY, Gran March gained international notoriety as the primary staging ground for the Second Expeditionary Army, which invaded Veluna from the southwest. After the success of that campaign, the capital of Hookhill became an important caravan stop to points north, which served to increase the wealth of the province.

By 415 CY, life in Gran March had grown extraordinarily difficult, thanks in part to Commandant Berlikyn, a harsh ruler who demanded nothing less than the most of his citizens—the most labor, the most money, the most effort. The king in distant Niole Dra knew nothing of Berlikyn's tactics, seeing only the impressive results. In appreciation, Tavish III appointed the commandant to be the supreme commander of all the northern provinces, which at the time included Gran March, Bissel, and much of Veluna. A period of bitter oppression reigned in the north until Berlikyn was slain in the Small War.

The death of the commandant of Gran March and the loss of Bissel and the Velunese territories to Furyondy forced a change in Keoland's policy in the north. Aware that the local nobles would not tolerate a harsh commandant, the king allowed them to elect one of their own number to the position, and forevermore split the title from that of the "Marcher Lord," titular head of the Knights of the Watch. The government and knighthood remained closely allied.

For much of the modern era, Gran March has existed as a prosperous trade center along Keoland's northern merchant routes. Perhaps thanks to the influence of the Knights of the Watch, the nobles of Gran March have always enjoyed strong relations with their neighbors in Sterich and Bissel.

As continental war developed during the Greyhawk Wars, the armies of Gran March saw relatively little action. Signatories of the Treaty of Niole Dra, the nation sent a small army across the Lorridges in 584 CY, pledging to help Furyondy against Iuz. Months later, Commandant Petros was horrified by reports of whole armies of giants descending from the mountains to lay waste to Geoff and Sterich. He immediately sent the bulk of his remaining armies to the west, only weeks before the horsemen of Ket swarmed into Bissel.

Then, as Commandant Petros prepared to call his men from the Lost Lands of Sterich and Geoff, a grand convocation of the Knights of the Watch was called by the enigmatic Hugo of Geoff, the order's Grandiose Imperial Wyvern. Nearly half of the knights abandoned their wartime posts to gather for three weeks of intense secret conferences in Thornward. The enormously frustrated Commandant Petros was invited to meet with the order's leaders at the conclusion of the conferences.

The commandant abdicated his post within the week, naming as his replacement Magnus Vrianian, a high-ranking Knight of the Watch from Shiboleth. Vrianian left the bulk of his soldiers in the Lost Lands, but ordered a small force to the northern border, where Knights of the Watch led sneak attacks against the hated Baklunish inhabiting Bissel. Shortly after word of Beygraf Zoltan's assassination, the armies of Gran March moved across the border, harrying those Baklunish who were slow in retreating. In Bissel, the knights attempted to help the people restructure their badly wounded society, even going so far as to appoint members of the Knights of the Watch to vacant positions of authority (without the consent of Bissel's new margrave).

Thereafter, the commandant turned his full attention to the Lost Lands. Sterich was liberated in 588 CY, but war continues in Geoff. Perhaps the greatest victory in the latter came in the town of Hochoch, which was freed in 586 by a Gran March
army. The County of Arweth was claimed by right of conquest as a provincial Gran March territory under leadership of the Knights of the Watch. The Lost Lands of Geoff and Sterich were liberated and Gran March claimed a victory.

In Flocktime 617 CY, a barbarian named Gareth led a revolt within the county of Arweth and Governor Neuman with a number of his knights were forced to sign surrender paperwork and then slaughtered. With the revolt in Arweth and the war against the elves of the Oytwood still unwon, a new grand convocation of the Knights of the Watch was again called by the quite elderly Hugo of Geoff. By the end of the convocation a new and much younger commandant was chosen.

**Gran March Military Organization:**
Typical Gran March Force (Army) consists of up to 4 Regiments led by a Knight Field Marshall and command staff (including arcane & divine spellcasters and 30+ skilled staff)
Regiment (~550 fighting men) consists of 2+ Companies led by a Knight Commander, often with arcane (master + 1-3 apprentices), divine healers (2-5 priests and 2-5 acolytes), 2-4 Platoons of special troops (siege, rangers, etc.) + Support Company (~140 men) consists of 2-4 Platoons led by a Knight Captain and First Sergeant
Platoon (~25 men) consists of 2-5 Squads led by a Knight (Lieutenant) and Master Sergeant
Squad is 4-10 men led by a sergeant

Typical Tactics: Anything worth doing is worth doing big. Never under commit your forces or do anything piecemeal. Gran March armies move forward en masse, set up a Regimenal HQ (fort) and hold. Archers and Pikemen hold the fort, while cavalry patrol and sortie outside the fort. Work parties are typically under command of a knight and his platoon.

**Unusual Laws:**
- Alcohol is forbidden. Taverns officially serve non-alcoholic cider, milk, juices, tea, lemonade (from Downlands) – Penalties for possession of alcohol or drunkenness is severe.
- Worshipping of nature or the Flan Old Faith Gods is forbidden.
- Speaking Flan is forbidden
- Traditional Flan Music is forbidden.
- Social Order: Knights, Citizens currently serving in the military, Civilian citizen, Sub-Citizen, Non-Citizen, Undesirable Races
- Military or Work Party service is mandatory at age 13 for all able bodied persons.
- Citizenship is based on military service. After completion of 8 years of service, they are recognized as citizens (or sub-citizens in the case of undesirable races who serve). Citizens may leave the service at any time.
- Only citizens may own businesses or have money.
- Undesirable race “Refugees” will be provided clothing, food, tools and shelter, provided they work for the common good (10 hours per day, every day). Work parties are to be supervised by the military.
- Lycanthropes and shape-shifters are to be reported and hunted down.
Kingdom of Keoland

Ruler: Regent Jessa Skotti Lizhal DeMontvale, Countess of Sayre

Population: 1,800,000 – Human 75% (Sof), Elf 8% (sylvan 60%, high 40%), Gnome 6%, Halfling 5% (lightfoot), Half-elf 2%, Dwarf 1%, Other 1%

Military: Heavy Cavalry (Nobility) x15 Companies
Medium Cavalry x 10 Companies
Light Cavalry x 3 Companies
Hobilars x 18 Companies
Light Crossbow x 55 Companies
Heavy Foot x 3 Companies
Dwarven Heavy Foot x 10 Companies
Medium Foot (Sword, Chain & Shield) x 8 Companies
Light Foot (Pikemen) x 66 Companies
Heavy Catapult x 10 Platoons
Light Catapult x 10 Platoons
Ballistae x 21 Platoons
Scouts x 8 Platoons
Gnome Siege Engineers x 8 Platoons
Dwarven Combat Engineers x 8 Platoons
Elven Longbow x 4 Companies
Elven Shortbow x 4 Companies
Elven Infantry x 1 Company
17 Warships
12 Galleys
Marines x 9 Companies
Rangers x 14 Platoons
Clerics (a few)
Wizards (National Academy of Wizardry, Sea Mages and Silent Ones)

Location:

Resources: Foodstuffs, cloth, horses, gold, gems

Culture:

Religions: Heironeous, Phaulkon, St. Cuthbert, Fharlanghn, Ehlonna, Lydia, Wee Jas, Osprem, Zilchus, Kord, Xerbo, Norebo, Olidammara, elf pantheon, Trithereon

Settlements: Cryllor (pop. 8,400), Flen (pop. 11,900), Gradsul (pop. 49,400), Niole Dra (pop. 25,000)
More than two dozen major and many minor duchies, counties, marches, territories, and baronies

Feudal monarchy with rulership that passes between two or more royal houses that are primarily descended from ancient Suel nobility with many Oeridians and some elves, gnomes, or halflings in Council

Older even than Aerdy in the Flanaess is ancient Keoland, mainspring of the Sheldomar Valley. The foundation of Keoland, represented the birth of the first postmigration human kingdom in the Flanaess. For nearly a millennium, the Keoish heartlands have spanned the lands from Gradsul at the Azure Coast to the Rushmoors in the north, between the great Sheldomar and Javan rivers in the east and west. These lands are some of the most provincial and bucolic in the Flanaess, having been largely untouched by war and conflict for centuries. The climate is customarily temperate year-round and the soils of the central valleys are rich, allowing the kingdom to grow wheat, rye, and other grains in great abundance. The country has never been rich in terms of mineral wealth, and perhaps for that reason it has always conducted a brisk trade with its neighbors, to whom it supplies staples such as foodstuffs in return for hard coin.

The folk of the land can be friendly and generous, but they are primarily noted for their superstitious natures, particularly their wariness of foreigners. The people are a mixture of Suel and Oeridian bloodlines, well blended for the most pan in the provinces of the nation, except in certain rarefied circles such as the nobility and other closed societies. Flan still exist in small pockets in the kingdom, no longer numerous in the heartlands and now driven to the peripheries of the valley. The
common tongue is spoken here, but the primary dialect is called Keolandish. The speech of the common folk is highly recognizable for its accent.

For most of Keoland's history, the study of magic was banned to its citizenry, and its practice was restricted to secret societies and certain nobles. Little evidence is seen by the casual observer of powerful wizards' magic, as commoners fear those who practice spellcraft. Many priesthoods are present in the realm, though religion was never a dominant force in the kingdom, either.

Keoland is a true monarchy in that its kings rule for life and have great powers and authority at their disposal, but officially the government is a permanent regency. Ruled in the trust of the noble houses, the matter of succession has always resided in the Council of Niole Dra. This deliberative body, composed of the major nobility and heads of certain longestablished guilds and societies in the kingdom, has the responsibility to authorize succession and oversee matters dealing with the nation's founding charter. It is the founding charter, penned some nine centuries ago, that ascribes rights and obligations on the part of all the citizenry of the country, whether lowborn or high. The Throne of the Lion, as the office of the king is referred to in Keoland, is currently held by Kimbertos Skotti. The monarch is besieged by factions who constantly demand his attention, making changes or decisions often painfully slow in coming. Most of these petitioners are peers of the realm, who have varied and often conflicting self-interests.

**House Lizhal/Skotti (Baron Markos Skotti) - Suloise**

The Skotti have long been associated with the Dreadwood as rangers and woodsmen. A generation ago, House Lizhal and House Skotti have come under the leadership of Baron Markos Skotti. Traditionally much smaller and less influential than either House Neheli or House Rhola, the last Keoish King was Skotti as is his daughter, the Regent.

- Grayhill (Baron Markos Skotti)
- Flen (Countess Allita Elgarin)
- Bierfield (Margrave Brant Lizhal, cousin to the former King Kimbertos)
- Nume Eor (Viscount Richart Jorgos, cousin of Viscount Cronin Secundforth)
- Dreadwood Preserve (Lord Elveress Lizhal) – Dreadwalkers (Rangers) [COA: Tree w/ three arrows]
House Rhola (Duke Luschan VIII Rhola of Gradsul, Lord Admiral of Keoland) – Suloise

House Rhola are known as great merchants and the naval power of Keoland. Easily the wealthiest and most imperialistic of the great Keoish houses.

- Gradsul (Duke Luschan VIII Rhola of Gradsul, Lord Admiral of Keoland)
- County of Ulek (Count Lewenn Rhola, Archdruid of Berei)
- Sea Mages (Sponsored by Rhola)
- Sterich (Marchioness Redbin Dren Emondav)
- Geoff (aka Gyruff) (Grand Duke Rhys ap Colwyn)

House Neheli (Duke Cedrian III Neheli of Dorlin)

House Neheli have long been known as the agricultural powerhouse of Keoland. They own the majority of land area and agricultural production within Keoland; however, a very bad winter, plague and undead army have devastated the Neheli lands, producing a great famine spanning decades. The Neheli have yet to fully recover, but they expanded their holdings into Geoff and other lands. Other than their holdings in vassal states, they favor an isolationist doctrine.

- Dorlin (Duke Cedrian III Neheli)
- Marlbridge (Count Orloc Neheli)
- Mill Creek (Baron Adreian Neheli)
- Salinmoor (Viscount Cronic Secundorth, bannerman of the Neheli, cousin of Viscount Richart Jorgos)
- Shelspring (Redlee)
- Axewood (Baron Anladon Neheli, was good friends with former King Kimbertos)
- Knights of Malagari

Linth (Clients of the Neheli)

House Linth, a client house of the Neheli, they control the bulk of the remaining agricultural lands and peasants to work that land in Keoland.
• Linth (Earl Lucius Garith II of the Linth, married Katarina Wendolin of House Brodelin)
• Nathistle
• Riverside and Grebe
• Mandismoor, March of (Countess Katarina Wendolin Brodelin Linth)
• Mareman (Marchioness Lisse Redlee Linth)

**Good Hills Union**

- Clan Silverdeep (Hill Dwarves)
- Halflings of Blacktop
- Clan Stonecrow (Hill Dwarves)
- Gnomes of the Good Hills
Oeridian Faction (Racially and politically aligned with intermarriage)

- House Manz (Countess Sierra Lora Bazrail Manz of Cryllor, cousin of former King Kimbertos) – Oeridian
- Noble House of Berrig/Bazrail
- Noble House of Gerth
- Noble House of Garren
- Bierfield (Lizhal)
- Middlemead (Margrave Kharn Redlee)
- Nimlee (Countess Lissen Rheyd)
- Raya (Baron Julius II Garren)
- Riverwatch (Baron Alistair Bevel, daughter-in-law Lady Larissa Morrick Beval from Geoff)
- Sedenna (Margrave Erlich Derwent)
- Westgate (Baron Delve Montvale)
- Merchant House of Gregaine

Miscellaneous

- Dilwych (High Sage Draconis Etenal Malweig I, Baron of Dilwych, departed the Neheli family)
- Gand (Earl Vlad III Warren of the Rhola has turned against the rest of the Rhola family)
- Duchy of Ulek (Duke Grenowin) (significant half-elven and elven population)
- Principality of Ulek (Prince Olinstaad Corond, mountain dwarf) (significant dwarven and halfling population)
- The Yeomanry (democratic elections)
- Knights of the Watch
- Bissel, March of (Margrave Larrangin, heavily influenced by the Knights of the Watch)
- Silent Ones
- National Academy of Wizards
- Gran March (Persistent Xorn Knight Commander Karl Neumann)
Sterich, March of

Ruler: Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich, Stewardess of the Great Western Gate

Population: 144,000—Human 79% (OFS), Dwarf 8% (mountain), Halfling 6%, Gnome 3%, Elf 2%, Half-elf 1%, Half-orc 1%

Military: Halberdiers x 15 Companies
Light Crossbow x 10 Companies
Light Infantry (Spear) x 10 Companies
Light Cavalry (Crossbow, Lance) x 12 Companies

Location: The boundaries of the reclaimed territory generally extend from the western banks of the Javan River to the east, through the lowlands of the Stark Mounds, down to the Davish River and around, in the south, to the Jotens.

Resources: Silver, electrum, gold, gems

Culture: Keoish

Religions: Heironeous, Pelor, Ehlonna, Berei, Fharlanghn, Ulaa, Fortubo, Zilochus, Allitur, Beory, Mayaheine, dwarf pantheon

Settlements: Istivin (pop. 12,100)

Feudal monarchy owing fealty to Keoland; ruling family has been weakened, and noble families are suffering from infighting and confusion over post-war claims of nobility, precedence, and land ownership. Seven counties, each with three to fifteen low baronies (conflicting baronial claims make final number per county uncertain in many areas). Sterich is a land rescued from nonhuman occupation only to find itself embroiled in struggles between returned nobles. The mountain lake, the source of the Javan River, remains a hive of evil activity, and the villages and mines nearby are completely abandoned.

The distant western Crystalists were once the home of several competing clans of mountain dwarves. When the nonhumans invaded in 584 CY, many clans withdrew into their strongholds, while others fled the hills to warn their human allies. Since the nation has been reclaimed, five different clan holds have failed to send representatives to the court in Istivin. Most Sterish fear the worst, though hardy exiled dwarven lords (often at odds with each other) are organizing several bands of adventurers for reclamation missions.

Sterich claims no notable woodlands within its borders, and has had to conduct considerable trade with Keoland and Gran March for lumber to rebuild fallen towns and villages. The most heavily defended portions of the reclaimed lands are perhaps the passes of the Stark Mounds, which offer a relatively safe route of passage for logging missions to the Oytwood.

The military of Sterich, though blooded badly in the reclamation campaigns, has emerged as a well trained force with a handful of canny generals experienced in battling (and beating) nonhumans. A strong contingent of 1,500 halberdiers forms the heart of this force, which is supplemented by light infantry and renowned light cavalry. Unfortunately, the military's division of power declares that most units are under the control of a lord. Since the lords are now squabbling among themselves for regained land, soldiers once united against a common enemy have turned upon each other.

Settled in as a client state of Keoland by relatives of the Grand Duke of Geoff, Sterich was founded as an earldom with the primary purpose of creating a stable political power with easy access to the mines of the surrounding hills and mountains.

For centuries, the nation's nobles grew rich from trade that in turn attracted more nobles (often with paid-for, meaningless titles). The adventurer Fenwick Astakane of Skipperston noted, in his Travels (375 CY), that Sterich was "a hive of low nobility, with titled aristocrats as common as pigs, such that an ordinary serf gains political clout because his labor is in high demand." True, serfs endured as miserable a life in Sterich as in anywhere in the Flanaess, but the general tone and the underlying truth of the matter dictated Sterich's reputation for generations.

In recent years, Sterich had grown distant from the Keoish crown, and had been allowed, in most cases, to care for its own affairs. King Skotti had for years treated the earl of Sterich, the proud Querchard, more as a favored relative than a vassal. The two often spent holidays in each other's capitals, visits celebrated with much more vigor in Istivin than in Niole Dra.

Perhaps because king and earl shared such strong bonds of friendship, it came as a surprise to most Sterish folk in 584 when, with ranger reports of looming nonhuman activity in the western mountains, King Skotti failed to send any troops to Sterich's defense. In truth, the king had long despaired over Sterich's virtual independence (a relic from the reigns of his
predecessors), and implored his friend to swear fealty to Keoland, conceding much of the mine take to Niole Dra. Querchard refused.

The earldom paid in blood. Within a score of weeks, uncounted legions of nonhumans, seemingly led by powerful giants, surged from mountain strongholds, quickly overwhelming Sterich’s petty baronies. Istivin was abandoned within days of the first attacks. Most other towns were put to the torch; stragglers were butchered and cooked on flames fueled by whole villages and towns.

Many Sterish followed their earl to Keoland. Others, angered by the lack of Keoish action (but oblivious to Skotti’s opportunistic offer) fled to the Duchy of Ulek or Gran March. In the latter, many joined the nascent Knights of Dispatch and planned the recapture of their lands. Regardless of where the Sterish fled, most believed the occupation to be but a brief era in the history of their great nation.

In early 585 CY, King Skotti (perhaps realizing the terrible cost of his opportunism) promoted the exiled Querchard to the rank of marquis. Reasoning that a semi-independent subject state added more coin to the treasury than a wasteland controlled by ogres and gnolls, the king of Keoland promised rich rewards for each recaptured barony, and mustered troops in the city of Flen, intent to recapture lost lands. These soldiers were joined by mercenaries and knights, all of whom hungered for a decisive victory in a decade that had provided so many grim defeats.

The first gains came in late 585 CY, when the Keois h force freed the town of Fitela from a fierce enclave of orcs and their kin. Much to the surprise of those who had fought inconclusive battles in Geoff, the armies discovered few giants in Sterich. Interrogations revealed, however, that the occupying forces were loosely aligned under the banner of one King Galmoor, reputedly a powerful giant in residence in Istivin. As the armies marched west to the capital, past depressing smudges of ash and ruin that had once been villages, all prepared themselves for the worst.

When finally the army gained Istivin, in Readying 586 CY, no trace remained of King Galmoor, or indeed of any destruction after the initial raids of 584. In striking contrast to all other liberated towns, which had been destroyed, most buildings in Istivin remained in perfect repair.

Patchwall 587 CY, saw the liberation of all the cities of the heartlands, providing the army with a stable base from which to mount village-by-village attacks upon the nonhuman holdings to the west. By Coldeven 588, the whole of civilized Sterich had been reclaimed.

Still, something was not right in Istivin. Though most citizens noticed few differences, the city’s buildings seemed to cast longer shadows than before the war. Men in taverns seemed more likely to raise a fist in anger. A rash of mysterious fires consumed the homes of several important clerics. Iconic statuary on the walls of the temple of Pelor broke away, crushing children at play in the temple yards. More than a few speculated in private that it seemed that the taint of war had brought a touch of the Abyss to Istivin.

Nights now find the streets of Istivin nearly empty, even of city guards. Those brave souls who dare the darkness do so in great haste, running from place to place with weapons drawn. Many have disappeared in the city at night. The most famous victim is Querchard, marquis of Sterich.

The march is now controlled by Marchioness Resbin Dren Emondav, a dark-skinned, large-framed woman who took her husband’s role upon his disappearance in 590 CY. The marchioness is reclusive, emerging from Krelont Keep only to announce new laws intended to shield the citizenry from the chaos outside the city walls and protect themselves from each other.

Beyond Istivin, supernatural terrors are few. Mundane problems exist in abundance. Though King Skotti’s promise of wealth for each freed barony enticed many minor nobles to take up arms against Sterich’s oppressors, it also quelled a dangerous greed in the populace. This resulted in several legal (and sometimes physical) battles with multiple claimants to the same property. As the marchioness rightly supposes and Skotti fears, many of the contesting nobles were not nobles at all, but opportunistic con artists who carved land and a rich reward from the misfortunes of a largely deceased aristocracy. In some cases, evil men harbored designs upon still-living nobles; assassination has become relatively common throughout the countryside. To this day, rivalries between “noble” houses continue through intrigue and assassination.
# County of Ulek

| Ruler:     | Count Lewenn (N male human Oeridian Drd13 of Berei) – still fighting the Pomarj |
| Population: | 370,000 - Human 79% (OFS), Gnome 8%, Halfling 6% (lightfoot 45%, stout 30%, tallfellow 25%), Elf 3%, Dwarf 2%, Half-elf 1%, Half-orc 1% |
| Military:  | Approximately 7,000 (56 companies) humans, gnomes and halflings – heavy foot is billmen with short swords as backup weapons. Medium and light cavalry ply the lance and saber. Gnomes as sappers. Halflings as scouts. Elves can add another element of medium cavalry with longsword and bow. Rangers in the east with axe, sword and spear. |
| Location:  | The mid-most of the three Ulek States, the county is separated from the duchy to the north by the Kewl River, while the Old River to the south forms the border with the principality. The eastern limit of the county is marked by the Handmaiden River, beginning several leagues north of Courwood, continuing through the Suss until it joins the Jewel River, and another 20 leagues beyond. The county has retained its territory in the Lortmils, due primarily to the staunch efforts of the Suss Rangers and mountaineers who protect the forested eastern highlands. |
| Resources: | Foodstuffs, Copper, Silver, Gems |
| Culture:   | Keoishe |
| Religions: | Berei, Beory, Ehlonna, Obad-Hai |
| Settlements: | Jurnre (pop. 13,100), Kewlbanks (pop 10,900), Courwood (pop. 7,800) |
Duchy of Ulek

Ruler: Duke Grenowin (NG male elf Wiz11/Ftr2) – still fighting the Pomarj

Population: 392,200—Human 43% (Sfo), Half-elf 32%, Elf 19% (high 75%, sylvan 25%), Gnome 3%, Halfling 2%, Other 1%

Military: 6 Companies of Heavy Cavalry
6 companies of medium cavalry
2 companies High Elven light cavalry
14 companies infantry
12 companies of wood elven archers
Some Knights of Luna.

Location: The lands of the duchy lie between the Kewl and Sheldomar rivers, with the Lort River separating the duchy from the Gran March. Its northeastern boundary is found somewhere within the Lortmil Mountains, though duchy troops guard the entire length of Celene Pass. The duchy is unofficially divided into a northern and southern region. The lands between the Axewood and the Kewlstone Hills, and areas south, are primarily occupied by gnomes and wood elves. The northern portion, from Ulek Pass to the city of Waybury, is home to the high elves, as well as most of the half-elves and humans.

Resources: Foodstuffs, cloth, gold, silver, gems

Culture: Elvish

Religions: Elf pantheon, Ehlonna, Phaulkon, Phyton, Beory, Fharlanghn, Kord, gnome pantheon

Settlements: Axegard (pop. 13,200), Tringlee (pop. 14,500), Waybury (pop. 11,500)
Principality of Ulek

Ruler: Prince Olinstaad Corond (LG male dwarf Rog12/Ftr3) – still fighting the Pomarj

Population: 538,400—Human 53% (SO), Dwarf 30% (hill 65%, mountain 35%), Halfling 10% (stout 60%, lightfoot 40%), Elf 3%, Gnome 2%, Half-elf 1%, Other 1%

Military: 80 Companies humans, dwarves and Halflings – battleaxe wielding heavy dwarf infantry. Dwarf and gnome engineers and sappers. Halfling slingers and scouts. Cavalry is mostly medium to light with sword and lance, but not in great supply. – Royal navy at Gyrax, is able to deal with pirates of Pomarj, but not Lordship of the Isles.

Location: The Principality of Ulek is the southernmost of the three independent Ulek States. It is likely the largest mixed dwarven and human realm in the Flanaess, and one of few that is both possessed and administered by the dwur themselves. The principality sits in the western Flanaess along the coast of the Azure Sea, bordered by Keoland to the west and the Pomarj peninsula to the east, between the Sheldomar and Jewel Rivers, respectively. Its northern border with the County of Ulek has traditionally been observed as the Old River, from its source at the southern tip of the Lortmil Mountains to where the river flows into the Sheldomar. Some logging has been conducted in the northeastern corner of the realm, where the Suss verges across the Jewel, but the most dominant feature of the principality is the broad set of lofty hills that dominate the central fastness of the realm, separating it into two distinct regions all the way south to the sea.

Resources: Foodstuffs, silver, gems

Culture: Dwarvish

Religions: Ulaa, dwarf pantheon, St. Cuthbert, Lydia, Phyton, Fharlanghn, Osprem, Ehlonna, Olidammara, Norebo

Settlements: Eastpass (pop. 15,500), Cryrax (pop. 27,300), Havenhill (pop. 32,100), Thunderstrike (pop. 17,400)
<table>
<thead>
<tr>
<th><strong>Bissel, March of</strong></th>
<th>Margrave Larrangin Lumbering Polar Bear (LG male human Ftr9/C1r2 Heironeous)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Population:</strong></td>
<td>123,880—Human 82% (OSB), Dwarf 10% (mountain 57%, hill 43%), Elf 2% (sylvan), Halfling 2% (stout), Gnome 2%, Half-elf 1%, Other 1%</td>
</tr>
<tr>
<td><strong>Military:</strong></td>
<td>Approximately 1,250 (10 companies) elite human heavy infantry and heavy cavalry with longsword and large shield.</td>
</tr>
<tr>
<td><strong>Location:</strong></td>
<td>Bissel is at the northernmost reach of the great Sheldomar Valley, on a broad plain bounded by the Barrier Peaks on the west and northwest, the Fals River on the northeast, and the Lorridges on the east. The irregular southern border lies about thirty miles north of Hookhill in Gran March. The northeastern edge of the Dim Forest is claimed and settled by Bisselite woodsmen.</td>
</tr>
<tr>
<td><strong>Resources:</strong></td>
<td>Foodstuffs, cloth, gold, gems</td>
</tr>
<tr>
<td><strong>Culture:</strong></td>
<td>Gran March</td>
</tr>
<tr>
<td><strong>Religions:</strong></td>
<td>Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, Istus</td>
</tr>
<tr>
<td><strong>Settlements:</strong></td>
<td>Pellak (2,300), Thornward (6,000)</td>
</tr>
</tbody>
</table>
Crime and Punishment

Criminal vs. Civil Law
Criminal Law operates from a moral perspective to protect society in general against harm. Cases begin with a criminal complaint. The case is prosecutor (state) vs. the accused. Rules of evidence are strictly enforced (i.e. hearsay, rumors and personal opinions are typically not allowed.) Accused are innocent until proven guilty. Truth is determined beyond a reasonable doubt. Often plea bargains reduce the verdict. A guilty verdict in a criminal trial results in sentences of fines, public service, probation, imprisonment or worse.

Civil Law operates from an economic perspective to protect individuals and businesses against economic wrongs. Cases begin with a civil complaint or the filing of a lawsuit. The case is the plaintiff (victim) vs. the defendant (accused). Rules of evidence are generally relaxed where even rumors may be considered. The plaintiff must prove their case and show damages. Truth is determined by examining the evidence. Settlements outside of court may end the case before a ruling is made. The case often ends with one party ruled against and having to pay damages to the other.

Nobles are responsible to judge cases within their jurisdiction; however, many delegate this responsibility to dedicated professional judges.

Common Local Statutes
While the local statutes vary by community, many of the following are common:

- All weapons must be peace-bonded within three miles of the village, unless the village is under attack. Possessors of weapons must report to a member of the village guard to have their weapons peace-bonded.
- Docking water vessels shall pay the dockmaster a fee of 5 sp per small vessel, 1 gp per galley.
- Transport of any cargo in excess of 30 lbs. must be handled by guild teamsters (2 sp per worker).
- Anyone with orc, half-orc, human[Baklunish], human[Olman], human[Touv], goblinoid, lizardfolk, giantish or other monstrous heritage* should report themselves to the captain of the watch to be recorded in the rolls.
- Spellcasters must report to the captain of the watch to be recorded in the rolls.
- Magical items must be reported to the captain of the watch to be recorded in the rolls.
- Anyone with the capacity to appear in another form must present themselves to the captain of the watch to be recorded in the rolls.
- Anyone with Forbidden Items or Magic must report to the captain of the watch and surrender the items and spell components for such Forbidden magics. Such reporting and surrender will exempt one from possession of Forbidden items charges.
- Members of Forbidden Organizations and anyone knowing someone who is a member of the Forbidden Organization must report to the captain. Members of Forbidden Organizations are to be punished according to the law.

* any race except: human[Sueloise], human[Oeridian], human[Flan], elvish, half-elvish, dwarvish, halfling or gnome

Criminal Activities
Criminal activities are an attempt to undermine the social efforts of maintaining order, the destruction of property or harm an innocent citizen. Magical effects that change a person's attitude, harm a person (physically or mentally), or hinder the person's ability to defend themselves are considered criminal.
Offenses and Punishments (maximum/tiers):

Various factors increase/reduce the punishment for a guilty verdict: nobility (reduces), respected members of the community (reduces), repeat offender (increases), aggravated (i.e. with a weapon) (increases), etc.

- Disturbing the Peace or Failing to Comply with the lawful orders of an authority figure (law enforcement, Knight, etc.) = 1 gp fine; imprisonment for 7/3/1 days per offense
- Trespassing = 2 gp fine
- Damage to buildings, structures, etc. = 5 gp per 5 foot cube damaged
- Complete destruction of a structure = value of the structure
- Items damaged or destroyed = cost to repair or replace item
- Theft = fine equal to the value of stolen goods; imprisonment for 1 week per 25gp value
- Assauling an innocent person = 10 gp fine; 4 weeks imprisonment per offense
- Assault by magic of an innocent = 50 gp per spell level; imprisonment 26/12/4/1 weeks per offense
- Assaulting an authority figure (law enforcement, Knight, etc.) = 100 gp; 26/12/4/1 weeks per offense
- Death of an innocent = arrangement for person to be raised/resurrected or 2,000 gp; death or imprisonment for life/104/52/26/12/4 weeks; plus penalties for assault; per offense
- Death of an authority figure = arrangement for person to be raised/resurrected or 3,000 gp; death or imprisonment for life/156/104/52/26/12/4 weeks; plus penalties for assault; per offense
- Death of a noble = confiscation of all worldly goods and property; execution and prohibition from being returned from the dead; plus assault
- Use of magic in the commission of a crime = confiscation of the item or spellbook; fine of 5 gp/spell level
- Accomplices to a crime receive jail time at one step lower than the accused
- Whimsical Spellcasting (using magic in public without a good reason) = 5 gp fine/spell level and/or confiscation of magic item(s)
- Use or possession of Forbidden Items/Spells = confiscation of the item(s) or spellbook; fine of 20% of the value of the item or 50 gp per spell level; imprisonment for 24/18 weeks plus 6 weeks per forbidden item; Forbidden items/spells include those that involve:
  - Creation/control of undead or lycanthropes
  - Plane of Shadow
  - Bridge/portal to another plane
  - Killing or targeting Good or Lawful persons
  - Necromancy and have no obvious beneficial effects
  - Curse or are cursed
  - Hostile molds, fungi and oozes (green slime, brown mold, purple fungi, etc.)
  - Cause disease or are poisoned
  - Cause addiction, such as drugs
- Membership in a Forbidden Organization = death/36/24/12/4 weeks; confiscation of all goods and property; deportation out of Geoff/Gyruff:
  - Acolytes of the Skin
  - Alienists
  - Black Brotherhood
  - Black Flame, Cult of
  - Blighters
  - Blood Magi
  - Dustdiggers
  - Earth Dragon, Cult of the
  - Elder Elements, Lords of
  - Entropmancers
  - Evil Deity worship (Vecna, luz, etc.)
  - Malhel, House
  - Necromancers/Undead
  - Pomarj
  - Ravager
  - Scarlet Brotherhood
  - Sea Princes Army/Navy
  - Seekers, The
  - Shadow Plane, Native of
  - Slavers
  - Master Transmogrifts
  - Ur-Priests
So, You’re a Noble (or at least a warlord)

**Income:**
The ranking noble can set the tax rate, but the default tax rate is 30%. Higher rates increase dissent as people. Lower taxes can improve the people’s morale.

- 90% of the population are Untrained Commoners, who earn 2 sp per day, which buys them a Poor existence (on average). Examples of Untrained Commoners include farmers, herdsmen, weavers, seamstresses, laborers, servants, peddlers, etc.
- 10% of the population are Skilled Professionals who earn 2 gp per day, which buys them a Comfortable existence (on average). Examples of Skilled Professionals include guards, soldiers, alchemists, bakers, cooks, blacksmiths, butlers, priests, accountants, etc.
- Let’s assume taxes are 30%, of which the majority goes to their community (Brehyr or Town Council for chartered villages).
- Each community pays 30% of it’s tax income to the higher noble.

So, for an example, take Blodyn Cain:

\[
(2600 \text{ pop} \times 0.90 \text{ commoner/pop} \times 0.2 \text{ gp/day/commoner}) + (2600 \text{ pop} \times 0.10 \text{ professionals/pop} \times 2 \text{ gp/day/professional})
\]
\[
\times 0.30 \text{ local tax/gp} \times 0.30 \text{ arglwyth tax/local} = 88.92 \text{ gp/day}
\]
income to the Arglwyth. [Income = 0.0342 gp/day/population]

**Expenses (DM127):**

- Your personal manor costs 10 gp/day, but includes the 3 skilled (Professionals) and 15 untrained (Commoners) hirelings. (For example: the butler/chamberlain/steward, cook and baliff/reeve would be skilled. The rest may be chambermaids, kitchen helpers, valets, pages, grooms, etc.)
- Cost of professional guards/soldiers/Officers under your command are averaged into the Skilled Professionals, for 2 gp per day (includes food and supplies).
- You can also hire peasant levies (bowmen, spearmen, etc.) for only 2 sp per day, but they are correspondingly weaker troops. (See below for stats) You should probably have at least one professional officer per 20 peasant levies.

  [This is why most nobles just retain personal guards and loyal commanders most of the time and raise a peasant army only when at war.]

Example expenses:
Manor house for 10 gp/day
20 personal guards for 40 gp/day (they would serve as officers, if a peasant levy was raised in wartime)
## Building Costs, Time, Size & Staff (based on DM128):

<table>
<thead>
<tr>
<th>Building</th>
<th>BuildCost</th>
<th>BuildTime</th>
<th>Size</th>
<th>Skilled</th>
<th>Unskilled</th>
<th>Cost/Day</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monument</td>
<td>250 gp</td>
<td>10 days</td>
<td>statue</td>
<td></td>
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</tr>
<tr>
<td>Shrine</td>
<td>1,000 gp</td>
<td>10 days</td>
<td>10x10’</td>
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<td></td>
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<tr>
<td>Druid Grove</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>1+ acres</td>
<td>2</td>
<td>1 gp/day</td>
<td></td>
<td>Healing, plant growth, train druids</td>
</tr>
<tr>
<td>Small Temple</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>2</td>
<td>1 gp/day</td>
<td></td>
<td>Healing, train clerics</td>
</tr>
<tr>
<td>Abbey</td>
<td>50,000 gp</td>
<td>400 days</td>
<td>100x100x30’</td>
<td>5</td>
<td>25</td>
<td>20 gp/day</td>
<td>Industry, healing, train clerics, monks</td>
</tr>
<tr>
<td>Hospital</td>
<td>50,000 gp</td>
<td>400 days</td>
<td>100x50x20’</td>
<td>5</td>
<td>25</td>
<td>20 gp/day</td>
<td>Healing, train healers</td>
</tr>
<tr>
<td>Big Temple</td>
<td>50,000 gp</td>
<td>400 days</td>
<td>100x50x20’</td>
<td>5</td>
<td>25</td>
<td>20 gp/day</td>
<td>Healing, train clerics</td>
</tr>
<tr>
<td>Cathedral</td>
<td>250,000 gp</td>
<td>1200 days</td>
<td>400x150x50’</td>
<td>20</td>
<td>40</td>
<td>50 gp/day</td>
<td>Healing, train clerics, paladins</td>
</tr>
<tr>
<td>Well</td>
<td>250 gp</td>
<td>10 days</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/1000 people</td>
</tr>
<tr>
<td>Farm</td>
<td>500 gp</td>
<td>15 days</td>
<td>3 acres</td>
<td>1</td>
<td>2</td>
<td>5 sp/day</td>
<td></td>
</tr>
<tr>
<td>Trading Post</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>4</td>
<td>2</td>
<td>10 gp/day</td>
<td>Or workshop, other industry</td>
</tr>
<tr>
<td>Shop</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>1</td>
<td>1</td>
<td>2 gp/day</td>
<td></td>
</tr>
<tr>
<td>Tavern/Inn</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>3</td>
<td>5</td>
<td>5 gp/day</td>
<td>Can train bards</td>
</tr>
<tr>
<td>Guildhall</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>5</td>
<td>3</td>
<td>5 gp/day</td>
<td>Can train 3 to be skilled</td>
</tr>
<tr>
<td>Cottage</td>
<td>500 gp</td>
<td>15 days</td>
<td>10x10x10’</td>
<td>2</td>
<td>1</td>
<td></td>
<td>Houses 10 poor</td>
</tr>
<tr>
<td>Simple House</td>
<td>1,000 gp</td>
<td>30 days</td>
<td>20x20x20’</td>
<td>2+</td>
<td></td>
<td>2 sp/day</td>
<td>Houses 10 modest</td>
</tr>
<tr>
<td>Big House</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>1</td>
<td>5+</td>
<td>10 gp/day</td>
<td>Houses 10 comfortable</td>
</tr>
<tr>
<td>Noble/Manor</td>
<td>25,000 gp</td>
<td>150 days</td>
<td>50x50x30’</td>
<td>3</td>
<td>15</td>
<td></td>
<td>Houses 10 wealthy</td>
</tr>
<tr>
<td>Barracks</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>2</td>
<td></td>
<td>5+ gp/day+ 2gp/day/tr</td>
<td>Houses 120 troops + troop pay (2gp/day) Train 30 militia or troops</td>
</tr>
<tr>
<td>Outpost/Fort</td>
<td>15,000 gp</td>
<td>100 days</td>
<td>20x20x40’</td>
<td>10</td>
<td></td>
<td>150 gp/day</td>
<td>Inc. 4 towers, 2 gatehouses</td>
</tr>
<tr>
<td>Fort Tower</td>
<td>15,000 gp</td>
<td>100 days</td>
<td>20x20x40’</td>
<td>10</td>
<td></td>
<td>25 gp/day</td>
<td></td>
</tr>
<tr>
<td>Town Hall</td>
<td>15,000 gp</td>
<td>100 days</td>
<td>100x50x30’</td>
<td>5</td>
<td>3</td>
<td>5 gp/day</td>
<td>Courthouse, jail, treasury, etc.</td>
</tr>
<tr>
<td>Keep</td>
<td>50,000 gp</td>
<td>400 days</td>
<td>50x50x40’</td>
<td>50</td>
<td>50</td>
<td>100 gp/day</td>
<td></td>
</tr>
<tr>
<td>Walls/Moat</td>
<td>5,000 gp*</td>
<td>60 days*</td>
<td>50x10x10’</td>
<td></td>
<td></td>
<td></td>
<td>Per linear 50’</td>
</tr>
<tr>
<td>Library</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>1</td>
<td></td>
<td>2 gp/day</td>
<td>Bonus on knowledge checks</td>
</tr>
<tr>
<td>School, small</td>
<td>5,000 gp</td>
<td>60 days</td>
<td>50x50x20’</td>
<td>1</td>
<td></td>
<td>2 gp/day</td>
<td>Trains up to 15 students</td>
</tr>
<tr>
<td>Academy</td>
<td>50,000 gp</td>
<td>400 days</td>
<td>100x50x20’</td>
<td>3</td>
<td>15</td>
<td>10 gp/day</td>
<td>Trains up to 255 students</td>
</tr>
</tbody>
</table>

### Building Profit/Loss House Rule

Each month, roll d100 + number of Downtime Days spent actively managing the business + most applicable skill. PCs can elect to take a total of “50” instead of rolling the dice.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td>Pay 1.5 times the maintenance cost for each of the days this month</td>
</tr>
<tr>
<td>21-30</td>
<td>Pay full maintenance cost for each of the days</td>
</tr>
<tr>
<td>31-40</td>
<td>Pay half the maintenance cost for each of the days. Profit pays the other half.</td>
</tr>
<tr>
<td>41-60</td>
<td>The business covers its own maintenance cost for each of the days. (Break even)</td>
</tr>
<tr>
<td>61-80</td>
<td>The business covers its own maintenance cost for each of the days + 10% Profit</td>
</tr>
<tr>
<td>81-90</td>
<td>The business covers its own maintenance cost for each of the days + 20% Profit</td>
</tr>
<tr>
<td>91+</td>
<td>The business covers its own maintenance cost for each of the days + 30% Profit</td>
</tr>
</tbody>
</table>
Guard/Soldier (2 gp/day)
AC 16 (chain shirt & shield) - unless you equip them otherwise
Hit points 11 (2d8+2)
Speed 30 ft
Str 13 (+1) Dex 12 (+1) Con 12 (+1) Int 10 (+0) Wis 11 (+0) Cha 10 (+0)
Skills: Perception+2
Spear, melee or ranged, +3 to hit, reach 5 ft or range 20/60 ft, one target. Hit 4 (1d6+1) piercing
Proficiency with common and martial weapons, light and medium armor, shields

Commoner (2 sp/day)
AC 10
Hit Points 4 (1d8)
Speed 30 ft
Str 10 (+0) Dex 10 (+0) Con 10 (+0) Int 10 (+0) Wis 10 (+0) Cha 10 (+0)
Club, melee +2 to hit, reach 5 ft, one target. Hit 2 (1d4) bludgeoning
Proficiency with common weapons. (NOT proficient with martial weapons, armor or shields)
Deities
Deity listings in dark grey are NOT available for players.

**Baklunish Human Deities**

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Al’Akbar</td>
<td>LG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Cup &amp; Talisman (8pt star)</td>
<td>M</td>
<td>Guardianship, Faithfulness, Dignity, Duty</td>
</tr>
<tr>
<td>Al’Asran (Pelor)</td>
<td>NG</td>
<td>Greater</td>
<td>Life, Light</td>
<td>Stylized Sun Face</td>
<td>M</td>
<td>Sun, Light, Strength, Healing</td>
</tr>
<tr>
<td>Al’Zarad (Boccob)</td>
<td>N</td>
<td>Greater</td>
<td>Knowledge</td>
<td>Eye on pedestal inside pentagon</td>
<td>M</td>
<td>Magic, Arcana, Foresight, Balance</td>
</tr>
<tr>
<td>Azor’alq</td>
<td>NG</td>
<td>Hero</td>
<td>Light</td>
<td>Armed man on summit</td>
<td>M</td>
<td>Light, Purity, Courage, Strength</td>
</tr>
<tr>
<td>Daoud</td>
<td>N</td>
<td>Hero</td>
<td>Knowledge</td>
<td>Multi-colored cloth/yard w/7 colors</td>
<td>M</td>
<td>Humility, Clarity, Immediacy</td>
</tr>
<tr>
<td>Geshtai</td>
<td>N</td>
<td>Lesser</td>
<td>Protection</td>
<td>Waterspout</td>
<td>F</td>
<td>Lakes, Rivers, Wells, Streams</td>
</tr>
<tr>
<td>Istus</td>
<td>N</td>
<td>Greater</td>
<td>Knowledge</td>
<td>Gold Spindle</td>
<td>F</td>
<td>Fate, Destiny, Divination, Future, Honesty</td>
</tr>
<tr>
<td>Mouqol</td>
<td>N</td>
<td>Lesser</td>
<td>Protection</td>
<td>Scales &amp; Weights</td>
<td>M</td>
<td>Trade, Negotiation, Ventures, Appraisal, Reciprocity</td>
</tr>
<tr>
<td>Xan Yae</td>
<td>N</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Black lotus blossom</td>
<td>F</td>
<td>Twilight, Shadows, Stealth, Mental Power</td>
</tr>
<tr>
<td>Zuoken</td>
<td>N</td>
<td>Demi</td>
<td>Protection</td>
<td>Striking Fist</td>
<td>M</td>
<td>Physical and Mental Mastery</td>
</tr>
<tr>
<td>The Raven Queen</td>
<td>LN</td>
<td>Hero</td>
<td>Death</td>
<td>Raven Head</td>
<td>F</td>
<td>Death, Winter</td>
</tr>
</tbody>
</table>
### Dwarven Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berronar Truesilver</td>
<td>LG</td>
<td>Inter</td>
<td>Protection, Life</td>
<td>Two silver rings</td>
<td>F</td>
<td>Safety, Truth, Home, Healing</td>
</tr>
<tr>
<td>Clangeddin Silverbeard</td>
<td>LG</td>
<td>Inter</td>
<td>War</td>
<td>Two crossed battle axes</td>
<td>M</td>
<td>Battle, War</td>
</tr>
<tr>
<td>Dugmaren Brightmantle</td>
<td>CG (NG)</td>
<td>Lesser</td>
<td>Knowledge, Light</td>
<td>Open Book</td>
<td>M</td>
<td>Scholarship, Discovery, Invention</td>
</tr>
<tr>
<td>Dumathoin</td>
<td>N</td>
<td>Inter</td>
<td>Light</td>
<td>Gem inside Mountain</td>
<td>M</td>
<td>Mining, Exploration</td>
</tr>
<tr>
<td>Gendwar Argrim</td>
<td>LN</td>
<td>Hero</td>
<td>War</td>
<td>Waraxe with rune for destruction</td>
<td>M</td>
<td>Fatalism and Obsession</td>
</tr>
<tr>
<td>Jascar</td>
<td>LG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Snow capped mountain peak</td>
<td>M</td>
<td>Hills, Mountains</td>
</tr>
<tr>
<td>Moradin</td>
<td>LG</td>
<td>Greater</td>
<td>Knowledge, War, Protection</td>
<td>Hammer and anvil</td>
<td>M</td>
<td>Dwarves, Smithing, Engineering, Creation, War</td>
</tr>
<tr>
<td>Muamman Duathal</td>
<td>NG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Mace held by gauntleted fists</td>
<td>M</td>
<td>Expatriates, Urban Dwarves, Travelers, Exiles, Lightning</td>
</tr>
<tr>
<td>Ulaa</td>
<td>LG</td>
<td>Inter</td>
<td>Protection</td>
<td>Mountain w/ruby heart</td>
<td>F</td>
<td>Hills, Mountains, Gemstones</td>
</tr>
<tr>
<td>Vergadain</td>
<td>N</td>
<td>Inter</td>
<td>Trickery</td>
<td>Gold Piece</td>
<td>M</td>
<td>Wealth, Luck</td>
</tr>
<tr>
<td>Abbathor</td>
<td>NE</td>
<td>Inter</td>
<td>Trickery</td>
<td>Jeweled Dagger</td>
<td>M</td>
<td>Greed</td>
</tr>
<tr>
<td>Diirinka</td>
<td>CE</td>
<td>Inter</td>
<td>Knowledge</td>
<td>Spiral gray, black &amp; white</td>
<td>M</td>
<td>Derro, Magic, Knowledge, Cruelty</td>
</tr>
<tr>
<td>Laduguer</td>
<td>LE</td>
<td>Inter</td>
<td>Protection</td>
<td>Broken crossbow bolt on shield</td>
<td>M</td>
<td>Duergar, Crafts, Protection, Magic, Magic Weapons, Artisans</td>
</tr>
<tr>
<td>Name</td>
<td>Align</td>
<td>Power</td>
<td>Domains</td>
<td>Holy Symbol</td>
<td>Sex</td>
<td>Portfolio</td>
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<td>--------------------------------------------------</td>
<td>-----</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Aerddie Faenya</td>
<td>CG (CN)</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Cloud w/bird</td>
<td>F</td>
<td>Air, Weather, Avians, Rain, Fertility</td>
</tr>
<tr>
<td>Corellon Larethian</td>
<td>CG</td>
<td>Greater</td>
<td>Light, Knowledge, War</td>
<td>Silver crescent moon</td>
<td>M</td>
<td>Elves, Magic, Music, Arts &amp; Crafts, War</td>
</tr>
<tr>
<td>Deep Sashelas</td>
<td>CG</td>
<td>Inter</td>
<td>Nature, Tempest, Protection</td>
<td>Dolphin</td>
<td>M</td>
<td>Aquatic elves, oceans, knowledge, beauty, water</td>
</tr>
<tr>
<td>Ehlenestra</td>
<td>NG</td>
<td>Inter</td>
<td>Life, Nature</td>
<td>Rearing Unicorn</td>
<td>F</td>
<td>Forests, Woodlands, Flora &amp; Fauna, Fertility</td>
</tr>
<tr>
<td>Erevan Ilesere</td>
<td>CN</td>
<td>Inter</td>
<td>Trickery</td>
<td>Nova star w/asymmetrical rays</td>
<td>M</td>
<td>Mischief, Change, Rogues</td>
</tr>
<tr>
<td>Fenmarel Mestarine</td>
<td>CN (CG)</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Elven eyes in darkness</td>
<td>M</td>
<td>Wild Elves, Outcasts, Scapegoats, Isolation</td>
</tr>
<tr>
<td>Gadhelyn</td>
<td>CN</td>
<td>Hero</td>
<td>Protection</td>
<td>Leaf-shaped arrowhead</td>
<td>M</td>
<td>Independence, Outlawry, Feasting, Hunting</td>
</tr>
<tr>
<td>Hanali Celanil</td>
<td>CG</td>
<td>Inter</td>
<td>Protector</td>
<td>Heart of Gold</td>
<td>F</td>
<td>Love, Romance, Beauty, Fine Arts, Artisans</td>
</tr>
<tr>
<td>Labelas Enoreth</td>
<td>CG</td>
<td>Inter</td>
<td>Knowledge</td>
<td>Setting Sun</td>
<td>M</td>
<td>Time, Longevity, History</td>
</tr>
<tr>
<td>Rillifane Rallathil</td>
<td>CG</td>
<td>Inter</td>
<td>Nature, Protection</td>
<td>Oak Tree</td>
<td>M</td>
<td>Wood Elves, Druids, Woodlands, Nature</td>
</tr>
<tr>
<td>Sehanine Moonbow</td>
<td>CG (NG)</td>
<td>Inter</td>
<td>Knowledge, Death</td>
<td>Full moon topped with crescent shaped haze</td>
<td>F</td>
<td>Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence</td>
</tr>
<tr>
<td>Solonor Thelandira</td>
<td>CG</td>
<td>Inter</td>
<td>War, Tempest</td>
<td>Silver Arrow w/Green Fletching</td>
<td>M</td>
<td>Archery, Hunting, Wilderness Survival</td>
</tr>
<tr>
<td>Ye’Cind</td>
<td>CG</td>
<td>Demi</td>
<td>Knowledge</td>
<td>Recorder</td>
<td>M</td>
<td>Music, Magical Songs</td>
</tr>
<tr>
<td>Of Course There Are</td>
<td>No</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Evil Elves/Deities...</td>
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# Flan Human Deities

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<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allitur</td>
<td>LG (N)</td>
<td>Lesser</td>
<td>Light</td>
<td>Clasped Hands</td>
<td>M</td>
<td>Ethics, Propriety</td>
</tr>
<tr>
<td>Berei</td>
<td>NG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Sheaf of wheat</td>
<td>F</td>
<td>Home, Family, Agriculture</td>
</tr>
<tr>
<td>Ehlonna (Ehlenestra)</td>
<td>NG</td>
<td>Lesser</td>
<td>Life, Nature</td>
<td>Rearing Unicorn</td>
<td>F</td>
<td>Forests, Woodlands, Flora &amp; Fauna, Fertility</td>
</tr>
<tr>
<td>Mayaheine</td>
<td>LG</td>
<td>Demi</td>
<td>Protection, War</td>
<td>Shield w/Bastard Sword, Sunburst x2 old spheres + Victory rune</td>
<td>F</td>
<td>Protection, Justice, Valor</td>
</tr>
<tr>
<td>Myhriss</td>
<td>NG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Lovebird</td>
<td>F</td>
<td>Love, Romance, Beauty</td>
</tr>
<tr>
<td>Pelor</td>
<td>NG</td>
<td>Greater</td>
<td>Life, Light</td>
<td>Stylized Sun Face</td>
<td>M</td>
<td>Sun, Light, Strength, Healing</td>
</tr>
<tr>
<td>Rao</td>
<td>LG</td>
<td>Greater</td>
<td>Knowledge</td>
<td>White heart of wood or metal</td>
<td>M</td>
<td>Peace, Reason, Serenity</td>
</tr>
<tr>
<td>Zodal</td>
<td>NG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Hand partially wrapped in grey cloth</td>
<td>M</td>
<td>Mercy, Hope, Benevolence</td>
</tr>
<tr>
<td>The Raven Queen</td>
<td>LN</td>
<td>Hero</td>
<td>Death</td>
<td>Raven Head</td>
<td>F</td>
<td>Death, Winter</td>
</tr>
<tr>
<td>Kyuss</td>
<td>NE</td>
<td>Hero</td>
<td>Death</td>
<td>Skull w/worms</td>
<td>M</td>
<td>Creation and Mastery of Undead</td>
</tr>
<tr>
<td>Vecna</td>
<td>NE</td>
<td>Lesser</td>
<td>Knowledge, War</td>
<td>Left hand clutching human eye</td>
<td>M</td>
<td>Destructive and Evil Secrets</td>
</tr>
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</table>
### Giant Deities

<table>
<thead>
<tr>
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<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Annam</td>
<td>N</td>
<td>Greater</td>
<td>Knowledge</td>
<td>2 hands point down</td>
<td>M</td>
<td>Giants, Magic, Knowledge, Fertility, Philosophy</td>
</tr>
<tr>
<td>Iallanis</td>
<td>NG</td>
<td>Lesser</td>
<td>Life, Protection</td>
<td>Garland Flowers</td>
<td>F</td>
<td>Good Giants, Love, Mercy, Beauty</td>
</tr>
<tr>
<td>Skoraeus Stonebones</td>
<td>N</td>
<td>Inter</td>
<td>Protection</td>
<td>Stalactite</td>
<td>M</td>
<td>Stone Giants</td>
</tr>
<tr>
<td>Stronmaus</td>
<td>NG</td>
<td>Greater</td>
<td>Tempest</td>
<td>Forked lightning bolt</td>
<td>M</td>
<td>Storm &amp; Cloud Giants, Sun, Sky, Weather, Joy</td>
</tr>
<tr>
<td>Grolantor</td>
<td>CE</td>
<td>Inter</td>
<td>War</td>
<td>Spiked Club</td>
<td>M</td>
<td>Hill Giants, Ettins, Ogres, Hunting, Combat</td>
</tr>
<tr>
<td>Karontor</td>
<td>NE</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Winter wolf head</td>
<td>M</td>
<td>Formorians, Misshapen Giants, Deformity, Hatred, Beasts</td>
</tr>
<tr>
<td>Memnor</td>
<td>NE</td>
<td>Inter</td>
<td>Knowledge</td>
<td>Thin black obelisk</td>
<td>M</td>
<td>Evil Cloud Giants, Pride, Mental Prowess, Control</td>
</tr>
<tr>
<td>Surtr</td>
<td>NE</td>
<td>Inter</td>
<td>Tempest, War</td>
<td>Flaming Longsword</td>
<td>M</td>
<td>Fire Giants, Fire, War</td>
</tr>
<tr>
<td>Thrym</td>
<td>CE</td>
<td>Inter</td>
<td>Tempest, War</td>
<td>White double-bladed greateraxe</td>
<td>M</td>
<td>Frost Giants, Cold, Ice, War</td>
</tr>
<tr>
<td>Vaprak</td>
<td>CE</td>
<td>Lesser</td>
<td>Tempest, War</td>
<td>Taloned Claw</td>
<td>M</td>
<td>Ogres, Combat, Greed, Destruction, Aggression, Frenzy, Trolls</td>
</tr>
</tbody>
</table>

### Gnome Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baervan Wildwanderer</td>
<td>NG</td>
<td>Inter</td>
<td>Trickery</td>
<td>Raccoon’s Face</td>
<td>M</td>
<td>Forests, Nature, Travel</td>
</tr>
<tr>
<td>Baravar Cloakshadow</td>
<td>NG (N)</td>
<td>Lesser</td>
<td>Protection, Trickery</td>
<td>Cloak and Dagger</td>
<td>M</td>
<td>Illusions, Protection, Deception, Hatred of Goblinoids</td>
</tr>
<tr>
<td>Calladuran Smoothhands</td>
<td>N (NG)</td>
<td>Inter</td>
<td>Life, Protection</td>
<td>Gold ring w/ star symbol</td>
<td>M</td>
<td>Svirfneblin, Protection, Earth, Mining, Secrecy</td>
</tr>
<tr>
<td>Flandal Steelskin</td>
<td>NG</td>
<td>Inter</td>
<td>Light</td>
<td>Flaming Hammer</td>
<td>M</td>
<td>Mining, Smithing, Fitness</td>
</tr>
<tr>
<td>Gaerdal Ironhand</td>
<td>LG (LN)</td>
<td>Lesser</td>
<td>Protection, War</td>
<td>Iron Band</td>
<td>M</td>
<td>Protection, Vigilence, Combat</td>
</tr>
<tr>
<td><strong>Gar Glittergold</strong></td>
<td>NG</td>
<td>Greater</td>
<td>Protection, Trickery</td>
<td>Nugget of Gold</td>
<td>M</td>
<td>Gnomes, Protection, Humor, Wit, Gemcutting, Jewellerymaking, Illusion</td>
</tr>
<tr>
<td>Segojan Earthcaller</td>
<td>NG</td>
<td>Inter</td>
<td>Tempest</td>
<td>Large glowing gemstone</td>
<td>M</td>
<td>Earth, Nature</td>
</tr>
<tr>
<td>Ulaa</td>
<td>LG</td>
<td>Inter</td>
<td>Protection</td>
<td>Mountain w/ruby heart</td>
<td>F</td>
<td>Hills, Mountains, Gemstones</td>
</tr>
<tr>
<td>Roykyn</td>
<td>NE</td>
<td>Hero</td>
<td>Trickery</td>
<td>Furled Scroll w/dark fluid</td>
<td>F</td>
<td>Cruelty</td>
</tr>
<tr>
<td>Urdlen</td>
<td>CE</td>
<td>Inter</td>
<td>War</td>
<td>White Mole</td>
<td>M</td>
<td>Greed, Bloodlust, Evil, Hatred, Blind Destruction</td>
</tr>
</tbody>
</table>
### Goblinoid Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bargrivyek</td>
<td>NE</td>
<td>Lesser</td>
<td>Protection</td>
<td>White tipped flail</td>
<td>M</td>
<td>Cooperation, Territory</td>
</tr>
<tr>
<td>Grankhul</td>
<td>CE</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Ever open eyes in darkness</td>
<td>M</td>
<td>Hunting, Senses, Surprise, Stealth</td>
</tr>
<tr>
<td>Hruggek</td>
<td>CE</td>
<td>Inter</td>
<td>War, Tempest</td>
<td>Morningstar</td>
<td>M</td>
<td>Bugbears, Violence, Combat</td>
</tr>
<tr>
<td>Khurgobaeyag</td>
<td>LE</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Red and yellow striped whip</td>
<td>M</td>
<td>Goblins, Slavery, Oppression, Morale</td>
</tr>
<tr>
<td>Maglubiyet</td>
<td>NE</td>
<td>Greater</td>
<td>War</td>
<td>Bloody Axe</td>
<td>M</td>
<td>Goblins, Hobgoblins, War, Rulership</td>
</tr>
<tr>
<td>Nomog-Geaya</td>
<td>LE</td>
<td>Lesser</td>
<td>War</td>
<td>Crossed longsword and handaxe</td>
<td>M</td>
<td>Hobgoblins, War, Authority</td>
</tr>
</tbody>
</table>

### Half-Orc Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nazarn</td>
<td>N</td>
<td>Hero</td>
<td>War</td>
<td>Chain wrapped around sword</td>
<td>M</td>
<td>Formal and Public Combat</td>
</tr>
</tbody>
</table>

### Halfling Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arvoreen</td>
<td>LG</td>
<td>Inter</td>
<td>Protection, War</td>
<td>Two Swords</td>
<td>M</td>
<td>Protection, Vigilance, War</td>
</tr>
<tr>
<td>Brandobaris</td>
<td>N</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Halfling Footprint</td>
<td>M</td>
<td>Stealth, Thieves, Adventurers</td>
</tr>
<tr>
<td>Charmalaine</td>
<td>N</td>
<td>Hero</td>
<td>Protection</td>
<td>Burning Footprint</td>
<td>F</td>
<td>Keen Sense and Narrow Escapes</td>
</tr>
<tr>
<td>Cyrrollalee</td>
<td>LG</td>
<td>Inter</td>
<td>Protection</td>
<td>Open door</td>
<td>F</td>
<td>Friendship, Trust, Home</td>
</tr>
<tr>
<td>Sheela Peryroyl</td>
<td>N (NG)</td>
<td>Inter</td>
<td>Tempest</td>
<td>Daisy</td>
<td>F</td>
<td>Nature, Agriculture, Weather</td>
</tr>
<tr>
<td><strong>Yondalla</strong></td>
<td><strong>LG</strong></td>
<td><strong>Greater</strong></td>
<td><strong>Protection, Life</strong></td>
<td><strong>Cornucopia</strong></td>
<td><strong>F</strong></td>
<td><strong>Halflings, Protection, Fertility</strong></td>
</tr>
<tr>
<td>Urogalan</td>
<td>N (LN)</td>
<td>Demi</td>
<td>Death</td>
<td>Silhouette of dog’s head</td>
<td>M</td>
<td>Earth, Death, Protection of the Dead</td>
</tr>
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### Human (General) Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boccob</td>
<td>N</td>
<td>Greater</td>
<td>Knowledge, Arcana</td>
<td>Eye on pedestal inside pentagon</td>
<td>M</td>
<td>Magic, Arcana, Foresight, Balance</td>
</tr>
<tr>
<td>Heward</td>
<td>NG</td>
<td>Hero</td>
<td>Knowledge</td>
<td>Musical Instrument</td>
<td>M</td>
<td>Bards, Musicians</td>
</tr>
<tr>
<td>Joramy</td>
<td>N (NG)</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Volcano</td>
<td>F</td>
<td>Fire, Volcanoes, Wrath, Anger, Quarrels</td>
</tr>
<tr>
<td>Kelanen</td>
<td>N</td>
<td>Hero</td>
<td>War</td>
<td>Nine Swords in Star, pointing out</td>
<td>M</td>
<td>Swords, Sword Skills, Balance</td>
</tr>
<tr>
<td>Keoghtom</td>
<td>NG</td>
<td>Hero</td>
<td>Knowledge</td>
<td>Round disk arrow up</td>
<td>M</td>
<td>Secret Pursuits, Natural Alchemy, Extraplanary Exploration</td>
</tr>
<tr>
<td>St. Cuthbert</td>
<td>LG (LN)</td>
<td>Inter</td>
<td>War</td>
<td>Starburst of rubies, wooden billet or crumpled hat</td>
<td>M</td>
<td>Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline</td>
</tr>
<tr>
<td>Trithereon</td>
<td>CG</td>
<td>Inter</td>
<td>Tempest</td>
<td>Rune of Pursuit</td>
<td>M</td>
<td>Individuality, Liberty, Retribution, Self-Defense</td>
</tr>
<tr>
<td>Zagyg</td>
<td>CN (CG)</td>
<td>Demi</td>
<td>Tempest</td>
<td>Rune of Insanity</td>
<td>M</td>
<td>Humor, Eccentricity, Occult Lore, Unpredictability</td>
</tr>
<tr>
<td>Earth Dragon</td>
<td>LE</td>
<td>Demi</td>
<td>Protection, Tempest</td>
<td>Coiled Dragon</td>
<td>M</td>
<td>Earth, Weather, Hidden Treasures</td>
</tr>
<tr>
<td>Elder Elemental Eye</td>
<td>NE</td>
<td>Inter</td>
<td>Tempest</td>
<td>Black metal triangle, point down w/inverted Y in it</td>
<td>M</td>
<td>Elemental Evil</td>
</tr>
<tr>
<td>Incabulos</td>
<td>NE</td>
<td>Greater</td>
<td>Tempest</td>
<td>Magic icon for eye of possession</td>
<td>F</td>
<td>Plagues, Sickness, Famine, Nightmares, Drought, Disasters</td>
</tr>
<tr>
<td>Iuz</td>
<td>CE</td>
<td>Demi</td>
<td>Tempest</td>
<td>Grinning Skull</td>
<td>M</td>
<td>Deceit, Pain, Oppression, Evil</td>
</tr>
<tr>
<td>Tharizdun</td>
<td>NE</td>
<td>Inter</td>
<td>Tempest</td>
<td>Dark Spiral or inverted pyramid</td>
<td>M</td>
<td>Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity</td>
</tr>
<tr>
<td>Wastri</td>
<td>LN (LE)</td>
<td>Demi</td>
<td>Tempest</td>
<td>Grey Toad</td>
<td>M</td>
<td>Amphibians, Bigotry, Self Deception</td>
</tr>
</tbody>
</table>

### Lizardfolk Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Karackus</td>
<td>CN</td>
<td>Hero</td>
<td>Tempest</td>
<td>Copper Piece</td>
<td>M</td>
<td>Greed, Chaos</td>
</tr>
<tr>
<td>Semuanya</td>
<td>N</td>
<td>Lesser</td>
<td>Protection</td>
<td>Lizard Egg</td>
<td>M</td>
<td>Lizardfolk, Survival, Propagation</td>
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</tbody>
</table>

### Lycanthrope Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
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<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squerrik</td>
<td>LE</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Rat’s head, bared yellow teeth</td>
<td>M</td>
<td>Wererats, Thievery, Disguise, Concealment</td>
</tr>
<tr>
<td>Name</td>
<td>Align</td>
<td>Power</td>
<td>Domains</td>
<td>Holy Symbol</td>
<td>Sex</td>
<td>Portfolio</td>
</tr>
<tr>
<td>---------------</td>
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<td>-------</td>
<td>---------</td>
<td>-------------</td>
<td>-----</td>
<td>-----------------------------------------------------</td>
</tr>
<tr>
<td><strong>Atroa</strong></td>
<td>NG</td>
<td>Lesser</td>
<td>Life</td>
<td>Heart w/ Air Glyph</td>
<td>F</td>
<td>Spring, East Wind, Renewal</td>
</tr>
<tr>
<td><strong>Bleredd</strong></td>
<td>N</td>
<td>Lesser</td>
<td>Light</td>
<td>Iron mule</td>
<td>M</td>
<td>Metal, Mines, Smiths</td>
</tr>
<tr>
<td><strong>Celestian</strong></td>
<td>N(G)</td>
<td>Inter</td>
<td>Knowledge</td>
<td>Jewelry w/ 7 gems</td>
<td>M</td>
<td>Stars, Space, Wanderers</td>
</tr>
<tr>
<td><strong>Cyndor</strong></td>
<td>LN</td>
<td>Lesser</td>
<td>Knowledge</td>
<td>Hourglass of white &amp; black on side</td>
<td>M</td>
<td>Time, Infinity, Continuity</td>
</tr>
<tr>
<td><strong>Daern</strong></td>
<td>LN</td>
<td>Hero</td>
<td>Protection</td>
<td>Shield from parapet</td>
<td>F</td>
<td>Defense, Fortifications</td>
</tr>
<tr>
<td><strong>Delleb</strong></td>
<td>LG</td>
<td>Lesser</td>
<td>Knowledge</td>
<td>Large white book</td>
<td>M</td>
<td>Reason, Intellect, Study</td>
</tr>
<tr>
<td><strong>Fharlanghn</strong></td>
<td>N(G)</td>
<td>Inter</td>
<td>Knowledge, Trickery</td>
<td>Wooden disk, curved line, upturned crescent</td>
<td>M</td>
<td>Horizons, Distance, Travel, Roads</td>
</tr>
<tr>
<td><strong>Heironeous</strong></td>
<td>LG</td>
<td>Inter</td>
<td>Protection</td>
<td>Fist w/Silver Lightning Bolt</td>
<td>M</td>
<td>Chivalry, Justice, Honor, War, Daring, Valor</td>
</tr>
<tr>
<td><strong>Johydee</strong></td>
<td>NG</td>
<td>Hero</td>
<td>Trickery</td>
<td>Small mask of onyx</td>
<td>F</td>
<td>Deception, Espionage, Protection</td>
</tr>
<tr>
<td><strong>Kurell</strong></td>
<td>CN</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Hand w/broken coin</td>
<td>M</td>
<td>Jealousy, Revenge, Theft</td>
</tr>
<tr>
<td><strong>Kuroth</strong></td>
<td>CN</td>
<td>Hero</td>
<td>Trickery</td>
<td>Gold coin w/ key or quill on it</td>
<td>M</td>
<td>Theft and Treasure-Finding</td>
</tr>
<tr>
<td><strong>Lirr</strong></td>
<td>CG</td>
<td>Lesser</td>
<td>Knowledge</td>
<td>Illustrated Book</td>
<td>F</td>
<td>Prose, Poetry, Literature, Art</td>
</tr>
<tr>
<td><strong>Merikka</strong></td>
<td>LG</td>
<td>Demi</td>
<td>Protection</td>
<td>Basket of grain and long scroll</td>
<td>F</td>
<td>Farming, Agriculture, Home</td>
</tr>
<tr>
<td><strong>Murlynd</strong></td>
<td>LG</td>
<td>Hero</td>
<td>Knowledge</td>
<td>Six pointed star</td>
<td>M</td>
<td>Magical Technology</td>
</tr>
<tr>
<td><strong>Olidammara</strong></td>
<td>CN</td>
<td>Inter</td>
<td>Trickery</td>
<td>Laughing Mask</td>
<td>M</td>
<td>Music, Revels, Wine, Rogues, Humor, Tricks</td>
</tr>
<tr>
<td><strong>Pholtus</strong></td>
<td>LG (N)</td>
<td>Inter</td>
<td>Light</td>
<td>Full moon and smaller crescent</td>
<td>M</td>
<td>Light, Resolution, Law, Order, Inflexibility, Sun, Moons</td>
</tr>
<tr>
<td><strong>Procan</strong></td>
<td>CN</td>
<td>Inter</td>
<td>Tempest</td>
<td>Trident over wave</td>
<td>M</td>
<td>Seas, Sea Life, Salt, Sea Weather, Navigation</td>
</tr>
<tr>
<td><strong>Rudd</strong></td>
<td>CN(G)</td>
<td>Demi</td>
<td>Trickery</td>
<td>Bulls-eye target</td>
<td>F</td>
<td>Chance, Good Luck, Skill</td>
</tr>
<tr>
<td><strong>Sol (Pelor)</strong></td>
<td>NG</td>
<td>Greater</td>
<td>Life, Light</td>
<td>Stylized Sun Face</td>
<td>M</td>
<td>Sun, Light, Strength, Healing</td>
</tr>
<tr>
<td><strong>Sotillion</strong></td>
<td>CG(N)</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Winged pure-orange tiger</td>
<td>F</td>
<td>Summer, South Wind, Ease, Comfort</td>
</tr>
<tr>
<td><strong>Stern Alia</strong></td>
<td>LN</td>
<td>Demi</td>
<td>Protection</td>
<td>Oeridian woman face</td>
<td>F</td>
<td>Oeridian Culture, Law, Motherhood</td>
</tr>
<tr>
<td><strong>Telchur</strong></td>
<td>CN</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Leafless tree&amp;snow</td>
<td>M</td>
<td>Winter, Cold, North Wind</td>
</tr>
<tr>
<td><strong>Velnius</strong></td>
<td>N(G)</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Bird on cloud &amp; snow</td>
<td>M</td>
<td>Sky, Weather</td>
</tr>
<tr>
<td><strong>Wenta</strong></td>
<td>CG</td>
<td>Lesser</td>
<td>Life</td>
<td>Large mug of beer</td>
<td>F</td>
<td>Autumn, West Wind, Harvest, Brewing</td>
</tr>
<tr>
<td><strong>Zilchus</strong></td>
<td>LN</td>
<td>Inter</td>
<td>Protection</td>
<td>Hands clutching bag of gold</td>
<td>M</td>
<td>Power, Prestige, Money, Business, Influence</td>
</tr>
<tr>
<td><strong>Erythnul</strong></td>
<td>CE (CN)</td>
<td>Inter</td>
<td>War</td>
<td>Red blood drop or demon/boar mask</td>
<td>M</td>
<td>Hate, Envy, Malice, Panic, Ugliness, Slaughter</td>
</tr>
<tr>
<td><strong>Hextor</strong></td>
<td>LE</td>
<td>Inter</td>
<td>War</td>
<td>Fist w/6 red arrows facing down in fan</td>
<td>M</td>
<td>War, Discord, Massacres, Conflict, Fitness, Tyranny</td>
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## Orc Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align</th>
<th>Power</th>
<th>Domains</th>
<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Luthic</td>
<td>NE (N)</td>
<td>Lesser</td>
<td>Protection, Life</td>
<td>Orc rune for home</td>
<td>F</td>
<td>Female Orics, Fertility, Medicine, Healing, Servitude, Caves, Home</td>
</tr>
<tr>
<td>Bahgtru</td>
<td>CE</td>
<td>Lesser</td>
<td>Tempest, War</td>
<td>Broken thigh bone</td>
<td>M</td>
<td>Strength, Stupidity</td>
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<tr>
<td>Gruumsh</td>
<td>CE</td>
<td>Greater</td>
<td>Tempest, War</td>
<td>Empty Eyesocket</td>
<td>M</td>
<td>Orcs, War, Territory</td>
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<tr>
<td>Ilneval</td>
<td>NE</td>
<td>Lesser</td>
<td>War</td>
<td>Bloodied Longsword</td>
<td>M</td>
<td>Warfare, Leadership</td>
</tr>
<tr>
<td>Shargaas</td>
<td>CE</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Skull on red crescent moon</td>
<td>M</td>
<td>Darkness, Thieves, Stealth, Night, Undead</td>
</tr>
<tr>
<td>Yurtrus</td>
<td>NE</td>
<td>Lesser</td>
<td>Tempest</td>
<td>White hands on dark background</td>
<td>M</td>
<td>Death, Disease</td>
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## Suloise Human Deities

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<tr>
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<th>Holy Symbol</th>
<th>Sex</th>
<th>Portfolio</th>
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<tbody>
<tr>
<td>Bralm</td>
<td>N (LN)</td>
<td>Lesser</td>
<td>Protection</td>
<td>Giant Wasp in front of an insect swarm</td>
<td>F</td>
<td>Insects, Industriousness</td>
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<tr>
<td>Dalt</td>
<td>CG</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Locked door w/ skeleton key</td>
<td>M</td>
<td>Portals, Doors, Enclosures, Locks, Keys</td>
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<tr>
<td>Fortubo</td>
<td>LG (N)</td>
<td>Lesser</td>
<td>Protection</td>
<td>Glowing heated hammer</td>
<td>M</td>
<td>Stone, Metals, Mountains, Guardianship</td>
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<tr>
<td>Jascar</td>
<td>LG</td>
<td>Lesser</td>
<td>Protection</td>
<td>Snow capped mountain peak</td>
<td>M</td>
<td>Hills, Mountains</td>
</tr>
<tr>
<td>Kord</td>
<td>CG</td>
<td>Inter</td>
<td>Tempest, War</td>
<td>Star of Spears and Maces</td>
<td>M</td>
<td>Athletics, Sports, Brawling, Strength, Courage</td>
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<tr>
<td>Lendor</td>
<td>LN</td>
<td>Inter</td>
<td>Knowledge</td>
<td>Crescent moon in front of new moon 14 stars</td>
<td>M</td>
<td>Time, Tedium, Patience, Study</td>
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<tr>
<td>Llerg</td>
<td>CN</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Bear, Snake or Alligator</td>
<td>M</td>
<td>Beasts, Strength</td>
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<tr>
<td>Lydia</td>
<td>NG</td>
<td>Lesser</td>
<td>Knowledge, Light</td>
<td>Spray of colors from hand</td>
<td>F</td>
<td>Music, Knowledge, Daylight</td>
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<tr>
<td>Norebo</td>
<td>CN</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Two Eight-sided Dice</td>
<td>M</td>
<td>Luck, Gambling, Risks</td>
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<tr>
<td>Osprem</td>
<td>LN</td>
<td>Lesser</td>
<td>Protection, Tempest</td>
<td>Barracuda</td>
<td>F</td>
<td>Sea Voyages, Ships, Sailors</td>
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<tr>
<td>Phaulkon</td>
<td>CG</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Winged human silhouette</td>
<td>M</td>
<td>Air, Wind, Clouds, Birds, Archery</td>
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<tr>
<td>Phyton</td>
<td>CG</td>
<td>Lesser</td>
<td>Light</td>
<td>Scimitar and Oak Tree</td>
<td>M</td>
<td>Nature, Beauty, Farming</td>
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<tr>
<td>Wee Jas</td>
<td>LN (E)</td>
<td>Greater</td>
<td>Death, Knowledge, Arcana</td>
<td>Red Skull w/ Flame</td>
<td>F</td>
<td>Magic, Death, Vanity, Law</td>
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<tr>
<td>Xerbo</td>
<td>N</td>
<td>Lesser</td>
<td>Tempest</td>
<td>Dragon Turtle</td>
<td>M</td>
<td>Sea, Sailing, Money, Business</td>
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<tr>
<td>Beltar</td>
<td>CE (CN)</td>
<td>Lesser</td>
<td>War</td>
<td>Monstrous fangs</td>
<td>F</td>
<td>Malice, Caves, Pits</td>
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<tr>
<td>Pyremius</td>
<td>NE</td>
<td>Lesser</td>
<td>War</td>
<td>Demonic Face w/ bat wing ears</td>
<td>M</td>
<td>Fire, Poison, Murder</td>
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<tr>
<td>Syrul</td>
<td>NE (LE)</td>
<td>Lesser</td>
<td>Trickery</td>
<td>Forked Tongue</td>
<td>F</td>
<td>Lies, Deceit, Treachery, False Promises</td>
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</table>
Arcana Domain

**Arcane Initiate:** At 1\(^{st}\) level, you gain proficiency in the Arcana skill and you gain two cantrips of your choice from the wizard spell list, counting as clerical cantrips.

**Channel Divinity:** At 2\(^{nd}\) level, you can use your Channel Divinity to make one celestial, elemental, fey or fiend within 30 feet make a Wisdom saving throw or be turned for 1 minute or until it takes any damage. After you reach 5\(^{th}\) level, when a creature fails its saving throw, the creature is banished for 1 minute (per the banishment spell, but no concentration is required) if it isn’t on its plane of origin and its challenge rating is at or below:

<table>
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<tr>
<th>Cleric Level</th>
<th>Banishes CR:</th>
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<tbody>
<tr>
<td>5(^{th}) level</td>
<td>½ or lower</td>
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<tr>
<td>8(^{th}) level</td>
<td>1 or lower</td>
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<tr>
<td>11(^{th}) level</td>
<td>2 or lower</td>
</tr>
<tr>
<td>14(^{th}) level</td>
<td>3 or lower</td>
</tr>
<tr>
<td>17(^{th}) level</td>
<td>4 or lower</td>
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</tbody>
</table>

**Spell Breaker:** Starting at 6\(^{th}\) level, when you restore hit points to an ally with a spell of 1\(^{st}\) level or higher, you can also end one spell of choice upon that creature. The level of the spell you end must be equal to or lower than the spell slot you use to cast the healing spell.

**Potent Spellcasting:** Starting at 8\(^{th}\) level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

**Arcane Mastery:** At 17\(^{th}\) level, you choose four spells from the wizard spell list: one from each of the following levels: 6\(^{th}\), 7\(^{th}\), 8\(^{th}\) and 9\(^{th}\). You add them to your list of domain spells. Like other domain spells, they are always prepared and count as cleric spells for you.

**Domain Spells:**

1\(^{st}\) level: detect magic, magic missile

3\(^{rd}\) level: magic weapon, Nystul’s magic aura

5\(^{th}\) level: dispel magic, magic circle

7\(^{th}\) level: arcane eye, Leomund’s secret chest

9\(^{th}\) level: planar binding, teleportation circle
Protection Domain
The gods of protection are gods of defensive strength, an unyielding force that guards against the forces of evil. Sometimes the god of protection is a martial deity, usually male, who stands as the ideal for sentinels and paladins. Other times they are a god of community, often female, who embodies the community’s cohesiveness and responsibility to protect and care for each other.

The Protector entrusts you with the strength and endurance to protect the innocent so that you can become a beacon of hope in a darkened world. You protect the weak from the wicked, and nothing stirs your righteous fury so much as witnessing harm brought to those your god calls you to protect. The most devoted and enlightened followers of the Protector are bulwarks of defense in a violent world. Many seek to take the fight to the enemy, delving into dungeons to root out threats before they can spread. On the edge of civilization, the Protector’s clerics organize defenses, train local militias, and bring justice to a lawless land.

**Bonus Proficiency:** When you choose this domain at 1st level, you gain proficiency with heavy armor.

**Holy Guarding:** Also starting a 1st level, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Divine Shelter:** Starting at 2nd level, you can use your Channel Divinity to defend one of your allies. When a creature within 25 feet of you takes damage, you may use your reaction to reduce the damage the creature takes by 2d8. If you are at least 11th level, reduce the damage by 4d8 instead.

**Blessing of the Protector:** At 6th level, you can use your Channel Divinity to create a 30 foot burst of divine energy centered on you that removes the following conditions on all creatures within the burst: blinded, charmed, deafened, frightened, paralyzed, poisoned and stunned.

**Sacred Defense:** At 8th level, you and all allies within 30 feet of you gain a +1 bonus to saving throws. When you reach level 14, this bonus becomes +2.

**Divine Resistance:** At 17th level, you can use your action to allow you and your allies to gain resistance to one damage type for one minute.

**Domain Spells:** You always have the following spells prepared, provided you are able to cast cleric spells of the given level. They do not count against the number of spells you can prepare each day.

1st protection from evil and good, sanctuary

2nd aid, warding bond

3rd dispel magic, protection from energy

4th death ward, freedom of movement

5th dispel good and evil, raise dead
<table>
<thead>
<tr>
<th>Organization/Cantrev</th>
<th>Outlook</th>
<th>Description</th>
<th>Friends</th>
<th>Enemies</th>
</tr>
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<tbody>
<tr>
<td>Araul Anterth</td>
<td>Traditional</td>
<td>Cantrev</td>
<td>Old Faith, Dwarves</td>
<td>Orcs, Goblinoids, Giants</td>
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<td>Blodyn Cain</td>
<td>Progressive</td>
<td>Cantrev</td>
<td>Keoland</td>
<td>Orcs, Goblinoids, Giants, Gran March, KoW, Undead</td>
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<tr>
<td>Daden Bryd</td>
<td>Progressive</td>
<td>Cantrev</td>
<td>Keoland</td>
<td>Orcs, Goblinoids, Giants, Gran March, KoW, Undead</td>
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<td>Traditional</td>
<td>Cantrev</td>
<td>Old Faith, Elves</td>
<td>Orcs, Goblinoids, Giants, Gran March, KoW, Undead</td>
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<td>Eryrnyth</td>
<td>Moderate</td>
<td>Cantrev</td>
<td>Melgorn, Giants, Goblinoids, Giants</td>
<td>Undead</td>
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<td>Fwythlon Dol</td>
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<td>Cantrev</td>
<td>Melgorn, Giants, Goblinoids, Giants</td>
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<td>Cantrev</td>
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<td>Rhad Derwyth</td>
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<td>Cantrev</td>
<td>Keoland</td>
<td>Orcs, Goblinoids, Giants, Undead</td>
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<tr>
<td>Rhwng yr Coed</td>
<td>Moderate</td>
<td>Cantrev</td>
<td>Melgorn, Giants, Goblinoids, Giants</td>
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<td>Rhychdir Rhos</td>
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<td>Cantrev</td>
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<td>Ystrad Cloer</td>
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<td>Cantrev</td>
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<td>Blessed Heart</td>
<td>Marchers</td>
<td>Merchants</td>
<td>Law, Marchers, KoW, Trade</td>
<td>Orcs, Goblinoids, Giants, Undead</td>
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<td>Dantelchaig Trading</td>
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<td>House Meridian</td>
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<td>Merchants</td>
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<td>Undead</td>
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<td>Trade</td>
<td>Undead</td>
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<td>Enemies</td>
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<td>Cult of Lydia</td>
<td>Ravonnarian</td>
<td>Religious</td>
<td>Oeridian Faiths</td>
<td>Undead</td>
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<td>Religious</td>
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<td>Orcs, Goblinoids, Giants, Undead</td>
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<td>Old (Flan) Faith</td>
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<td>Religious</td>
<td>Bards, Longbowmen, Olwythi gan Gyruff</td>
<td>Orcs, Goblinoids, Giants, Undead</td>
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<td>Underworld</td>
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<td>Orcs, Goblinoids, Giants, Undead</td>
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<td>Enosi Thaumatorgos</td>
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<td>Underworld</td>
<td>?</td>
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<td>Evro Llygadi</td>
<td>?</td>
<td>Underworld</td>
<td>Midnight Ravens</td>
<td>The Corporation</td>
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<tr>
<td>Midnight Ravens</td>
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<td>Evro Llygadi</td>
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<td>Underworld</td>
<td>Law, Marchers</td>
<td>Orcs, Goblinoids, Giants, Midnight Ravens, Evro Llygadi</td>
</tr>
</tbody>
</table>
Militaristic Organizations

Cantreval Levy (Army)
Each cantrev of Geoff has its own standing army, called a bragad. In times of peace, the bragad trains enough to keep up their skills, but has a lot of free time on their hands. Some bragads number in the dozens, while more wealthy and populous cantrevi can field a thousand or more men.

Requirements:
- Must be a resident of Geoff and the cantrev of the bragad
- Must spend 30 Days annually training
- Must swear an Oath of Allegiance to the glwyi (noble) of the cantrev

Branches of Military Service:
- Marchawgi – Light Cavalry, typically riding Gyric Mountain Ponies and using shortbows, spears, swords and armor of their choice. They provide and care for their own mounts. Their specialty is hit and run tactics, able to shoot bows from horseback. They are used to screen other troops and act as mounted scouts.
- Rhyfelwri – Light Foot, with weapons and armor of their choice, although spears and swords are common weapons and leather and shield are common armors. They are not trained to fight in large groups in close quarters. They are skirmishers who fight best in small groups.
- Saethwri – Bowmen, with longbows as their primary weapon. Archers are easiest to enlist as most of Gyruff’s populace are proficient with bows. These troops train in mass aerial attacks against enemy formations. They are lightly armored and often carry only a dagger or shortsword for close melee fighting.
- Barbaraidd – Fast moving skirmishers, typically unarmored, with either a two-handed weapon or a one-handed weapon and a shield. While typically unarmored, their ferocity is well known in battle.

Ranks:
- Rank 1: (name of their service) equivalent to Private
- Rank 2: Dwrthdyn commands a Dwrth (Squad) equivalent to Sergeant
- Rank 3: Athrodwrdwyrthdyn or Ban Cantdyn commands a Ban Cant (Master Sgt or Lieutenant)
- Rank 4: Braichdynam commands a Braich (Company) equivalent to Captain
- Rank 5: Cymorth or Cadofyth commands a Bragad equivalent to Major or Colonel

Benefits:
- Cantreval soldiers begin play every session with: Favor of the Arglwyth or Llwyr of their cantrev (Type D)
- Cantreval soldiers receive free Poor upkeep in their cantrev

Additional benefits will be revealed through play.
Olwythi gan Gyruff (Rangers of Geoff)

Around in one form or another ever since the Flan people settled in Gyruff, the Olwythi are a brotherhood of woodsmen and hunters dedicated to the protection of all the good peoples of Geoff. Officially sanctioned by the Brenin many generations ago, the Olwythi are charged with protecting the people of Geoff from harm, identifying physical threats to the people of Geoff, and eliminating the threats that they identify. Spread out over all of Geoff, individual Olwythi are rugged, self-sufficient, and capable of handling difficult situations with little or no outside help.

Requirements:
Must be a resident of Geoff
Must spend 30 Days annually on patrol
Must have proficiency in Stealth and Survival
Must not have any obvious flaws (any attributes below 10)
Must swear an Oath of allegiance to the Brenin
Must swear an Oath of the Olwythi

Ranks:
Rank 1: Ranger equivalent rank of Dwrthdyn (Sergeant)
Rank 2: ___________ equivalent rank of Ban Cantdyn (Lieutenant)
Rank 3: ___________ equivalent rank of Braichdyn (Captain)
Rank 4: ___________ equivalent rank of Cymorth (Major)
Rank 5: First Ward equivalent rank of Cadofyth (Colonel)

Benefits:
- Olwythi begin play every session with: Favor of the First Ward (Type C)
- Olwythi gain a Advantage on all social checks when interacting with the ffolk of Geoff
- Olwythi receive free Poor upkeep in Geoff Regional Modules

Additional benefits will be revealed through play.
Longbowmen of Geoff

An important part of any army is its archery corps. But the Longbowmen of Geoff are no ordinary archery corps. Armed with the famous Gyri five-foot yew longbows they have trained with since early childhood, the Longbowmen are the best archers to be found in any army of the Flanaess. In Geoff, archery and the Longbowmen are cultural institutions that have shaped the land long before the giants’ attack. The Longbowmen of Geoff count amongst their ranks elven archers from the forests of Geoff, and also have close ties to the Old Faith. The Longbowmen’s cultural heritage and varied influences result in a diverse fighting force, capable of fighting in any terrain from open field to deep forest, and honed in warfare skills such as ambushes, scouting, and close combat fighting.

The Longbowmen have recently rekindled the Old Ways of their organization that had been set aside while they were part of the Army of Liberation. Once again the Longbowmen are independent and report solely to the Brenin. And once again the Longbowmen are composed of three different branches, each holding the others in balance and tension that gives strength in the same way that the opposed forces of the bow, pulled string, and arrow shaft give purpose and flight to the bow and arrow. The three paths of the Longbowmen are the Path of Heroes (Arwriaeth, composed of Longbowmen and Elite Longbowmen), Path of Faith (Crefydd, composed of Longbowmen of the Old Ways and Longbowmen of the Balance), and Dark Path (Fferru, composed of Snipers, Ghost Snipers, and Deep Recon). Each path has its own subculture and even secrets. These secrets become known to members once they join a particular path.

One deviation from the Old Ways that remains today is the loosening of the restrictions to allow the use of short bows and composite varieties of either bow. Another is that the Paths serve as Braichi with cantreval Ban Cants, similar to the units used by the Army of Liberation, whereas before the giants attacked the cantrevi were the primary means of organization with Paths existing as groupings under each cantrev.

Despite their name, it should be noted that Gyri of both genders flourish within the organization.

Arwriaeth – Path of Heroes

When a commoner thinks of the Longbowmen, it is the Path of Arwriaeth and its emphasis on leadership, courage, honor, and skill in battle. It is this path that every young Gyri thinks of when they draw a toy bow. Units in Arwriaeth have long been the strongest and largest Path. The Longbowmen and Elite Longbowmen compose the Path of Heroes, providing the hero-element to the Longbowmen.

Fferru – The Dark Path

The Fferru began as a small gathering of Longbowmen across many cantrevi who shared common interests... skills and tactics not supported by the other members of the Longbowmen. It was the wisdom of the original First Bow that led to the Dark Path being accepted but held in check – allowed to hone dark skills but kept within the balance and in service to Geoff and the Grand Duke. A Longbowman joins the Dark Path by becoming a Longbowman Sniper, and from there can specialize further. The Ghost Snipers are thought of as the darkest – stealing through the forest as silently and invisibly as death itself. The Deep Recon are thought of as the most insane – willing to go deep behind enemy lines to take out their target.

Crefydd – Path of Faith

For as long as can be remembered there have been those that served to guide the faith and spirit of their fellow Longbowmen. When the dark Fferru began to appear it was these men of faith that rose to oppose them and ensure the balance was kept, but it took the leadership of the Path of Heroes and the original First Bow to secure the peace. The Crefydd became a formal Path at that time, existing to ensure all Longbowmen worked as part of the Balance. Members of the Path of Faith are wise, attuned to the ways of the land and intuitively knowing the impacts of different courses of action.
Longbowmen Requirements:
- Must be a resident of Geoff
- Must spend 30 Days annually on patrol, leading and training Gyri archers
- Must have the Archery Fighting Style
- Must have proficiency in Stealth and Survival
- Must swear an Oath of allegiance to the Brenin

Ranks:
- Rank 1: Longbowman equivalent rank of Dwrdyn (Sergeant)
- Rank 2: ___________ equivalent rank of Ban Cantdyn (Lieutenant)
- Rank 3: ___________ equivalent rank of Braichdyn (Captain)
- Rank 4: ___________ equivalent rank of Cymorth (Major)
- Rank 5: First Bow equivalent rank of Cadofyth (Colonel)

Benefits:
- Longbowmen begin play every session with: Favor of the First Bow (Type C)
- Longbowmen gain Advantage on all social checks when interacting with soldiers in the Sheldomar Valley
- Longbowmen using a longbow increases the normal and maximum range by 50’ (200’/650’)
- Longbowmen receive free Modest upkeep in Geoff Regional Modules

Additional benefits will be revealed through play.
Teulu (tr. Noble Companions)

While only the Brenin and Knights of the Watch/Dispatch can knight someone, the leaders of the cantrevi have their own elite mounted troops, the Teulu (tr. noble companions). Most Teulu have risen from the ranks of the Marchawgi (light cavalry) and membership in their ranks is considered an honor. They are heavily armed and armored, able to fight on both foot and horseback. Each teulu must provide and care for their own warhorse. Teulu are used as shock troops against heavy concentrations of the enemy.

Requirements:
- Must be a resident of Geoff
- Must spend 30 Days annually protecting the Brenin or training
- Must not have any obvious flaws (any attributes below 10)
- Must have heavy armor proficiency
- Must own a suit of heavy armor
- Must swear an Oath of allegiance to the Arglwyth/Llwyr of their cantrev

Benefits:
- Teulu begin play every session with: Favor of the Arglwyth/Llwyr of their cantrev (Type C)
- Teulu receive free Comfortable upkeep in Geoff Regional Modules
- Teulu eliminate the stealth penalty for heavy armor
- Teulu gain an additional 30 lbs of carrying capacity which may only be counted towards the weight of actively worn heavy armor

Additional benefits will be revealed through play.
**Griffons Claws (aka Griffon Guard)**

The Griffon’s Claws are heavily armed and armored soldiers who traditionally accompany the Brenin into battle and guard his person during peacetime. These soldiers wear heavy plate armor and typically arm themselves with swords and shields. They are the elite foot soldiers of the Brenin’s Fist and membership in their ranks is considered an honor.

**Requirements:**
- Must be a resident of Geoff
- Must spend 30 Days annually protecting the Brenin or training
- Must not have any obvious flaws (any attributes below 10)
- Must have heavy armor proficiency
- Must own a suit of heavy armor
- Must swear an Oath of allegiance to the Brenin

**Ranks:**
- Rank 1: Griffon’s Claw equivalent rank of Dwrthdyn (Sergeant)
- Rank 2: Ban Cantdyn (Lieutenant)
- Rank 3: Braichdyn (Captain)
- Rank 4: Cymorth (Major)
- Rank 5: Cadofyth (Colonel)

**Benefits:**
- Griffons Claws begin play every session with: Favor of the Cadofyth (Type B)
- Griffons Claws receive free Comfortable upkeep in Geoff Regional Modules
- Griffons Claws eliminate the stealth penalty for heavy armor
- Griffons Claws gain an additional 30 lbs of carrying capacity which may only be counted towards the weight of actively worn heavy armor

Additional benefits will be revealed through play.
**Peers of the Realm**

Peers of the Realm are knighted by the Brenin and form the lowest levels of nobility. During their knighting ceremony, they are presented with a chain that represents fealty to Crown and Country and a white belt or baldric that symbolizes purity of honor and chivalry.

**Requirements:**
- Be knighted as a Peer of the Realm by the Brenin
- Follow the Peers of the Realm Code of Conduct

**Peers of the Realm Code of Conduct is:**
- Defend the Crown and Country from all threats foreign and domestic
- Honor, defend and protect all Gyri and those weaker than the Peer
- Conduct oneself in all matters as befits a Peer
- Draw your sword (or other weapon) only for a just cause
- Enshrine in one’s heart the noble ideals of Chivalry
- Protect one’s own name and the greater glory of Gyruff

**Benefits:**
- A Peer of the Realm can bear arms even in noble or royal company.
- Counts as a resident of Gyruff
- Position of Privilege: People are inclined to think the best of you. You are welcome in high society and people assume you have the right to be wherever you are. Common folk make every effort to accommodate you and avoid your displeasure. Other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble or even the Brenin if you need to.
**Griffon Knights**

The Griffon Knights are heavily armed and armored soldiers who traditionally accompany the Brenin into battle. These soldiers wear heavy plate armor and typically arm themselves with swords and shields. They are the elite aerial cavalry of the Brenin’s Fist and membership in their ranks is considered an honor.

The original Griffon Knights were completely destroyed during the Fall of Gorna when they abandoned the rear gate defense and rode towards the Stark Mounds. The original leader of the Griffon Knights, the only survivor of the unit, was found guilty of Treason and banished forever from the lands of Gyruff. Since the War Against the Giants, the Brenin has brought back the Griffon Knights as a unit. The unit’s name remains tarnished, but they struggle even harder in an attempt to outshine that stain on their honor.

**Requirements:**

- Must be a resident of Geoff
- Must spend 30 Days annually protecting the Brenin or training
- Must not have any obvious flaws (any attributes below 10)
- Must have heavy armor proficiency
- Must own a suit of heavy armor
- Must swear an Oath of allegiance to the Brenin
- Must capture and train their own Griffon
- Must have a lawful alignment

**Ranks:**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Title</th>
<th>Equivalent Rank</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>Griffon Knight</td>
<td>Dwrthdyn (Sergeant)</td>
</tr>
<tr>
<td>2</td>
<td>Ban Cantdyn</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>3</td>
<td>Braichdyn</td>
<td>Captain</td>
</tr>
<tr>
<td>4</td>
<td>Cymorth</td>
<td>Major</td>
</tr>
<tr>
<td>5</td>
<td>Cadofyth</td>
<td>Colonel</td>
</tr>
</tbody>
</table>

**Benefits:**

- Griffon Knights begin play every session with: Favor of the Brenin (Type A)
- Griffon Knights receive free Wealthy upkeep in Geoff Regional Modules
- Griffon Knights eliminate the stealth penalty for heavy armor
- Griffon Knights also receive a squire (NPC) servant to train and help maintain equipment
- Griffon Knights gain an additional 30 lbs of carrying capacity which may only be counted towards the weight of actively worn heavy armor
- Position of Privilege: People are inclined to think the best of you. You are welcome in high society and people assume you have the right to be wherever you are. Common folk make every effort to accommodate you and avoid your displeasure. Other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble or even the Brenin if you need to.

Additional benefits will be revealed through play.
**Order of Griffon Strike**  
An elite arcane archer corp for those with aptitude for magic and archery.

**Requirements:**
- Must be a resident of Geoff  
- Must be capable of casting a cantrip or higher  
- Must be proficient in a bow or crossbow  
- Must have higher than average dexterity

**Benefits:**
- Griffons Strike receive free Comfortable upkeep in Geoff Regional Modules  
- Position of Privilege: People are inclined to think the best of you. You are welcome in high society and people assume you have the right to be wherever you are. Common folk make every effort to accommodate you and avoid your displeasure. Other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble or even the Brenin if you need to.  
- You can receive training to become an arcane archer (Xanathar’s Guide)
Chosen of Calisse (Knighthood)

When Princess Calisse came to Geoff (to marry Colwyn ap Ffagan) from Keoland, a Keoish knight gave her a scarf of exquisite beauty woven from the hair of a nymph as a sign of his devotion and respect. Calisse took the scarf as the symbol for her Chosen who were sworn to protect her. This was a very prestigious organization with a very elite membership. Calisse only extended invitations to those who earned her favor or the favor of those near her. Their duties included direct bodyguard duties, advance team security checks, pursuing and eliminating perceived and overt threats to her person. The Chosen place the safety of their charge above that of their own person and family. With Calisse’s death, the Chosen made Caitlyn merch Rhys (Calisse’s granddaughter) their new charge. After her death, the order decided to move the Keoland to serve Caitlyn’s aunt, the Regent of Keoland, Countess Jessa Lizhal Demontvale of Sayre.

As of CY 616, there were only 8 Chosen of Calisse. (Vito Truehand, Cedric Quezada, Beren Steelheart, Ylindreer, Elden Overbear, Olis Swiftshield, Stelven de-Bear, Hollard the Green)

Requirements:

- Must be a resident of Geoff with Keoish heritage
- Must spend 30 Days annually protecting Caitlyn
- Must not have any obvious flaws (any attributes below 10)
- Must speak Flan and Keoish
- Must have an alignment of LG, NG, CG, LN, N
- Must swear an Oath of Commitment (see Below)

Oath of Commitment:

I, [state name], chosen from many to join this select few, do hereby renounce all allegiances I hold, save for those to our Grand Duke and our Charge, the Princess Caitlyn merch Rhys. I pledge that her personal safety is my only ambition and her well-being my only duty. I will protect her with my life, which I hold above my own and those of my family and friends.

Benefits:

- The Chosen begin play every session with: Favor of Caitlyn (Type C, for now)
- The Chosen receive free Comfortable upkeep in Geoff Regional Modules
- Position of Privilege: People are inclined to think the best of you. You are welcome in high society and people assume you have the right to be wherever you are. Common folk make every effort to accommodate you and avoid your displeasure. Other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble or even the Brenin if you need to.

Additional benefits will be revealed through play.
Friends of Caitlyn merch Rhys

Princess Caitlyn merch Rhys, the Brenin’s (Grand Duke’s) daughter and middle child, only has a few friends. Her mother was the Keoish Princess Kialla Skotti, a Knight of the Watch with the title Determined Sparrow. Caitlyn was born in CY 599 and in her early years was raised in the Keoish tradition, much to the ire of High Chancellor Bran ap Aeron. As a young girl, she enjoyed the wealth and privilege of being a Keoish princess and daughter of the Brenin, including the fine gowns, reveling in the pageantry. Her mother took her to services dedicated to Suloise gods and filled her with the romance of distant lands, including the very powerful Kingdom of Keoland.

When Caitlyn lost her mother at age 9, her father, Rhys, grew more and more despondent. Some suggest that what seemed a magical love between Rhys and Kialla is the cause of his despondency, but whatever the cause, Caitlyn’s father wasn’t there for her in her teenage years. With her mother gone and father brooding, High Chancellor Bran ap Aeron stepped in and hired a number of traditional Gyri nannies and tutors, eventually sending her off to study with the Druids of the Old Faith. They instilled a romance of the Old Ways, although she isn’t as dedicated to the Old Faith as she would have been if indoctrinated since birth.

Caitlyn has much of her parents’ spirit in her, headstrong, adventurous and determined. Growing into a teenager, Caitlyn feels she knows it all and can handle anything. <Uncommon Secret, though there are rumors> With her rebellious and devil-may-care attitude, she began sneaking out of the castle at night to join an underground fight club in Gorna under the pseudonym “Dwrn Gwyrdd” (tr. green fist). She heals herself using druidic magic before sneaking back into the castle. Her impulsive attitude has gotten Caitlyn into trouble, one of the few things significant enough to get Rhys’ attention. Recently, that attitude got Caitlyn grounded and forbidden to go to the Keoish Ball, although she went anyway).

Tutored and groomed by the druids of the Old Faith, Caitlyn has a healthy respect for nature and traditions. She loves the romance of the old ways, but isn’t as dedicated to the Old Faith as her tutors would like. While charmed by the beauty and pageantry of the Keoish immigrants and customs, she’s dismayed at the disconnect between the newcomers (Oeridian and Sueloise) from the common man and nature herself. Recently, she met and became attracted to Arglwyth Andras Dryadson of Gwyrth Bryn, who truly showed her the romantic aspects of the traditional Gyri.

Caitlyn’s few known confidants and friends:

• Arglwyth Andras Dryadson, a young (17-ish) handsome and charming ruler of Gwyrth Bryn who studied at the College of Canaith and devout follower of the Old Faith.
• Leara Rhola, a young (17-ish) female Suloise, daughter of the Keoish Ambassador Dior Rhola, who is also romantic, adventurous, Keoish and privileged
• Jasmine Neheli, a young (18-ish) female Suloise, who looks like she could be the twin of Leara, were they not from competing Keoish houses. Jasmine is more serious, focused and mercantile, since she is acting as the representative of House Neheli’s interests in Gorna.
• Aurora, a half-elf ranger from the Dim
• Xilvyre, a young (20-something) half-elf adventurous entertainer.
• Thia.
• An occasional and often unnamed female friend, who seems to be of the same “type”, though she seems easily replaced with a new friend of similar build and abilities.

Requirements

• Must be Female
• Must maintain at least a comfortable standard (slumming), preferably a wealthy standard of living
• Must be non-evil and non-lawful alignment (NG, N, CN, CG)
• Must use a Favor of Caitlyn merch Rhys to gain her trust
• Must spend 15 Days establishing the friendship and 30 Days per year together to maintain the friendship

Benefits

• When Caitlyn is in the same town, begin each session with a Minor Favor (Class C) of Caitlyn merch Rhys
• When Caitlyn is in the same town, cost of maintaining a wealthy lifestyle is halved
• Other benefits dependent on circumstances
**Friends of Rhys ap Rhys**

Crown Prince Rhys ap Rhys is eldest (legitimate) son of Rhys ap Colwyn, the Brenin. Born in late summer of CY 593, he was raised in the Keoish traditions by his mother, Keoish Princess Kialla Skotti, a Knight of the Watch with the title Determined Sparrow. As a boy, he enjoyed the wealth and privilege of being a Keoish prince, eldest son and heir apparent of the Brenin, including the servants, toys, and pageantry. His mother took him to services dedicated to Suloise gods and filled his head with the romance of distant lands, including the very powerful Kingdom of Keoland.

Rhys ap Rhys was 14 when his mother died. His father, the elder Rhys, grew more and more despondent. Some suggest that what seemed a magical love between Rhys and Kialla is the cause of his despondency, but whatever the cause, Rhys’ father wasn’t there for him in his teenage years. High Chancellor Bran ap Aeron tried to hire the best traditional Gyri tutors and even enlisted him in military training, but much of Rhys’ personality was already set and he was beginning to discover the wonder of girls and their attraction to him.

Rhys ap Rhys has grown into a dashing figure with amber eyes, short wavy sandy-colored hair and a charming smile that has captured the hearts of many of the young women of Gyruff, although being rich, powerful and the presumed heir to the Grand Duchy of Geoff helps considerably. Rhys dresses in the comfortable fine clothes of a prince, which still allow him to leap and climb. He’s frequently seen on the balconies and parapets of the keep.

Rhys’ has many known confidants and friends (and many unknown lovers):

- Dietrich, a young male Suloise, is a romantic, adventurous and dedicated friend who wants to be a ranger.
- Khaleed, a young male Baklunish, is son of Ser Ankur (a Paladin of Al-Akbar and a Gyruff Peer of the Realm). Khaleed is careful, precise, focused, purposeful and yet adventurous as well.
- Evie, a young female Flan, is a warrior, practical, traditional and adventurous and allegedly is NOT a conquest.
- Dholas, a young male half-elf, is humorous, adventurous, carefree and a carouser.
- Ifan ap Olfred, a young male mixed race humanoid, is a big hulking tattooed bare-chested brute of a man who prefers use of a maul or brute strength. He’s mischievous and adventurous. His father is Olfred von Marsh, caravan boss.
- Dandelion, a young male Suloise bard, member of ENCORE, ladies man and member of Two Lutes for Love.
- Mazer Raxxam, a young male half-elf sorcerer, ladies man and member of Two Lutes for Love.

**Requirements**

- Must maintain at least a comfortable standard (slumming), preferably a wealthy standard of living
- Must be non-evil alignment (CN, CG, NG, N, LN, LG)
- Must use a Favor of Rhys ap Rhys to gain his trust
- Must spend 15 Days establishing the friendship and 30 Days per year carousing to maintain the friendship

**Benefits**

- When Rhys is in the same town, begin each session with a Minor Favor (Class C) of Rhys ap Rhys
- When Rhys is in the same town, cost of maintaining a wealthy lifestyle is halved (no benefit for just a comfortable lifestyle)
- Other benefits dependent on circumstances
Friends of Andras Dryadson

Arglwyth Andras Dryadson of Gwyrth Bryn was born in CY 599, supposedly after his father, Arglwyth Ilan ap Dyved, had an extended stay in the Seelie lands. After his father’s death in CY 611, Andras was recognized by the Brenin and was accepted by the Druids as the new Arglwyth, with Old Faith advisors and tutors.

Andras has grown into a stunningly handsome Flan man with wind tousled dark hair, hazel-green eyes, high cheek bones and a strong jawline. He’s a devout follower of the Old Faith and wears a symbol of Beory on a pendant around his neck. He wears fine leathers, white linen tunic with a colorful overtunic, high soft leather boots, a winter wolf fur cloak and a gold pin marking his training at the College of Canaith. He usually has a Hornwood Gyric Longbow, fine elven longsword, masterwork dwarven axe and a masterwork gnomish silver dagger. He’s charming, considerate, polite and has panache. He’s simple in his tastes, but very passionate and honorable.

Andras has many known confidants and friends (and many unknown lovers):

- Princess Caitlyn merch Rhys, a young (17-ish) headstrong, adventurous and nature loving daughter of the Brenin.
- Brohan, a middle aged Flan, is the Minister of Cultural Heritage and the Arts. Brohan established an informal bardic “school” in Gorna and wrote the Brohan Code for Bards and Performers, also known as the BroCode. Brohan is a permanent bachelor who refuses to “act his age”, preferring to carouse with the younger crowd.
- Ivan ap Godwyn, adult male Flan, is a quiet brute full of honor, tradition and adventure, who likes to carouse.
- Katarina Diamondborn, a young female Flan, is a romantic warrior, full of honor and tradition with a tattoo on her forehead, who likes to carouse.
- Lwyss Solidsteel, an adult male Flan, is thin and lanky swashbuckler, full of adventure, tradition and carousing.
- Aurora, a young half-elf wealthy ranger from the Dim Forest.

Requirements

- Must honor the Old Faith (Beory, Obad-Hai, Ehlonna and/or Pelor)
- Must follow the Old Ways (traditional Gyri laws of honor, bravery and passion – see Gyric Culture)
- Must be non-evil and non-lawful alignment (NG, N, CN, CG)
- Must use a Favor of Andras Dryadson to gain his trust
- Must spend 15 Days establishing the friendship and 30 Days per year carousing to maintain the friendship

Benefits

- When Andras is in the same town, begin each session with a Minor Favor (Class D) of Andras Dryadson
- Other benefits dependent on circumstances
**Friends of Emyr Cadwaler**

Emyr Cadwaler was born CY 594 in Keoland to two minor Suloise Keoish nobles in northwestern Keoland. Emyr’s birth father died fighting the Army of the Returned. During the Troubled Times, the widowed Margaret took what was left of her family and serfs and fled northwest to the relative safety and comfort of the Downlands. Soon thereafter, she married Awsten ap Cadwaler, the Flan Arglwyth of Daden Bryd.

As Emyr became acquainted with many Gyri customs, he identified with some and found many others, like many Keoish transplants, to be backwards. Still, the Gyri are a passionate people and Emyr found a romantic quality in their primitive lifestyle and culture.

Arglwyth Awsten took a liking to young Emyr and the two became close. While Arglwyth Awsten and Margaret had four daughters (Charise merch Awsten (9), Dreia merch Awsten (7), Awen merch Awsten (4) and Tiria merch Awsten (2)), he had no male issue of his own. Feeling a need to secure his position, Awsten formally adopted Emyr as his son and heir, during Emyr’s 17th Birthday celebration. In recognition of this, Emyr adopted Awsten’s patronym as his new surname.

After his adoption, Emyr studied philosophy and politics in the court of Niole Dra for three years. He learned many of the customs of Keoland, the land of his birth. Much like his early experience with the Downlands, he identified with some of the customs and now found many Keoish customs to be outdated or out of touch with present times.

As Emyr’s step-father grew ill, Emyr returned from University in Niole Dra and stepped up to rule in his step-father’s stead.

Emyr has a few known confidants and friends:

- His mother, Lady Margaret Cadwaler
- Dandelion

**Requirements**

- Must maintain at least a comfortable standard (slumming), preferably a wealthy standard of living
- Must be non-evil alignment (CN, CG, NG, N, LN, LG)
- Must use a Favor of Emyr Cadwaler to gain his trust
- Must spend 15 Days establishing the friendship and 30 Days per year carousing to maintain the friendship

**Benefits**

- When Emyr is in the same town, begin each session with a Minor Favor (Class E) of Emyr Cadwaler
- Other benefits dependent on circumstances
Friend of Caswallon the Green

Caswallon the Green was a Druid long before the Giants came. He is older than Gwenllian and could have been Arch Druid. He was well known for his affinity with dragons, especially Green Dragons, as well as his opinions that Geoff needed to remain pure, especially in terms of religion. He did not like Owen’s ascension to the position of Brenin, as he was far too influenced by outside forces. Caswallon was suspicious of any connections with the Fey as well, and he and his group of followers began distancing themselves from other members of the Old Faith.

When the war came, everyone believed Caswallon and his followers had succumbed to the Giants. Instead, they walled themselves inside a series of Steadings in Gwyth Bryn, near the Barrier Peaks. There, Caswallon and his people fought Giants and studied the old ways, looking for a way to save Geoff. In the end they had little impact, but Caswallon and his followers collected lore from all over Geoff and the Sheldomar. He also began following a path he called the Road of Purity, or Ffordd Purdeb. It hinged on a quote of Llewellyn the Druid King, where he mentions that the Gyri “...must remain pure and unblemished by the dark world around them...” Slowly Caswallon took this to mean everything non-Flan and non-Human. It was not and is not an attitude of hate; Caswallon believes that Suel and Oeridians and elves are not bad or worthy of contempt, but that the land calls the Flan and calls for them to be pure. Only his inner circle knows the full extent the Ffordd Purdeb. Most believe that Caswallon just wants to transform the country. He does, but in a much larger way.

Caswallon is well on his way to proving the validity of his vision foretold by Llywellyn the Druid King. He is searching for clues to reviving the ancient powers of the Land and returning Gyruff to a time of peace and prosperity... but there are those within the Old Faith who do not share his vision.

Requirements:

- Must follow the Path of Purity:
  - Purity of Body: Gyruff belongs to Flan, who are pure of body. Non-Flan are not treated with distain, but they have their lands and the Gyri Flan have this land.
  - Purity of Tradition: We must return to the old ways, the purity of tradition. (You don't need to actually speak Flan/Pseudo-Welsh, but here are the key points.)
    - Honor & Arvoli: You will act honorably, not lie and honor the intent of any pact or bargain (not just the technical words).
    - Hetygar (tr. Hospitality, Guest and Host rights): You can get shelter among any Traditional Gyri, but you must offer to help out your host through chores or other contributions to the household.
    - Honor Nature: Some of this is worship of Obad-Hai, but it is important to respect nature and The Land.
  - Purity of Vision:
- Spend 15 Days learning about the Path.

Benefits:

- Hospitality in any Traditional Gyri household, so no cost of living in that community, as long as you help out and follow the customs and laws.
- Any session in Path of Purity friendly territory gives you access to a minor favor (Class D while Caswallon is just a Brehyr, but may increase as his power/following does) for that session.
**Dwarven Battleragers**

The Dwarven Battleragers are the dwarven heroes of legend. Battleragers know no fear, never back down from a challenge, and stride boldly and bare-chested into danger. Battleragers are renowned for their legendary “Gut-shaker,” a strong dwarven beverage fermented from a mysterious recipe, only the hardiest of adventurers can stomach a mouthful. Battleragers typically favor Great Axes and sing songs of battle and victory as they charge into battle.

**Requirements:**
- Must be a resident of Geoff
- Must spend 30 Days annually fighting and training
- Must be a dwarf
- Must be a barbarian
- Must complete the Battlerager rite of passage

**Ranks:**
There are no ranks among the Battleragers. They are typically led by the toughest and most experienced. If there is any dispute, the two will typically fight and the first to go unconscious loses.

**Benefits:**
- Battleragers begin play every session with: Favor of the Battleragers (Type C)
- Battleragers receive free Modest upkeep in all dwarven settlements
- Members receive Advantage on all social checks with Dwarves
- Members receive Advantage on all Saving Throws vs Fear

Additional benefits will be revealed through play.
Knights of the Watch / Knights of Dispatch

Formed by the Kingdom of Keoland to protect their northern border, the Knights of the Watch follow the adopted teachings of the philosopher and prophet Azmarender. The Knights of the Watch were awarded the lands east and northeast of the Rushmoors as the Gran March by the Duke of Dorlin. About this time, the knights formed a secret society within the Knights of the Watch to be known as the Knights Malagari (or Darkwatch) to focus on the ancient dangers lurking in the Rushmoors.

The Knights of the Watch are tasked with protecting the Sheldomar Valley from the incursions of the Baklunish of the West and other threats, such as the giants during the war, as they may arise. The Knights draw potential members from throughout the Sheldomar Valley and maintain castles, fortresses, strongholds and towers along the border with Ket (in Bissel), along the Dim Forest, along the mountain ranges (the Barrier Peaks, Crystalmists and Jotens), Gran March, Geoff and in major cities of the Sheldomar Valley. During the War Against the Giants, the Knights relocated their headquarters to Hochoch, where it remains today.

The Knights of the Watch follow a near-monastic school of teachings based upon the writings of the philosopher Azmarender, who studied the tale of Trilesimain, the Simple Knight. From this tale, Azmarender derived a philosophy and code of duty commonly known as the Twelve and Seven Precepts. The Twelve Precepts detail how a knight should behave in his daily life and can be learned by anyone interested enough in the Knights. However, the Seven Precepts dealing with “life beyond the self” are closely guarded secrets. As Knights advance in the organization, they learn more of the precepts, but the mysterious Seventh Precept is said to contain ancient secrets about the creation of Oerth and is only known by the Grandiose Imperial Wyvern, the severely ailing and aged Hugo of Geoff. The teachings are not connected with any one specific religion, but they fit well with the philosophies of St. Cuthbert, Pholtus, Allitur, Mayaheine and especially Heironeous.

As Knights advance in rank in the knighthood, they adopt fanciful titles. The lowest ranking knights are known as Vigils, then they replace the Vigil with the name of a beast (progressing from subterranean, land-based, aerial mundane and then fantastical beasts) and add titles as they progress.

Prior to the Greyhawk Wars, War Against the Giants and Time of Troubles, the Knights numbered more than 6,500. These days the membership is about 3,500.

The Knights of the Watch and Dispatch are closely allied with the government and military of Gran March as well as the Church of Heironeous. They consider themselves the formal allies of all the nations of the Sheldomar Valley. Their greatest foes are the Baklunish West and the evil giants and humanoids of the western mountain ranges. They also see all Hextorians and members of the Scarlet Brotherhood as enemies and serious threats to the security of the Sheldomar Valley.

Requirements:
- Must be a resident of Geoff, Gran March, Keoland, Sterich, Bissel or one of the Ulek States
- Must spend 30 Days annually on patrol, leading and training
- Must not have any obvious flaws (any attributes below 10)
- Must be Lawful and have no criminal convictions or background
### Ranks:

<table>
<thead>
<tr>
<th>Rank</th>
<th>Rank Name</th>
<th>Equivalent Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Vigil</td>
<td>equivalent rank of Second Lieutenant</td>
</tr>
<tr>
<td>2</td>
<td>Land-based Mundane Beast</td>
<td>equivalent rank of First Lieutenant</td>
</tr>
<tr>
<td>3</td>
<td>Aerial Mundane Beast</td>
<td>equivalent rank of Captain</td>
</tr>
<tr>
<td>4</td>
<td>Land-based Monstrosity</td>
<td>equivalent rank of Major</td>
</tr>
<tr>
<td>5</td>
<td>Aerial Monstrosity</td>
<td>equivalent rank of Colonel</td>
</tr>
<tr>
<td>6</td>
<td>Knight Commander</td>
<td>equivalent rank of General</td>
</tr>
<tr>
<td>7</td>
<td>Grandiose Imperial Wyvern</td>
<td>equivalent rank of Field Marshal</td>
</tr>
</tbody>
</table>

### Benefits:

- Knights begin play every session with: Favor of the Knights of the Watch/Dispatch (Type C)
- Knights gain Advantage on all social checks with interacting with soldiers in the Sheldomar Valley region
- Knights receive free Comfortable upkeep in all Geoff settlements
- Knights also receive a squire (NPC) servant to train and help maintain equipment

Additional benefits will be revealed through play.
Religious Organizations

The Old Faith

The Old Faith has a tradition several thousand years old of being a defenders of the land and nature itself. The Old Faith strives to protect and restore The Land, which was damaged during the War Against the Giants and the reckless ravaging done by those who do not respect The Land. The Land, the Druids, Magic, the Fey, the Brenin, the Glwyi (nobles) and the People are all interconnected. Failing to respect one will lead the others into imbalance and catastrophe.

Requirements:
- Must be a resident of Geoff
- Must be non-evil
- Must be proficient in Religion
- Tithe 10% of earnings (per module)
- Must spend 30 Days annually in prayer and religious activities
- Must revere the Old Faith (or an Old Faith deity: Beory, Pelor, Obad-Hai, Ehlonna)
- A druid wishing to attain a higher rank than Druid must defeat the current holder of that rank in ritual combat.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Druid</th>
<th>Traditional Cleric</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Aspirant</td>
<td>Acolyte</td>
</tr>
<tr>
<td>2</td>
<td>Ovate</td>
<td>Adept</td>
</tr>
<tr>
<td>3</td>
<td>Initiate of the 1st Circle</td>
<td>Priest</td>
</tr>
<tr>
<td>4</td>
<td>Initiate of the 2nd Circle</td>
<td>Curate</td>
</tr>
<tr>
<td>5</td>
<td>Initiate of the 3rd Circle</td>
<td>Perfect</td>
</tr>
<tr>
<td>6</td>
<td>Initiate of the 4th Circle</td>
<td>Canon</td>
</tr>
<tr>
<td>7</td>
<td>Initiate of the 5th Circle</td>
<td>Lama</td>
</tr>
<tr>
<td>8</td>
<td>Initiate of the 6th Circle</td>
<td>Patriarch</td>
</tr>
<tr>
<td>9</td>
<td>Initiate of the 7th Circle</td>
<td>High Priest</td>
</tr>
<tr>
<td>10</td>
<td>Initiate of the 8th Circle</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Initiate of the 9th Circle</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Druid</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Keeper of the Stones (11 total in Gyruff)</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Watcher of (a Season – 4 total in Gyruff)</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>ArchDruid (1 in Gyruff)</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Great Druid (1 of 3 in Oerth)</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Grand Druid (1 on Oerth)</td>
<td></td>
</tr>
</tbody>
</table>

Benefits:
- Members begin play every session with: Favor of the Old Faith (Type C)
- Members receive free Modest upkeep while traveling in Geoff
- Members gain a +1 bonus on all social checks with all Gyri

Additional benefits will be revealed through play.
**Followers/Cult of Lydia**

Due to a divine miracle, the city of Ravonnar and the area within 30 miles became irradiated with powerful (and lethal) doses of positive energy. Thus, it was a surprise to many that there were humans and humanoids somehow able to survive within that energy. This miracle has led to many people in the Downlands converting to the worship of Lydia, also known as the Cult of Lydia.

Servants of the Light, primarily humans with deep devotion to the Suel goddess Lydia, preach understanding and enlightenment, led by High Priestess Adria Lumina.

The bulk of the military force are goblins, kobolds, hobgoblins, gnolls and ogres who have been “turned to the light” and follow the clergy of Lydia.

Outsiders and New Citizens/Converts flood Tenwalls-on-the-Bluff all the time now.

At 30 miles from Ravonnar, it is easy to see the effects of rapid plant growth and a feeling of euphoria like a drunken state. At 20 miles from Ravonnar, the effects are more pronounced and become more lethal. Within 10 miles of Ravonnar, the effect is rapidly lethal in about an hour or two without the blessing of Lydia, where the supplicant is granted citizenship.

**Requirements:**
- Must be or convert to a follower of Lydia
- Must spend 30 Days annually in prayer and other religious activities
- Surrender all possessions to the Cult.

**Benefits:**
- Members begin play every session with: Favor of the Cult of Lydia (Type D)
- Members receive free Modest upkeep while in the Theocracy of Ravonnar (or disputed lands in Daden Bryd)
- Members are resistant to the effects of the Positive Energy
- Missionaries may earn and wear an “Enlightenment Band” to show their devotion

Additional benefits will be revealed through play.
Devout Worshiper of the New Faiths

Worshipers of the Suel and Oeridian Gods have been spreading in Geoff. While they are not organized as a single group, each religion has essentially the same requirements and benefits. Worshipers of one New Faith god(dess) do not necessarily like or help followers of another New Faith god(dess).

Requirements:
- Must be a worshiper of an Oeridian or Suel god or goddess (See GHR Campaign Guide for choices)
- Must spend 30 Days annually in prayer and other religious activities
- Tithe 10% of earnings (per module) to their faith

Clergy Ranks:
Rank 1: Acolyte
Rank 2: Adept
Rank 3: Priest
Rank 4: Curate
Rank 5: Perfect
Rank 6: Canon
Rank 7: Lama
Rank 8: Patriarch
Rank 9: High Priest

Benefits:
- Members begin play every session with: Favor of (their god) (Type D)
- Members receive healing within a temple of their faith

Additional benefits will be revealed through play.

<table>
<thead>
<tr>
<th>Wee Jas</th>
<th>Pholtus</th>
<th>Norebo</th>
<th>Merikka</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Wee Jas Icon]</td>
<td>![Pholtus Icon]</td>
<td>![Norebo Icon]</td>
<td>![Merikka Icon]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Joramy</th>
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<tbody>
<tr>
<td>![Joramy Icon]</td>
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</tbody>
</table>
**Monastic Orders**

There are several monastic orders around Gyruff, typically venerating a god(dess), particularly Pelor, but there may be one or more monasteries dedicated “Truth” or other ideals.

**Requirements:**
- Must spend 30 Days annually in prayer, training and other religious activities
- Must be proficient in unarmed combat
- Must have a lawful alignment
- Individual orders may have additional requirements (silence, poverty, chastity, non-violence, etc.)
- After attaining Superior Master, any monk that wishes to attain a higher rank must defeat the current holder of that rank in ritual combat.

**Monastic Ranks:**

| Rank 1: Novice |
| Rank 2: Initiate |
| Rank 3: Brother |
| Rank 4: Immaculate |
| Rank 5: Master |
| Rank 6: Superior Master |
| Rank 7: Master of Dragons (1 on Oerth among all monastic orders) |
| Rank 8: Master of the North Wind (1) |
| Rank 9: Master of the West Wind (1) |
| Rank 10: Master of the South Wind (1) |
| Rank 11: Master of the East Wind (1) |
| Rank 12: Master of Winter (1) |
| Rank 13: Master of Autumn (1) |
| Rank 14: Master of Summer (1) |
| Rank 15: Master of Spring (1) |
| Rank 16: Grand Master of Flowers (1) |

**Benefits:**
- Members begin play every session with: Favor of (their god) (Type D)
- Members receive healing within a temple or monastery of their faith
- Members receive free Modest upkeep at a temple or monastery of their faith

Additional benefits will be revealed through play.
Secular Organizations

*Old Lore Bards (College of Canaith)*

The College of Canaith is one of the seven orders of bards who follow the Old Faith. Members of the College serve the Old Faith druids in many ways. Their roles include being an emissary of or agent for the Old Faith Druids and an envoy to foreign lands for the Brenin. Sometimes their missions are public; sometimes they are not. Due to the wide variety of their tasks, Bards of Canaith are expected to be capable in the arts of diplomacy, secrecy and war.

**Requirements:**
- Must be a resident of Geoff
- Must speak Flan
- Must spend 30 Days annually performing and on missions
- Must be a Bard (College of Lore or College of Valor)
- Must have an alignment of N, NG, LN or CN
- Tithe 10% of earnings (per module) to the Old Faith
- Must be Human or Half-Elf with blood ties to Gyric Nobility (Noble Background)
- Follower of Allitur, Beory, Ehlonna, Obad-Hai, Pelor or the Old Faith in general
- Must take an Oath of Allegiance to the Old Faith and/or Brenin above all others.

**Benefits:**
- Members begin play every session with: Favor of the Old Faith (Type C)
- Members receive free Modest upkeep while traveling in Geoff
- Members gain Advantage on all social checks with all Gyri

Additional benefits will be revealed through play.
Entertainers National Cooperation Organization and Recreation Enterprises (ENCORE)

Many performers (minstrels, dancers, stage magicians, thespians, etc.) aren’t descended from Flan nobles, but still require the protection of a guild, regardless of whether they travel or not. The symbol of the guild is a gold pin or charm representing the specific part of the ENCORE guild: theatrical faces, music notes, rabbit in a hat, ballet slippers, paper and quill, etc. The ENCORE guild controls (or tries to control) the entire entertainment industry throughout the entire Sheldomar Valley from the March of Bissel to the Hold of the Sea Princes. Legal authority varies from country to country and province to province.

ENCORE does not control the Old Lore Bards of Gyruff (College of Canaith), a rival organization, nor do they have much authority in the Hold of the Sea Princes or in territory held by the Pomarj (including part of occupied Principality of Ulek).

Requirements:
- Must have a performance proficiency
- Must spend at least 30 days annually on guild business (performing)
- Must provide aid, comfort and shelter to other members of the guild
- Must hire members of the guild (and only members of the guild) for any paid performances unless fellow guild members are not available.

Benefits:
- Begin every session with Favor of the guild (Type D)
- Members receive free Modest upkeep in return for performing
- Members gain Advantage on performance, deception and persuasion checks
Cyvrin
Since the time of Vecna until recently in Gyruff, organized magic-using organizations have been banned from existence. The practice of the arcane arts was tolerated, as long as its practitioners did not organize. In most cases the nobles that feared their art monitored even these lone practitioners closely. So it was for many years, until the giant invasion, when the need for the arcane in repelling the giant invaders was recognized. Still fearful of the arcane, during the War Against the Giants, the nobles sanctioned a division of arcane spell casters, the Cyvrin.

Requirements:
- Must be a resident of Geoff
- Must spend 30 Days annually researching and other tasks of the order
- Must be able to cast arcane spells
- Must be non-evil
- Must be proficient in Arcana

Benefits:
- Members begin play every session with: Favor of the Cyvrin (Type C)
- Members gain Advantage on Intimidation checks within Geoff
- Members count as having registered with legal authorities in all settlements in Geoff (see the laws)

Additional benefits will be revealed through play.
Clear Sky Camp

The Camp of the Clear Sky was organized after the retaking of Hochoch by influential half-orcs within Geoff. The camp’s primary functions are to provide a haven for the dozens to hundreds of unwanted half-orc children born each year and to increase the legitimacy of half-orcs within Geoff. To that end, Clear Sky is organized like a primitive Flan tribe, with its elders emphasizing traditional Flan ways. The camp works very hard to maintain good relationships with the rest of Geoff, primarily through insisting on adherence to the teachings of good gods of the Flan. In fact, the tribal leader is a NG Druid of Pelor, Eliseg ap Gell.

Many natives of Geoff have come to give the Camp a grudging bit of respect. The Temple of Allitut has helped this process by sending priests to teach half-orcs to read and write, both Common and Flan. The Old Faith Druids work closely with the Camp Elders, adding even more legitimacy to the “tribe”.

Since the end of the War Against the Giants, Owen the Brenin granted Melgorn to a half-orc, Arth of Clearsky. The Brenin allowed many half-orcs, orcs and goblinoids to settle in Melgorn as long as they follow the laws of Geoff under the watchful eye of Camp Clear Sky.

Requirements:

- Must be a resident of Geoff
- Must spend 30 Days annually researching and other tasks of the order
- Must be half-orc, orc or goblinoid.
- Must spend 30 Days annually - planting, harvesting, hunting, building new structures or otherwise helping out in the camp.
- Must be literate and speak Flan

Benefits:

- Members begin play every session with: Favor of Clear Sky (Type D)
- Members gain Advantage on Intimidation checks within Geoff
- Members count as having registered with legal authorities in all settlements in Geoff (see the laws)

Additional benefits will be revealed through play.
Free Spirits

This whimsical “organization” was sponsored by some of the Prythi (traveling bards of Gyruff) and the Fey. Although they claim a ranking or hierarchitical system, it is hardly ever described the same way twice. To join the Free Spirits, one must only declare oneself a Free Spirit. New members can automatically grant themselves the rank of High Priest, High Septon, High Druid, High Malarkey or whatever fanciful title they wish to claim. Any member can excommunicate any other member, but rejoining the organization is as easy as re-issuing the claim, if that.

Widely construed as a joke perpetrated by the bards and fey, the term has stuck and adherents are occasionally found.

Requirements:
- Must have chaotic or neutral alignment
- Must have some entertaining skill (instrument, storytelling, acting, etc.)
- Must spend 30 Days annually travelling and entertaining

Benefits:
- Members receive free Poor upkeep while traveling in Geoff

Additional benefits will be revealed through play.
Merchant Organizations

House Meridian (Merchants)

House Meridian is the trading house founded by the former adventurer, Kasdan Meridian. Kasdan is an astute merchant with a head for numbers and politics. Kasdan is a Flan Gyri who served in the reclamation effort and the liberation of Geoff. Kasdan is especially well known for personally subsidizing the Army of Liberation’s efforts to cleanse Gorna of the remaining goblinoid forces after the Giants were defeated. He was known to be a ruthless businessman, but a patriot and was well loved by the people.

Kelvan Meridian is Kasdan’s son.

House Meridian is heavily involved in the importing and exporting of goods in the Downlands, and deals heavily in foodstuffs. House Meridian sponsors a number of soup kitchens in and around Aberglain.

Requirements:

• Must be a resident of Geoff
• Must spend 30 Days annually doing guild business
• Must have Guild Artisan Background

Benefits:

• Members begin play every session with: Favor of the Kasdan Meridian (Type C)
• Members receive free Comfortable upkeep in any town in Geoff over 1,000 population
• Members receive a +1 bonus on all social checks with the ffolk of Geoff

Additional benefits will be revealed through play.
**House DeepLager (Merchants)**

House DeepLager is an influential merchant house in the Downlands of Geoff. House DeepLager is primarily comprised of two dwarven clans: Clan DeepLager and Clan Goldenbrew. The merchant house performs a significant portion of its business in the Downlands. Its primary business is the brewing of strong dwarven beverages and the sale of those goods. In addition, House DeepLager competes with many other merchant houses in the Downlands for import/export work, especially with the current demand for foodstuffs.

Golwart DeepLager, a middle aged male hill dwarf from the Good Hills, is the current head of House DeepLager.

House DeepLager also sponsors a temple to Berronar Truesilver, a soup kitchen and a hospital. While they primarily serve the needs of dwarven poor, they accept people from all races.

**Requirements:**
- Must be a resident of Geoff
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan Background
- Must be a dwarf

**Benefits:**
- Members begin play every session with: Favor of the House DeepLager (Type C)
- Members receive a +1 bonus on all social checks with Dwarves
- Members receive free Comfortable upkeep in any Dwarven, Geoff or Keoish settlement over 1,000 persons

Additional benefits will be revealed through play.
The Blessed Heart (Merchants)

The Blessed Heart is an organization founded by a former Gran March soldier. The organization shares a number of lines of business and primarily employs fellow veterans. The organization provides escort services for caravans and performs infrastructure work such as building roads and bridges. The organization also partakes in merchant work such as the import and export of goods. The Blessed Heart actively competes with other merchant houses in the Downlands for work and the sale of foodstuffs.

The patron deity for the Blessed Heart is Fharlanghn.

Seldarn de Frame is the representative of Blessed Heart in Gorna.

Requirements:
- Must be a resident of Geoff or the Gran March
- Must spend 30 Days annually on guild business
- Must have Soldier or Sailor Background

Benefits:
- Members begin play every session with: Favor of the Blessed Heart (Type C)
- Members receive a +1 bonus on all social checks with Gran March soldiers
- Members receive free Comfortable upkeep in any town in Geoff over 1,000 population or in most Gran March or Bissel settlements over 300 persons.

Additional benefits will be revealed through play.
Western Royal Trading Company (WRTC) (Merchants)

The Western Royal Trade Corporation is a merchant house with a purpose. The founder received a commission from the King of Keoland to find more resources for the Kingdom and to lessen the famine in the entire Sheldomar Valley. Its leadership determined that they would utilize the bounty of Geoff’s fertile fields to accomplish this purpose.

The company owns a large base in Aberglain that consists of warehouses, stables, offices and barracks in a walled compound with their own docks, barges and many wagons. The symbol for the Western Royal Trade Corporation is a saw and long sword over a wagon.

Allegedly founded by Colwyn ap Ffagan after being publically humiliated and exiled by his son, Rhys ap Colwyn, the Brenin of Gyruff.

Nicholas Embrance, a middle aged male Oeridian, is the current head of Western Royal Trading Company.

Oldritch Vermingarten, a middle aged male Oeridian, is the Western Royal Trading Company representative in Gorna.

Requirements:
- Must be a resident of Geoff
- Must spend 30 Days annually on guild business
- Must have Guild Artisan Background

Benefits:
- Members begin play every session with: Favor of the Western Royal Trading Company (Type C)
- Members receive a +1 bonus on all social checks with Keoish Nobility
- Members receive free Comfortable upkeep in any town in Geoff over 1,000 population

Additional benefits will be revealed through play.
Three Moons Trading Coster (Merchants)
The Three Moons Trading Coster was founded by the former adventurer, Caswir Uradawc. The Three Moons is an influential trading house centered in the Downlands which focuses on the import and export of saleable goods. The merchant house is rumored to deal in fenced goods and the organization is known for its aggressive business tactics. The Three Moons has gained much influence and power from smaller organizations it has drawn into its fold through prior partnerships. The Three Moons Trading Coster competes with other merchant houses for the trade of foodstuffs.

Requirements:
• Must be a resident of Geoff
• Must spend 30 Days annually doing guild business
• Must have Guild Artisan, Criminal or Urchin Background

Benefits:
• Members begin play every session with: Favor of the Three Moons Trading Coster (Type C)
• Members receive free Modest upkeep in any settlement in Geoff over 300 population

Additional benefits will be revealed through play.
Gorna eXpress Shipping & Transportation Company (Merchants) (Dissolved)

Founded in Gorna from the remnants of Dantelchiaig Trading Company by Xilvyre Urthadar who also owns the Silver Flute Bakery, Gorna Express Shipping & Transportation Company (GX) hires would-be adventurers to protect precious cargoes. GX only has a base in Gorna at present, but plans to expand to other communities throughout Gyruff.

Requirements:

• Must spend 30 Days annually doing guild business

Benefits:

• Members begin play every session with Favor of the Gorna Express Shipping & Transportation Company (Type E)

• Members receive free Modest upkeep in any settlement while working for GX.

Additional benefits will be revealed through play.
**Dantelchaig Trading Company**

Owned by a wealthy Keoish noble Brulgan Vitteros purchased the rights to a settle a hamlet called Pymtheg Cerrig. Along with Vitteros, a large number of Keoish refugees fleeing the Troubled Times settled in Pymtheg Cerrig (which they affectionately refer to as Dantelchaig). Vitteros formed a trading company along the banks of the Javan, and his foreign connections proved beneficial. Dantelchaig focuses on the import/export business abroad.

Recently, Dantelchaig Trading Company (DTC) bought the remains of G&G Skytraders, bringing them up to four ships plying the Javan River.

Brehyr Ifan ap Dyved is Brulgan’s son-in-law and has typically kept arms-distance from the Dantelchaig business. Recent activities in Pymtheg Cerrig have warranted his taking a greater interest in the affairs involving Dantelchaig.

Brulgan Vitteros acquired the merchant business from G&G Skytraders, but then suffered the loss of all ships, the overland caravan and DTC Warehouses. By the end of CY 616, Brulgan Vitteros himself disappeared and the company died. Arglwyth Alvestar Glorandaal and Arglwyth Janos Garren have bought and restored the trading company, increasing their fleet to 5 ships.

**Requirements:**
- Must be a resident of Geoff
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan or Sailor Background

**Benefits:**
- Members begin play every session with: Favor of Dantelchaig Trading Company (Type D)
- Members receive free Modest upkeep in any settlement along the Javan River with more than 300 population

Additional benefits will be revealed through play.
**House Neheli (Merchants)**

One of the oldest and most powerful families in Keoland, the Neheli were the largest landowners and largest producers of agricultural products in Keoland. The Times of Trouble in Keoland have caused significant hardships among the Neheli family. While they had many philanthropic interests, those efforts have been harshly curtailed in recent years.

Duke Cedrian III of the Neheli is an ancient Suloise man and still the head of the family.

Count Orloc Neheli, an ancient Suloise man, is still rumored to live in the north, near the Rushmoors.

**Requirements:**
- Must be a resident of Keoland
- Must be a Suloise
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan or Sailor Background

**Benefits:**
- Members begin play every session with: Favor of House Neheli (Type D)
- Members receive free Modest upkeep in any settlement in the Sheldomar Valley over 1000 population

Additional benefits will be revealed through play.
**House Rhola (Merchants)**

One of the oldest and most powerful families in Keoland, the Rhola made their fortune in trade, especially naval trade.

Owned by Duke Luschan VIII of the Rhola, an older male Suloise, who is also the Lord High Admiral of Keoland. Based in Gradsul, the Rhola have interests and investments in all settlements throughout the Sheldomar Valley from Bissel to the Yeomanry, from Gyruff to Principality of Ulek. Archmage Drawmij, head of the Sea Mages, is a Rhola and distant relation to Luschan VIII.

Ambassador Dior Rhola, an older male Suloise, represents both the interests of Keoland and House Rhola in Gyruff. He’s based in Gorna.

Leara Rhola, a young adult female Suloise, daughter of Dior Rhola and friend of Caitlyn merch Rhys.

**Requirements:**

- Must be a resident of Keoland
- Must be a Suloise
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan or Sailor Background

**Benefits:**

- Members begin play every session with: Favor of House Rhola (Type C)
- Members receive free Modest upkeep in any settlement in the Sheldomar Valley over 500 population

Additional benefits will be revealed through play.
House Gregaine (Merchants)

One of the smaller Oeridian merchant “houses” in Keoland. The merchant house specializes in foodstuffs, but will deal in all manner of cargos. Not as well funded as the Rhola, they are based in Cryllor and travel wherever foodstuffs can be obtained for Keoland.

Owned by Oskar Gregaine. His son, Eldan Gregaine, is learning the business.

Requirements:
- Must be a resident of Keoland
- Must be an Oeridian
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan or Sailor Background

Benefits:
- Members begin play every session with: Favor of House Gregaine (Type E)
- Members receive free Modest upkeep in any settlement in Sheldomar Valley over 2000 population.

Additional benefits will be revealed through play.
G&G Skytraders (Merchants) — (Dissolved)

Once one of the smallest merchant “houses” in Gyruff, the trading business collapsed with the loss of their airship the “Lady Goldencrown”. The remaining ship, the river galley “Lady Elana”, was sold to Dantelchaig Trading Company (DTC) and the two owners, Lord Alvestar Glorandaal and Lord Janos Garren divested their two personal businesses. Members of G&G Skytraders must now shift their allegiance to either Glorandaal Bank & Exchange (GB&E), Garren Brickworks or Dantelchaig Trading Company (DTC).

Lord Alvestar Glorandaal retains sole ownership in Glorandaal Bank & Exchange (GB&E), the holding company consisting of pawn shops, money changers and loan banks throughout Gyruff. With the dissolution of G&G Skytraders, favors of GB&E are now a Type E favor, but they retain an affiliate office (Modest upkeep) in any settlement in Gyruff with more than 300 population. Members must continue to spend 30 days annually on guild business.

Lord Janos Garren retains sole ownership in Garren Brickworks, located in Aberglain. Favors of Garren Brickworks (Type E) are only available in Aberglain and the free Modest upkeep is only valid in Aberglain. Members must still spend 30 days a year working in the brickworks.

One of the smallest merchant “houses” in Gyruff, the enterprise currently consists of their flagship (the “Lady Goldencrown”), a river galley (“Lady Elana”), the Glorandaal Bank & Exchange in Aberglain and small pawn shops and loan brokers (often partnered with another business) located in Gyri settlements over 300 people. Owned by Lord Alvestar Glorandaal and Lord Janos Garren.

Requirements:
- Must be a resident of Geoff
- Must spend 30 Days annually doing guild business
- Must have Guild Artisan or Sailor Background OR be a Rock Gnome

Benefits:
- Members begin play every session with: Favor of G&G Skytraders (Type D)
- Members receive free Modest upkeep in any settlement in Geoff over 300 population

Additional benefits will be revealed through play.
Underworld Organizations

*Midnight Ravens*

Very little is known about the Midnight Ravens. They seem to be a Thieves Guild, but their influence goes beyond a simple Thieves Guild. The Midnight Ravens have a great deal of information and they demand gold, favors or more information for sharing it. The Midnight Ravens deny engaging in murder or other violent activities, which suggests that they are mainly into smuggling, protection rackets, burglary and intelligence gathering.

Requirements:

- Must be a resident of Geoff
- Must spend 30 Days annually on guild business
- Must have Criminal or Urchin Background
- Must be proficient in two of the following skills: Deception, Intimidation, Investigation, Perception, Persuasion, Stealth, Sleight of Hand
- Must speak Thieves Cant
- Must not be Lawful
- Must make an Oath of Secrecy

Oath of Secrecy:

The Midnight Ravens is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member, you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet. This certificate is your campaign documentation that you belong to the group.

Benefits:

- Midnight Ravens begin play every session with: Favor of the Midnight Ravens (Type C)
- Midnight Ravens receive free Poor upkeep while traveling in Geoff
- Midnight Ravens may contact the local guild once per session to ask question(s) for the appropriate price (gold, information or a favor)

Additional benefits will be revealed through play.
**Evro Llygadi ("Organization, The")**

Rumors speak of a spy network in Geoff. Legends have the Evro Llygadi “Vigilant Eyes” thwarting enemy spies and their nefarious plots throughout Geoff’s long history. The Llygadi, according to the bards, protect the Brenin from treachery within and without Geoff and act to further the interests of the nation. Some tales portray the group as noble agents of Geoff, while others hint at a sinister and dark purpose -- even alleging that the Llygadi assassinate any they consider an enemy of Geoff. It is unknown who controls the organization now.

**Requirements:**
- Must be a resident of Geoff
- Must spend 30 Days annually on guild business
- Must be proficient in Perception and one of the following skills: Deception, Investigation, Persuasion or Stealth
- Must speak Flan and Common
- Recognition (Favor) of the Brenin or the leadership of the Evro Llygadi
- Must make an Oath of Secrecy

**Oath of Secrecy:**
The Evro Llygadi is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member, you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

**Benefits:**
- Evro Llygadi begin play every session with: Favor of the Evro Llygadi (Type C)
- Evro Llygadi receive free adventurer’s Poor lifestyle while traveling in Geoff
- Evro Llygadi may contact the Midnight Ravens or Evro Llygadi once per session to ask question(s) for the appropriate price (gold, information or a favor)

Additional benefits will be revealed through play.
**Ambassador’s Step-Children**

The Ambassador’s Step-Children are officially a large extended family that accepts the King of the Starks as its head. In practice, it is a Gnomish Intelligence Agency. As head of the family, the King tasks his step-children with keeping the Gnomish King and his advisors up to date on what is happening in the Mounds, Gyruff, and the surrounding regions. Gnomes are generally more accepting than some other demihuman races, and the King of the Starks allows people of any race to become his Step-Children, not just Gnomes.

As a result of their loyalties to the Gnomish King, members of the Ambassador’s Step-Children are not permitted to join organizations that require any sort of fealty to another political ruler, unless given special permission.

**Requirements:**

- Must be a resident of Geoff or the Stark Mounds
- Must spend 30 Days annually on guild business
- Must speak Gnomish
- Must be proficient in Perception and one of the following skills: Deception, Investigation, Persuasion or Stealth
- Must make an Oath of Secrecy

**Oath of Secrecy:**

The Ambassador’s Step-Children is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

**Benefits:**

- The Ambassador’s Step-Children begin play every session with: Favor of the Ambassador’s Stepchildren (Type C)
- The Ambassador’s Step-Children receive free Modest lifestyle while traveling in the Stark Mounds
- The Ambassador’s Step-Children may contact the The Ambassador’s Step-Children once per session to ask question(s) for the appropriate price (gold, information or a favor)

Additional benefits will be revealed through play.
The Corporation

The Corporation is a Gran March based secret organization. It is believed to be their thieves guild and espionage agency wrapped into one, but that is just rumor. The Corporation has a long standing rivalry with Evro Llygadi (“The Organization”) of Gyruff.

Requirements:
- Only (Mixed Human, Oeridian Human or Suloise Human) full citizens of Gran March can join.

Oath of Secrecy:
The Corporation is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

Benefits:
Unknown
Order of the Green Dragon

Rumors speak of a secret society known as the Order of the Green Dragon. Green dragons prefer wooded areas and there are at least two green dragons in and around the Oytwood.

Requirements:
- Must be a resident of Gyruff, Oytwood or the Stark Mounds
- Must make an Oath of Secrecy
- Remainder of the requirements are unknown

Oath of Secrecy:
The Order of the Green Dragon is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

Benefits:
Additional benefits will be revealed through play.
**Obsidian Blades**

The Obsidian Blades is a secret organization believed to be based in Keoland, but operates throughout the Sheldomar Valley, including Gyruff. The Obsidian Blades have a long standing rivalry with Evro Llygadi (“The Organization”) of Gyruff.

The Obsidian Blades are a guild of assassins who primarily operate in the Sheldomar Valley (Bissel, Gran March, Gyruff/Geoff, Keoland, the Ulek States,Sterich, Yeomanry and Hold of the Sea Princes). Allegedly, they are non-political, working for whomever has the coin to pay them. Killing for payment is evil, but they seem to have a code of conduct (lawful).

Contracts are made with the guild, not individuals and the targets are assigned through a middle manager who doesn’t know the employer, only the target. Once a contract is made, the brotherhood of Obsidian Blades will continue sending assassins until the mark dies or the employer violates their terms of the contract. Any employer who reneges on payment becomes a target for the guild.

Individual assassins have their own methods and techniques (poisons, traps, melee combat, ranged attacks, magical, etc.). Whatever their methods, assassinations are cold, impersonal events (they don’t seem to revel in the kill or attempt to prolong it). Assassins who are caught expect to die for their crimes, so many attempt to take their own life to preserve the guild’s secrets (and avoid torture). The guild may attempt to bargain for a valuable captured assassin, but will never (consciously) betray their contract.

There are rumors that the Kingdom of Keoland uses the Obsidian Blades not only for assassination purposes, but also as a mercenary intelligence organization. Of course, these rumors cannot be verified.

**Requirements:**
- Unknown

**Oath of Secrecy:**
The Obsidian Blades is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

**Benefits:**
Unknown
Enosi Thaumatourgos

The Enosi Thaumatourgos is a secret organization – few know its purpose and even fewer its secrets. Even rumors are scarce as those that speak of the organization, even out of ignorance, have unexplained “accidents” that remind that it is best to not speak of such things. The most common rumor is that the organization is made up of arcanists throughout the Grand Duchy. The second most common rumor is that they destroy any that betray them.

Requirements to join the Enosi Thaumatourgos:
Unlike most groups, the Enosi Thaumatourgos does not have a well-known set of criteria for taking members. The following guidelines are provided so PC’s interested in the group can build their PC towards possibly being invited to join. The requirements below are a guide. Additional requirements might be needed if the Enosi Thaumatourgos actually contacts a character about joining.

- Must be a resident of Geoff
- Must spend 30 Days annually on guild business
- The ability to cast arcane spells level 3 or higher
- Must be proficient in Arcana
- May not be a Cleric or Bard
- Must make an Oath of Secrecy
- Must work to protect fellow members
- Other secret requirements

Oath of Secrecy:
The Enosi Thaumatourgos is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If the DM determines that you have let someone find out in-character that you are a member, you will most likely suffer some consequences. If you report the breach of security to your DM willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet.

Benefits:
- Enosi begin play every session with: Favor of the High Mage Thomlin Pebblebottom (Type B)
- Enosi receive a bonus of +1d6 on all Lore checks
- Enosi may trade favors to the organization for spell components

Additional benefits will be revealed through play.
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## Calendar

### Common Calendar of the Year

**Needfest**
- October 1st: Harvesting - A time of plenty and abundant growth.
- November 1st: Thatching - Time to gather thatching materials.
- December 1st: Lilting - Time to sing carols and songs.
- January 1st: Beating - Time to beat the earth and prepare for the new year.

### Reapfest
- March 1st: Beating - Time to beat the earth and prepare for the new year.
- April 1st: Gardening - Time to plant and sow seeds.
- May 1st: Harvesting - A time of plenty and abundant growth.
- June 1st: Thatching - Time to gather thatching materials.

### Calenon
- July 1st: Lilting - Time to sing carols and songs.
- August 1st: Beating - Time to beat the earth and prepare for the new year.
- September 1st: Gardening - Time to plant and sow seeds.
- October 1st: Harvesting - A time of plenty and abundant growth.

### Growfest
- November 1st: Beating - Time to beat the earth and prepare for the new year.
- December 1st: Gardening - Time to plant and sow seeds.
- January 1st: Lilting - Time to sing carols and songs.
- February 1st: Harvesting - A time of plenty and abundant growth.

### Flocktime
- March 1st: Lilting - Time to sing carols and songs.
- April 1st: Beating - Time to beat the earth and prepare for the new year.
- May 1st: Gardening - Time to plant and sow seeds.
- June 1st: Harvesting - A time of plenty and abundant growth.

### Wealson
- July 1st: Gardening - Time to plant and sow seeds.
- August 1st: Lilting - Time to sing carols and songs.
- September 1st: Beating - Time to beat the earth and prepare for the new year.
- October 1st: Harvesting - A time of plenty and abundant growth.

### Reasing
- November 1st: Harvesting - A time of plenty and abundant growth.
- December 1st: Beating - Time to beat the earth and prepare for the new year.
- January 1st: Gardening - Time to plant and sow seeds.
- February 1st: Lilting - Time to sing carols and songs.

### Goodmonth
- March 1st: Beating - Time to beat the earth and prepare for the new year.
- April 1st: Gardening - Time to plant and sow seeds.
- May 1st: Lilting - Time to sing carols and songs.
- June 1st: Harvesting - A time of plenty and abundant growth.

### Sunebb
- July 1st: Gardening - Time to plant and sow seeds.
- August 1st: Beating - Time to beat the earth and prepare for the new year.
- September 1st: Lilting - Time to sing carols and songs.
- October 1st: Harvesting - A time of plenty and abundant growth.
Topographical Map of Gyruff

http://ghmaps.net/onlinemap/onlinehex.html