

# Gyruff the Next Generation

## CY 619 (FT 2769) – 01 (Fireseek)

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	April = Planting	July = Reaping	October = Patchwall
February = Readyng	May = Flocktime	August = Goodmonth	November = Ready'reat
March = Coldeven	June = Wealsun	September = Harvester	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 Downlands 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, Ffwythlon Dol, Rhwng yr Coed, Eyrnyth 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 cantreval 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. 2<sup>nd</sup> of Readying, CY 617.
- Maga Shiela Eldoran is dead. 11<sup>th</sup> of Readying, CY 617.

### 617-03

- Noble/Warlord Economics section
- Deaths of Llwyd 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 Gyruuff again

## **618-02**

- Updated governmental nobles and ministers

## **618-03**

- Magic Items Updated

## **618-04**

- Updated formatting & Calendar
- Revised Contacts in Downtime

## **618-05**

- Added Journal Plot Point Awards
- Cohort and NPC rules/stats
- Recalculated the income from a fief, so it is based on population. 0.171 gp/population to the local brehyr/town council who pays 0.051 gp/population to the higher noble (arglwyth/llwyr).
- Updated Dantelchaig, GB&E, Garren Brickworks and G&G Skytraders
- Friends of Llewellyn
- Moved some sections around

## **618-07**

- Updated Arweth and Hochoch

## **618-08**

- Updated Military and Leadership with person names
- Noble Fatalities

## **619-01**

- Noble Fatalities
- Building Profit/Loss update
- Updated recruitment/contact use of Days
- Added Gran March noble houses

## Player Characters and Houserules

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://db4sgowjqfwig.cloudfront.net/campaigns/129072/assets/621303/CharacterSheet\\_3Pgs\\_Complete.pdf?1469743804](http://db4sgowjqfwig.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 (battleaxe, 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, Bonus Feat (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 Feat (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) | • Giantish           | • Orcish          |
| • Common            | • Gnomish            | • Suloise (Human) |
| • Draconic          | • Goblin             | • Sylvan          |
| • Dwarvish          | • Halfling           | • Undercommon     |
| • Elvish            | • Keolandish (Human) |                   |
| • Flan (Human)      | • Oeridian (Human)   |                   |



## ***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.

## ***Journals and Plot Points***

Those writing a journal or performing extra duty/services for the campaign will receive one "Plot Point" as a reward. You can use your "Plot Point" to:

- Encounter (or "discover" a recently encountered NPC) an old acquaintance/friend/relative or foe/rival for help or information; for example: one of the patrons at the tavern is an old pal/uncle/aunt, you happen to notice someone who looks like (and may be) Caswallon's daughter (Maelan) sneaking through town, etc.
- Alter the relationship with an NPC like dating the Crown Prince, convincing the ruling noble to make a law, attracting a cohort/squire/apprentice, etc.
- "Discover" some minor non-magical, but useful item/feature in the adventure, like a secret door out of a trapped room, a coiled rope near a chasm, encountering a pseudo-dragon, a secret note meant for the enemy, etc.
- "Discover" that one of your magic items may have additional powers that were previously unrealized, like the Skewer of the Impure (reproduction) has an affinity to lightning (DM may rule it does +1 lightning damage or extra 1d6 lightning on a critical hit), or the magic weapon you've been carrying "finally" decides it can trust you enough to let you know it is a sentient weapon forged by the ancients, etc.
- Suggest/request a specific plot/adventure like Mazer's upcoming Battle of the Bands adventure
- Make a suggestion or plot twist to the overall campaign, such as a villain (Caswallon) is killed by someone else (his daughter Maelan), Gran March gets embroiled in internal politics and doesn't immediately invade Arweth, etc.

## ***Cohorts, Followers and Hirelings***

If you acquire a cohort/squire/apprentice as a reward during play, it typically starts at level 1 and can improve (gain levels) as it accompanies you on adventures. Initial stats are 13, 12, 12, 11, 10, 10 arranged in any order you choose and then add racial bonuses, background and class abilities (starting at level 1). You can have a maximum of ONE (1) cohort/squire/apprentice at a time, though you can "release" them to attract a new one. The released cohort remains friendly to you if treated well, but otherwise becomes an independent NPC.

Other followers and hirelings may be attracted, but will expect to be paid and equipped. Skilled NPCs will expect 2 gp per day and unskilled NPCs will expect 2 sp per day. They have the statistics common for an NPC of that type. (See also "So You're a Noble" section later in the gazetteer.) If your NPCs see enough combat, the DM may improve their quality. Commoners may improve to guard/tribal warriors. Guards/tribal warriors may become thugs. Thugs may become Veterans.

## 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 can develop contact(s)/favor(s) and/or recruiting for an organization. Contacts/favors can be with specific/named NPCs or unspecified NPCs to be 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). For example, encouraging someone to move to your community or converting to your religion would use up the favor/contact, so getting them to do something else would require a recruiting reinvestment of Days and gold, but they may start off as Friendly if the previous request was reasonable/beneficial for them.

**The quantity** of recruit(s) depends on the Charisma (Persuasion, Deception, Intimidation or even Perform if appropriate) check with a 10% chance of complications. Beginning attitude of the recruit (Friendly, Neutral or Unfriendly) depends on the skills and methods used (i.e., Intimidation results in Unfriendly). Base DC 10 for the first recruit with an additional recruit for every 10 rolled over the DC. Additional modifiers apply: +/-10 if the recruits were already Friendly/Unfriendly; +/-10 if the recruit is asked to do something Safe/Dangerous; +/-10 if the recruit has to make No/Significant Sacrifices; +10 for every multiplier of the recruitment costs; +/-10 per multiplier of their expected earnings/day (while hired). Being a hero/villain of a community provides Advantage/Disadvantage. Sowing Rumors can shift recruits attitude one step to/from Unfriendly/Neutral/Friendly.

**The quality** of the recruit(s) depends on recruitment costs:

- **Poor (10 gp/5 Days)** to recruit commoners, unskilled laborers, peddlers, thieves, mercenaries, etc. Average stats are 10 10 10 10 10 10 (Commoner with 12 build points) with +2 proficiency in one skill and one weapon. They expect to earn 2 sp per day to maintain their standard of living.
- **Modest (50 gp/5 Days)** for journeymen skilled laborers, soldiers with families, students, acolytes, apprentices, etc. Average stats are 10 10 10 10 14 11 (arranged in any order or 18 build points), Hit Points 9 (2d8 or CR1/8-1/2) with +2 proficiency in two skills and simple weapons. May be suitable as 1<sup>st</sup> level character. They expect to earn 1 gp per day to maintain their standard of living.

- **Comfortable (100 gp/5 Days)** for merchants, priests, skilled trades (masters), military officers, etc. Average stats are 10 10 12 13 16 13 (arranged in any order or 25 build points with one ability score improvement/feat), +3 proficiency in three or more skills and may be suitable for 5<sup>th</sup> level (5+HD or CR1-3) character or higher. They expect to earn 2 gp per day to maintain their standard of living.
- **Wealthy (200 gp/5 Days)** for highly successful merchants, knights, investors and lesser nobility. Average stats are 11 11 12 12 14 16 (arranged in any order or 28 build points with one ability score improvement/feat), +3 proficiency in three or more skills and may be suitable for 5<sup>th</sup> level (5+HD or CR3-5) character or higher. They expect to earn 4+ gp per day to maintain their standard of living.
- **Aristocrat (1000 gp/5 Days)** for politicians, guild leaders, high priests, mages and nobility. Average stats are 9 11 11 12 14 17 (arranged in any order or 28+ build points with one or more ability score improvement/feats), +3 proficiency in three or more skills and may be suitable for 9<sup>th</sup> level (9+ HD or CR5+). They expect to earn 10+ gp per day to maintain their standard of living.
- **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)

## 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).

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
<b>+1 Armor</b>	<b>3,000</b>	1,500	152	Rare	7th	750	30	
<b>+1 Shield</b>	<b>3,000</b>	1,500	200	Uncommon	3rd	750	30	
<b>+1 Weapon</b>	<b>2,000</b>	1,000	213	Uncommon	3rd	500	20	
<b>+2 Armor</b>	<b>12,000</b>	6,000	152	Very Rare	11th	3,000	120	
<b>+2 Shield</b>	<b>12,000</b>	6,000	200	Rare	7th	3,000	120	
<b>+2 Weapon</b>	<b>8,000</b>	4,000	213	Rare	7th	2,000	80	
<b>+3 Armor</b>	<b>48,000</b>	24,000	152	Legendary	17th	12,000	480	
<b>+3 Shield</b>	<b>48,000</b>	24,000	200	Very Rare	11th	12,000	480	
<b>+3 Weapon</b>	<b>32,000</b>	16,000	213	Very Rare	11th	8,000	320	
<b>Adamantine Armor</b>	<b>1,000</b>	500	150	Uncommon	3rd	250	10	
<b>Alchemy Jug</b>	<b>12,000</b>	6,000	150	Uncommon	3rd	3,000	120	
<b>Ammunition +1(each)</b>	<b>50</b>	25	150	Uncommon	3rd	12.5	1	
<b>Ammunition +2(ea)</b>	<b>200</b>	100	150	Rare	7th	50	2	
<b>Ammunition +3(ea)</b>	<b>800</b>	400	150	Very Rare	11th	200	8	
<b>Amulet of Health</b>	<b>16,000</b>	8,000	150	Rare	7th	4,000	160	
<b>Amulet of Proof Against Detection and Location</b>	<b>40,000</b>	20,000	150	Uncommon	3rd	10,000	400	
<b>Amulet of the Planes</b>	<b>320,000</b>	160,000	150	Very Rare	11th	80,000	3200	
<b>Animated Shield</b>	<b>12,000</b>	6,000	151	Very Rare	11th	3,000	120	
<b>Apparatus of Kwalish</b>	<b>20,000</b>	10,000	151	Legendary	17th	5,000	200	
<b>Armor of Invulnerability</b>	<b>36,000</b>	18,000	152	Legendary	17th	9,000	360	
<b>Armor of Resistance</b>	<b>12,000</b>	6,000	152	Rare	7th	3,000	120	
<b>Arrow of Slaying(ea)</b>	<b>1,200</b>	600	152	Very Rare	11th	300	12	
<b>Arrow-Catching Shield</b>	<b>12,000</b>	6,000	152	Rare	7th	3,000	120	
<b>Bag of Holding</b>	<b>8,000</b>	4,000	153	Uncommon	3rd	2,000	80	
<b>Bead of Force</b>	<b>1,920</b>	960	154	Rare	7th	480	20	
<b>Belt of Dwarvenkind</b>	<b>12,000</b>	6,000	155	Rare	7th	3,000	120	
<b>Boots of Elvenkind</b>	<b>5,000</b>	2,500	155	Uncommon	3rd	1,250	50	
<b>Boots of Levitation</b>	<b>8,000</b>	4,000	155	Rare	7th	2,000	80	
<b>Boots of Speed</b>	<b>8,000</b>	4,000	155	Rare	7th	2,000	80	
<b>Boots of Striding and Springing</b>	<b>10,000</b>	5,000	156	Uncommon	3rd	2,500	100	
<b>Boots of the Winterlands</b>	<b>20,000</b>	10,000	156	Uncommon	3rd	5,000	200	
<b>Bowl of Commanding Water Elementals</b>	<b>16,000</b>	8,000	156	Rare	7th	4,000	160	MM 125
<b>Bracers of Archery</b>	<b>3,000</b>	1,500	156	Uncommon	3rd	750	30	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Bracers of Defense	12,000	6,000	156	Rare	7th	3,000	120	
Brass Horn of Valhalla	16,800	8,400	175	Rare	7th	4,200	168	MM 344
Brazier of Commanding Fire Elementals	16,000	8,000	156	Rare	7th	4,000	160	MM 125
Bronze Griffon	16,000	8,000	169	Rare	7th	4,000	160	
Bronze Horn of Valhalla	22,400	11,200	175	Very Rare	11th	5,600	224	MM 344
Brooch of Shielding	15,000	7,500	156	Uncommon	3rd	3,750	150	
Broom of Flying	16,000	8,000	156	Uncommon	3rd	4,000	160	MM 174
Cap of Water Breathing	2,000	1,000	157	Uncommon	3rd	500	20	
Cape of the Mountebank	16,000	8,000	157	Rare	7th	4,000	160	
Carpet of Flying	24,000	12,000	157	Very Rare	11th	6,000	240	
Censer of Controlling Air Elementals	16,000	8,000	158	Rare	7th	4,000	160	MM 124
Chime of Opening	3,000	1,500	158	Rare	7th	750	30	
Circlet of Blasting	3,000	1,500	158	Uncommon	3rd	750	30	
Cloak of Arachnida	10,000	5,000	158	Very Rare	11th	2,500	100	
Cloak of Displacement	120,000	60,000	158	Rare	7th	30,000	1200	
Cloak of Elvenkind	10,000	5,000	158	Uncommon	3rd	2,500	100	
Cloak of Invisibility	160,000	80,000	158	Legendary	17th	40,000	1600	
Cloak of Protection	7,000	3,500	159	Uncommon	3rd	1,750	70	
Cloak of the Bat	12,000	6,000	159	Rare	7th	3,000	120	
Cloak of the Manta Ray	12,000	6,000	159	Uncommon	3rd	3,000	120	
Crystal Ball	100,000	50,000	159	Very Rare	11th	25,000	1000	
Cube of Force	32,000	16,000	159	Rare	7th	8,000	320	
Cubic Gate	80,000	40,000	160	Legendary	17th	20,000	800	
Daern's Instant Fortress	150,000	75,000	160	Rare	7th	37,500	1500	
Dagger of Venom	5,000	2,500	160	Rare	7th	1,250	50	
Dancing Sword	4,000	2,000	160	Very Rare	11th	1,000	40	
Decanter of Endless Water	270,000	135,000	160	Uncommon	3rd	67,500	2700	
Deck of Illusions	12,240	6,120	161	Uncommon	3rd	3,060	123	
Defender	48,000	24,000	164	Legendary	17th	12,000	480	
Dimensional Shackles	6,000	3,000	165	Rare	7th	1,500	60	
Dragon Scale Mail	8,000	4,000	165	Very Rare	11th	2,000	80	
Dragon Slayer	16,000	8,000	166	Rare	7th	4,000	160	
Driftglobe	1,500	750	166	Uncommon	3rd	375	15	
Dust of Disappearance	600	300	166	Uncommon	3rd	150	6	
Dust of Dryness(1 pellet)	240	120	166	Uncommon	3rd	60	3	
Dust of Sneezing and Choking	960	480	166	Uncommon	3rd	240	10	
Dwarven Plate	18,000	9,000	167	Very Rare	11th	4,500	180	
Dwarven Thrower	36,000	18,000	167	Very Rare	11th	9,000	360	
Ebony Fly	12,000	6,000	169	Rare	7th	3,000	120	
Efreeti Chain	40,000	20,000	167	Legendary	17th	10,000	400	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Elemental Gem	1,920	960	167	Uncommon	3rd	480	20	
Elixir of Health	240	120	168	Rare	7th	60	3	
Elven Chain	8,000	4,000	168	Rare	7th	2,000	80	
Eversmoking Bottle	2,000	1,000	168	Uncommon	3rd	500	20	
Eyes of Charming	6,000	3,000	168	Uncommon	3rd	1,500	60	
Eyes of Minute Seeing	5,000	2,500	168	Uncommon	3rd	1,250	50	
Eyes of the Eagle	5,000	2,500	168	Uncommon	3rd	1,250	50	
Flame Tongue	10,000	5,000	170	Rare	7th	2,500	100	
Folding Boat	20,000	10,000	170	Rare	7th	5,000	200	
Frost Brand	4,400	2,200	171	Very Rare	11th	1,100	44	
Gauntlets of Ogre Power	16,000	8,000	171	Uncommon	3rd	4,000	160	
Gem of Brightness	10,000	5,000	171	Uncommon	3rd	2,500	100	
Gem of Seeing	64,000	32,000	172	Rare	7th	16,000	640	
Giant Slayer	14,000	7,000	172	Rare	7th	3,500	140	
Glamoured Studded Leather	4,000	2,000	172	Rare	7th	1,000	40	
Gloves of Missile Snaring	6,000	3,000	172	Uncommon	3rd	1,500	60	
Gloves of Swimming and Climbing	4,000	2,000	172	Uncommon	3rd	1,000	40	
Gloves of Thievery	10,000	5,000	172	Uncommon	3rd	2,500	100	
Goggles of Night	3,000	1,500	172	Uncommon	3rd	750	30	
Goldean Lion(ea)	1,200	600	169	Rare	7th	300	12	MM 331
Hammer of Thunderbolts	32,000	16,000	173	Legendary	17th	8,000	320	
Hat of Disguise	10,000	5,000	173	Uncommon	3rd	2,500	100	
Headband of Intellect	16,000	8,000	173	Uncommon	3rd	4,000	160	
Helm of Comprehend Languages	1,000	500	173	Uncommon	3rd	250	10	
Helm of Telepathy	24,000	12,000	174	Uncommon	3rd	6,000	240	
Helm of Teleportation	128,000	64,000	174	Rare	7th	32,000	1280	
Heward's Handy Haversack	4,000	2,000	174	Rare	7th	1,000	40	
Holy Avenger	330,000	165,000	174	Legendary	17th	82,500	3300	
Horn of Blasting	900	450	174	Rare	7th	225	9	
Horseshoes of Speed	10,000	5,000	175	Rare	7th	2,500	100	
Horseshoes of the Zephyr	3,000	1,500	175	Very Rare	11th	750	30	
Immovable Rod	10,000	5,000	175	Uncommon	3rd	2,500	100	
Instrument of the Bards - Anstruth Harp	218,000	109,000	176	Very Rare	11th	54,500	2180	
Instrument of the Bards - Canaith Mandolin	60,000	30,000	176	Rare	7th	15,000	600	
Instrument of the Bards - Cli Lyre	70,000	35,000	176	Rare	7th	17,500	700	
Instrument of the Bards - Doss Lute	57,000	28,500	176	Uncommon	3rd	14,250	570	
Instrument of the Bards - Fochulan Bandlore	53,000	26,500	176	Uncommon	3rd	13,250	530	
Instrument of the Bards - Mac-Fuirmidh Cittern	54,000	27,000	176	Uncommon	3rd	13,500	540	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Instrument of the Bards - Ollamh Harp	250,000	125,000	176	Legendary	17th	62,500	2500	
Ioun Stone Absorption	4,800	2,400	177	Very Rare	11th	1,200	48	
Ioun Stone Agility	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Awareness	24,000	12,000	177	Rare	7th	6,000	240	
Ioun Stone Fortitude	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Greater Absorption	62,000	31,000	177	Legendary	17th	15,500	620	
Ioun Stone Insight	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Intellect	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Leadership	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Mastery	30,000	15,000	177	Legendary	17th	7,500	300	
Ioun Stone Protection	2,400	1,200	177	Rare	7th	600	24	
Ioun Stone Regeneration	8,000	4,000	177	Legendary	17th	2,000	80	
Ioun Stone Reserve	12,000	6,000	177	Rare	7th	3,000	120	
Ioun Stone Strength	6,000	3,000	177	Very Rare	11th	1,500	60	
Ioun Stone Sustenance	2,000	1,000	177	Rare	7th	500	20	
Iron Bands of Bilarro	8,000	4,000	177	Rare	7th	2,000	80	
Iron Horn of Valhalla	28,000	14,000	175	Legendary	17th	7,000	280	MM 344
Ivory Goat(Terror)	40,000	20,000	169	Rare	7th	10,000	400	MM 326
Ivory Goat(Travail)	800	400	169	Rare	7th	200	8	MM 326
Ivory Goat(Traveling)	2,000	1,000	169	Rare	7th	500	20	MM 336
Javelin of Lightning	3,000	1,500	178	Uncommon	3rd	750	30	
Keoghtom's Ointment(Per dose)	240	120	179	Uncommon	3rd	60	3	
Lantern of Revealing	10,000	5,000	179	Uncommon	3rd	2,500	100	
Luckstone	8,400	4,200	205	Uncommon	3rd	2,100	84	
Mace of Disruption	16,000	8,000	179	Rare	7th	4,000	160	
Mace of Smiting	14,000	7,000	179	Rare	7th	3,500	140	
Mace of Terror	16,000	8,000	180	Rare	7th	4,000	160	
Mantle of Spell Resistance	60,000	30,000	180	Rare	7th	15,000	600	
Marble Elephant	12,000	6,000	170	Rare	7th	3,000	120	MM 322
Mariner's Armor	3,000	1,500	181	Uncommon	3rd	750	30	
Medallion of Thoughts	6,000	3,000	181	Uncommon	3rd	1,500	60	
Mirror of Life Trapping	36,000	18,000	181	Very Rare	11th	9,000	360	
Mithral Armor	1,600	800	182	Uncommon	3rd	400	16	
Necklace of Adaption	3,000	1,500	182	Uncommon	3rd	750	30	
Necklace of Fireballs(Five beads)	7,680	3,840	182	Rare	7th	1,920	77	
Necklace of Fireballs(Four beads)	3,200	1,600	182	Rare	7th	800	32	
Necklace of Fireballs(One bead)	600	300	182	Rare	7th	150	6	
Necklace of Fireballs(Six beads)	15,360	7,680	182	Rare	7th	3,840	154	
Necklace of Fireballs(Three beads)	1,920	960	182	Rare	7th	480	20	
Necklace of Fireballs(Two beads)	960	480	182	Rare	7th	240	10	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Nine Lives Stealer(Fully Charged)	16,000	8,000	183	Very Rare	11th	4,000	160	
Nolzur's Marvelous Pigments	400	200	183	Very Rare	11th	100	4	
Oathbow	7,000	3,500	183	Very Rare	11th	1,750	70	
Obsidian Steed	256,000	128,000	170	Very Rare	11th	64,000	2560	MM 235
Oil of Etherealness	3,840	1,920	183	Rare	7th	960	39	
Oil of Sharpness	6,400	3,200	184	Very Rare	11th	1,600	64	
Oil of Slipperiness	960	480	184	Uncommon	3rd	240	10	
Onyx Dog	6,000	3,000	170	Rare	7th	1,500	60	MM 332
Pearl of Power	12,000	6,000	184	Uncommon	3rd	3,000	120	
Periapt of Health	10,000	5,000	184	Uncommon	3rd	2,500	100	
Periapt of Proof Against Poison	10,000	5,000	184	Rare	7th	2,500	100	
Periapt of Wound Closure	10,000	5,000	184	Uncommon	3rd	2,500	100	
Philter of Love	180	90	184	Uncommon	3rd	45	2	
Pipes of Haunting	12,000	6,000	185	Uncommon	3rd	3,000	120	
Pipes of the Sewers	4,000	2,000	185	Uncommon	3rd	1,000	40	
Plate Armor of Etherealness	96,000	48,000	185	Legendary	17th	24,000	960	
Portable Hole	16,000	8,000	185	Rare	7th	4,000	160	
Potion of Animal Friendship	400	200	187	Uncommon	3rd	100	4	
Potion of Clairvoyance	1,920	960	187	Rare	7th	480	20	
Potion of Climbing	360	180	187	Common	3rd	90	4	
Potion of Diminution	540	270	187	Rare	7th	135	6	
Potion of Fire Breath	300	150	187	Uncommon	3rd	75	3	
Potion of Flying	1,000	500	187	Very Rare	11th	250	10	
Potion of Gaseous Form	600	300	187	Rare	7th	150	6	
Potion of Greater Healing	300	150	187	Uncommon	3rd	75	3	
Potion of Growth	540	270	187	Uncommon	3rd	135	6	
Potion of Healing	100	50	187	Common	3rd	25	1	
Potion of Heroism	360	180	188	Rare	7th	90	4	
Potion of Invisibility	360	180	188	Very Rare	11th	90	4	
Potion of Invulnerability	7,680	3,840	188	Rare	7th	1,920	77	
Potion of Longevity	18,000	9,000	188	Very Rare	11th	4,500	180	
Potion of Mind Reading	360	180	188	Rare	7th	90	4	
Potion of Poison	200	100	188	Uncommon	3rd	50	2	
Potion of Resistance	600	300	188	Uncommon	3rd	150	6	
Potion of Speed	800	400	188	Very Rare	11th	200	8	
Potion of Superior Healing	900	450	187	Very Rare	11th	225	9	
Potion of Supreme Healing	2,700	1,350	187	Very Rare	11th	675	27	
Potion of Vitality	1,920	960	188	Very Rare	11th	480	20	
Potion of Water Breathing	360	180	188	Uncommon	3rd	90	4	
Prayer Bead - Bless	4,000	2,000	182	Rare	7th	1,000	40	



Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Prayer Bead - Curing	8,000	4,000	182	Rare	7th	2,000	80	
Prayer Bead - Favor	64,000	32,000	182	Rare	7th	16,000	640	
Prayer Bead - Smiting	3,000	1,500	182	Rare	7th	750	30	
Prayer Bead - Summons	256,000	128,000	182	Rare	7th	64,000	2560	
Prayer Bead - Wind Walking	192,000	96,000	182	Rare	7th	48,000	1920	
Quaal's Feather Token Anchor	100	50	188	Rare	7th	25	1	
Quaal's Feather Token Bird	6,000	3,000	188	Rare	7th	1,500	60	
Quaal's Feather Token Fan	500	250	188	Rare	7th	125	5	
Quaal's Feather Token Swan Boat	6,000	3,000	188	Rare	7th	1,500	60	
Quaal's Feather Token Whip	500	250	188	Rare	7th	125	5	
Quiver of Ehlonna	2,000	1,000	189	Uncommon	3rd	500	20	
Ring of Air Elemental Command	70,000	35,000	190	Legendary	17th	17,500	700	
Ring of Animal Influence	8,000	4,000	189	Rare	7th	2,000	80	
Ring of Earth Elemental Command	62,000	31,000	190	Legendary	17th	15,500	620	
Ring of Evasion	10,000	5,000	191	Rare	7th	2,500	100	
Ring of Feather Falling	4,000	2,000	191	Rare	7th	1,000	40	
Ring of Fire Elemental Command	34,000	17,000	190	Legendary	17th	8,500	340	
Ring of Free Action	40,000	20,000	191	Rare	7th	10,000	400	
Ring of Invisibility	20,000	10,000	191	Legendary	17th	5,000	200	
Ring of Jumping	5,000	2,500	191	Uncommon	3rd	1,250	50	
Ring of Mind Shielding	32,000	16,000	191	Uncommon	3rd	8,000	320	
Ring of Protection	7,000	3,500	191	Rare	7th	1,750	70	
Ring of Regeneration	24,000	12,000	191	Very Rare	11th	6,000	240	
Ring of Resistance	12,000	6,000	192	Rare	7th	3,000	120	
Ring of Shooting Stars	28,000	14,000	192	Very Rare	11th	7,000	280	
Ring of Spell Storing	48,000	24,000	192	Rare	7th	12,000	480	
Ring of Spell Turning	60,000	30,000	193	Legendary	17th	15,000	600	
Ring of Swimming	6,000	3,000	193	Uncommon	3rd	1,500	60	
Ring of Telekinesis	160,000	80,000	193	Very Rare	11th	40,000	1600	
Ring of the Ram	10,000	5,000	193	Rare	7th	2,500	100	
Ring of Warmth	2,000	1,000	193	Uncommon	3rd	500	20	
Ring of Water Elemental Command	50,000	25,000	191	Legendary	17th	12,500	500	
Ring of Water Walking	3,000	1,500	193	Uncommon	3rd	750	30	
Ring of X-Ray Vision	12,000	6,000	193	Rare	7th	3,000	120	
Robe of Eyes	60,000	30,000	193	Rare	7th	15,000	600	
Robe of Scintillating Colors	12,000	6,000	194	Very Rare	11th	3,000	120	
Robe of Stars	120,000	60,000	194	Very Rare	11th	30,000	1200	
Robe of the Archmagi	68,000	34,000	194	Legendary	17th	17,000	680	
Robe of Useful Items	Items * 10	Items * 5	195	Uncommon	3rd	*	*	
Rod of Absorption	100,000	50,000	195	Very Rare	11th	25,000	1000	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Rod of Alertness	50,000	25,000	195	Very Rare	11th	12,500	500	
Rod of Lordly Might	56,000	28,000	195	Legendary	17th	14,000	560	
Rod of Rulership	32,000	16,000	197	Rare	7th	8,000	320	
Rod of Security	180,000	90,000	197	Very Rare	11th	45,000	1800	
Rod of the Pact Keeper +1	24,000	12,000	197	Rare	7th	6,000	240	
Rod of the Pact Keeper +2	32,000	16,000	197	Rare	7th	8,000	320	
Rod of the Pact Keeper +3	56,000	28,000	197	Very Rare	11th	14,000	560	
Rope of Climbing	4,000	2,000	197	Uncommon	3rd	1,000	40	
Rope of Entanglement	8,000	4,000	197	Rare	7th	2,000	80	
Saddle of the Cavalier	4,000	2,000	199	Uncommon	3rd	1,000	40	
Scarab of Protection	72,000	36,000	199	Legendary	17th	18,000	720	
Scimitar of Speed	12,000	6,000	199	Very Rare	11th	3,000	120	
Scroll of Protection	360	180	199	Rare	7th	90	4	
Sending Stones	4,000	2,000	199	Uncommon	3rd	1,000	40	
Sentinel Shield	40,000	20,000	199	Uncommon	3rd	10,000	400	
Serpentine Owl	16,000	8,000	170	Rare	7th	4,000	160	
Shield of Missile Attraction	12,000	6,000	200	Rare	7th	3,000	120	
Silver Horn of Valhalla	11,200	5,600	175	Rare	7th	2,800	112	MM 344
Silver Raven	10,000	5,000	170	Uncommon	3rd	2,500	100	MM 335
Slippers of Spider Climbing	10,000	5,000	200	Uncommon	3rd	2,500	100	
Sovereign Glue	800	400	200	Legendary	17th	200	8	
Spell Scroll Level 0	20	10	200	Common	3rd	5	1	
Spell Scroll Level 1	120	60	200	Common	3rd	30	2	
Spell Scroll Level 2	240	120	200	Uncommon	5th	60	3	
Spell Scroll Level 3	400	200	200	Uncommon	5th	100	4	
Spell Scroll Level 4	640	320	200	Rare	7th	160	7	
Spell Scroll Level 5	1,280	640	200	Rare	9th	320	13	
Spell Scroll Level 6	2,560	1,280	200	Very Rare	11th	640	26	
Spell Scroll Level 7	5,120	2,560	200	Very Rare	13th	1,280	52	
Spell Scroll Level 8	10,240	5,120	200	Very Rare	15th	2,560	103	
Spell Scroll Level 9	20,480	10,240	200	Legendary	17th	5,120	205	
Spellguard Shield	100,000	50,000	201	Very Rare	11th	25,000	1000	
Sphere of Annihilation	30,000	15,000	201	Legendary	17th	7,500	300	
Staff of Charming	24,000	12,000	201	Rare	7th	6,000	240	
Staff of Fire	32,000	16,000	201	Very Rare	11th	8,000	320	
Staff of Frost	52,000	26,000	201	Very Rare	11th	13,000	520	
Staff of Healing	26,000	13,000	202	Rare	7th	6,500	260	
Staff of Power	191,000	95,500	202	Very Rare	11th	47,750	1910	
Staff of Striking	42,000	21,000	203	Very Rare	11th	10,500	420	
Staff of Swarming Insects	32,000	16,000	203	Rare	7th	8,000	320	

Name	Retail GP	Base Price	DMG	Rarity	Min Lvl	Material Cost GP	Days	Notes
Staff of the Adder	3,600	1,800	203	Uncommon	3rd	900	36	
Staff of the Python	4,000	2,000	204	Uncommon	3rd	1,000	40	MM 324
Staff of the Woodlands	88,000	44,000	204	Rare	7th	22,000	880	
Staff of Thunder and Lightning	20,000	10,000	204	Very Rare	11th	5,000	200	
Staff of Withering	6,000	3,000	205	Rare	7th	1,500	60	
Stone of Controlling Earth Elementals	16,000	8,000	205	Rare	7th	4,000	160	MM 124
Sunblade	24,000	12,000	205	Rare	7th	6,000	240	
Sword of Answering	72,000	36,000	206	Legendary	17th	18,000	720	
Sword of Life-Stealing	2,000	1,000	206	Rare	7th	500	20	
Sword of Sharpness	3,400	1,700	206	Rare	7th	850	34	
Sword of Wounding	4,000	2,000	207	Rare	7th	1,000	40	
Talisman of Pure Good	143,360	71,680	207	Legendary	17th	35,840	1434	
Talisman of the Sphere	40,000	20,000	207	Legendary	17th	10,000	400	
Talisman of Ultimate Evil	122,880	61,440	207	Legendary	17th	30,720	1229	
Tentacle Rod	10,000	5,000	208	Rare	7th	2,500	100	
Trident of Fish Command	1,600	800	209	Uncommon	3rd	400	16	
Universal Solvent	600	300	209	Legendary	17th	150	6	
Vicious Weapon	700	350	209	Rare	7th	175	7	
Vorpal Sword	48,000	24,000	209	Legendary	17th	12,000	480	
Wand of Binding	20,000	10,000	209	Rare	7th	5,000	200	
Wand of Enemy Detection	8,000	4,000	210	Rare	7th	2,000	80	
Wand of Fear	20,000	10,000	210	Rare	7th	5,000	200	
Wand of Fireballs	64,000	32,000	210	Rare	7th	16,000	640	
Wand of Lightning Bolts	64,000	32,000	211	Rare	7th	16,000	640	
Wand of Magic Detection	3,000	1,500	211	Uncommon	3rd	750	30	
Wand of Magic Missiles	16,000	8,000	211	Uncommon	3rd	4,000	160	
Wand of Paralysis	32,000	16,000	211	Rare	7th	8,000	320	
Wand of Polymorph	64,000	32,000	211	Very Rare	11th	16,000	640	
Wand of Secrets	3,000	1,500	211	Uncommon	3rd	750	30	
Wand of the War Mage +1	2,400	1,200	212	Uncommon	3rd	600	24	
Wand of the War Mage +2	9,600	4,800	212	Rare	7th	2,400	96	
Wand of the War Mage +3	38,400	19,200	212	Very Rare	11th	9,600	384	
Wand of Web	16,000	8,000	212	Uncommon	3rd	4,000	160	
Weapon of Warning	120,000	60,000	213	Uncommon	3rd	30,000	1200	
Wind Fan	3,000	1,500	213	Uncommon	3rd	750	30	

^ 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.

### ***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.

### ***Higher Food Costs***

The entire region is still in the throes of the Great Famine. While food is being produced in Gyruuff, it is in great demand throughout the Sheldomar Valley, selling for at least twice book value.

### ***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.

- 0.23% of the population lives an Aristocratic lifestyle with an income over 20 gp per day and lifestyle expenses of 10 gp or more per day. They are nobles, major merchant houses/banks, ambassadors and wealthy landlords.
- 1.39% of the population lives a Wealthy lifestyle with an income averaging 8 gp per day and lifestyle expenses of 4 gp per day. They are landlords, gemcutters, goldsmiths, guildmasters, jewelers, judges, knights, and minor merchant houses/money lenders.
- 7.02% of the population lives a Comfortable lifestyle with an income of 2 gp per day and lifestyle expenses of 2 gp per day. They are military officers, officials, alchemists, armorers, blacksmiths, book binders, brewers, brickmakers, cartographers, chandlers, engineers, fletchers, horse traders, pawnshops, wizards, etc.
- 17.86% of the population lives a Modest with an income of 1 gp per day and lifestyle expenses of 1 gp per day. They are guards, laborers, students, priests, hedge wizards, butchers, bakers, candlemakers, clerks, entertainers, healers, etc.
- 21.37% of the population lives a Poor with an income of 2 sp per day and lifestyle expenses of 2 gp per day. They are the street performers, street peddlers, monks, dairymaids, cooks, farmers, servants, and unskilled laborers.

- 50.13% of the population lives a Squalid with an income of 1 sp per day and lifestyle expenses of 1 sp per day. They are the chimney sweeps, bleachers, pickpockets, peasant farmers, miners, fishermen, quarryworkers, ditchdiggers, road sweepers, dung carters, launderers and apprentices.
- 2.00% of the population lives a Wretched lifestyle with no income and no lifestyle expenses. They are beggars.
- The tax rate is typically 30%, of which the majority goes to their community (Brehyr or Town Council).
- Each community pays 30% of it's tax income to the higher noble (Arglwyth or Llwyd).

On average, a population earns 0.569 gp per person and pays taxes of 0.171 gp per person. (0.051 gp per person is paid to the higher noble.)

### **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.

*[Most nobles just retain personal guards and loyal commanders most of the time and only raise an 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)

#### **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)

#### **Skilled Workers (2 gp/day)**

Hit points 9 (2d8+Con bonus) Speed 30 ft

Attributes: 13, 12, 12, 11, 10, 10, 10 in whatever order makes the most sense. For example:

Str 13 (+1) Dex 12 (+1) Con 12 (+1) Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Proficient (+2) in common weapons, one skill of your choice and add a background (i.e. Acolyte, Entertainer, Guild Artisan, Outlander, Sage, etc.)

Equipped as their employer supplies PLUS 1 set of artisan's tools

#### **Guard/Soldier/Sailor (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, Athletics+2, Vehicles (land or water)

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

#### **Tribal Warrior (2 gp/day)**

AC 12 (hide) unless equipped otherwise

Hit points 11 (2d8+2) Speed 30 ft

Str 13 (+1) Dex 11 (+0) Con 12 (+1) Int 8 (-1) Wis 11 (+0) Cha 8 (-1)

Pack Tactics: Advantage on attack roll if an ally that isn't incapacitated is within 5 feet of the creature

Spear, melee or ranged, +3 to hit, reach 5 ft or range 20/60 ft, one target. Hit 4 (1d6+1) piercing or 5 (1d8+1) w/2 hands

Proficiency with common and martial weapons, light and medium armor, shields

#### **Mercenary/Thug (5 gp/day)**

AC 11 (leather) unless equipped otherwise

Hit points 32 (5d8+10)

Speed 30 ft

Str 15 (+2) Dex 11 (+0) Con 14 (+2) Int 10 (+0) Wis 10 (+0) Cha 11 (+0)

Skills: Intimidation+2

Pack Tactics: Advantage on attack roll if an ally that isn't incapacitated is within 5 feet of the creature

Multiattack: 2 melee attacks

Mace, +4 to hit, Hit 5 (1d6+2) bludgeoning

Heavy Crossbow +2 to hit, range 100/400 ft, Hit 5 (1d10) piercing

### **Veteran (9 gp/day)**

AC 17 (splint) unless equipped otherwise

Hit points 58 (9d8 + 18) Speed 30 ft

Str 16 (+3) Dex 13 (+1) Con 14 (+2) Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Skills: Athletics+5, Perception+2

Multiattack: 2 longsword attacks and if the shortsword is drawn can also make a shortsword attack

Longsword +5 to hit, Hit 7 (1d8 +3) slashing or 8 (1d10 + 3) slashing with 2 hands

Shortsword +5 to hit, Hit 6 (1d6 + 3) piercing

Heavy Crossbow +3 to hit, range 100/400 ft, Hit 5 (1d10) piercing

### **Knights (\*)**

Knights typically don't work for pay, but expect a fief capable of sustaining themselves in a wealthy lifestyle or greater

AC 18 (plate)

Hit points 52 (8d8 + 16) Speed 30 ft

Str 16 (+3) Dex 11 (+0) Con 14 (+2) Int 11 (+0) Wis 11 (+0) Cha 15 (+2)

Saving Throws Con+4, Wis+2

Brave: Advantage on saving throws against being frightened

Multiattack: 2 melee attacks

Greatsword: +5 to hit, Hit 10 (2d6 +3) slashing

Heavy Crossbow: +2 to hit, range 100/400 ft, Hit 5 (1d10) piercing

Leadership (recharge after short/long rest): For 1 minute, can utter a special command/warning whenever a nonhostile creature that it can see within 30 ft makes attack or saving throw. That creature can add d4 to its roll, provided it can hear and understand the knight. A creature can only benefit from one Leadership die at a time. Ends if knight is incapacitated.

### ***Building Costs, Time, Size & Staff (based on DM128):***

Building	BuildCost	BuildTime	Size	Skilled	Unskilled	Cost/Day	Notes
Monument	250 gp	10 days	statue				
Shrine	1,000 gp	10 days	10x10'				
Druid Grove	5,000 gp	60 days	1+ acres	2		1 gp/day	Healing, plant growth, train druids
Small Temple	5,000 gp	60 days	50x50x20'	2		1 gp/day	Healing, train clerics
Abbey	50,000 gp	400 days	100x100x10'	5	25	20 gp/day	Industry, healing, train clerics, monks
Hospital	50,000 gp	400 days	100x50x20'	5	25	20 gp/day	Healing, train healers
Big Temple	50,000 gp	400 days	100x50x20'	5	25	20 gp/day	Healing, train clerics
Cathedral	250,000 gp	1200 days	400x150x50'	20	40	50 gp/day	Healing, train clerics, paladins
Well	250 gp	10 days					1/1000 people
Farm	500 gp	15 days	3 acres	1	2	5 sp/day	
Trading Post	5,000 gp	60 days	50x50x20'	4	2	10 gp/day	
Shop	5,000 gp	60 days	50x50x20'	1	1	2 gp/day	Or workshop, other industry
Tavern/Inn	5,000 gp	60 days	50x50x20'	3	5	5 gp/day	Can train bards
Guildhall	5,000 gp	60 days	50x50x20'	5	3	5 gp/day	Can train 3 to be skilled
Cottage	500 gp	15 days	10x10x10'				Houses 10 poor
Simple House	1,000 gp	30 days	20x20x20'			2+ sp/day	Houses 10 modest
Big House	5,000 gp	60 days	50x50x20'	1		5+ sp/day	Houses 10 comfortable
Noble/Manor	25,000 gp	150 days	50x50x30'	3	15	10 gp/day	Houses 10 wealthy
Barracks	5,000 gp	60 days	50x50x20'	2		5+gp/day+ 2gp/day/tr	Houses 120 troops + troop pay (2gp/day) Train 30 militia or troops
Outpost/Fort	15,000 gp	100 days		60		150 gp/day	Inc. 4 towers, 2 gatehouses
Fort Tower	15,000 gp	100 days	20x20x40'	10		25 gp/day	
Town Hall	15,000 gp	100 days	100x50x30'	5	3	5 gp/day	Courthouse, jail, treasury, etc.
Keep	50,000 gp	400 days	50x50x40'	50	50	100 gp/day	
Walls/Moat	5,000 gp*	60 days*	50x10x10'				Per linear 50'
Library	5,000 gp	60 days	50x50x20'	1		2 gp/day	Bonus on knowledge checks
School, small	5,000 gp	60 days	50x50x20'	1		2 gp/day	Trains up to 15 students
Academy	50,000 gp	400 days	100x50x20'	3	15	10 gp/day	Trains up to 255 students

### **Building Profit/Loss House Rule**

You can either work at your business/building or hire a professional skilled manager (2gp/Day) with a +3 skill to run the business in your stead. If you run the business yourself, use your best related skill (i.e., persuasion for sales). Cost of Living is still required for each Day in the year. Other events may occur to add Advantage/Disadvantage or even spark additional adventures.

D20 per month + skill modifier:

- 01-03 Double the cost/Day and no income.
- 04-05 The business has no income and normal maintenance cost.
- 06-07 The business covers 50% of its own maintenance cost.
- 08-09 The business covers 90% of its own maintenance cost.
- 10-12: Cover expenses
- 13-14: Cover expenses +50% profit
- 15-16: Cover expenses +100% profit
- 17-18: Cover expenses +110%
- 19: Cover expenses +150%
- 20: Cover expenses +200%
- >20: Cover expenses +300%

## 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 Gyrudd.

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 Gyrudd 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 Gyrudd 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 Gyruuff, 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 (Gyruuff, 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 Gyruuff. 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 Gyrudd 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. Ettins were miners. Hill giants were peasants and herdsman. 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 Hellfurnaces) 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 establish 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 Kajak, 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 Ulsprue 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 Shattock, however Shattock was duped by Tharizdun and destroyed his kingdom, turning it into the Bright Desert. The Flan of Gyruuff in the Sheldomar Valley were in an area that was geographically isolated by mountains, elves, gnomes, and swamp. The hilly valley of Gyruuff 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 Gyruuff 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 Gyruuff valley was finally invaded by the Keoish 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 Arnod of treachery and invaded Geoff. The invasion pushed to the very walls of Gorna, the capital, until fallen Keoish troops rose as swordwraiths against their former brethren. The Keoish army was destroyed and Geoff/Gyruuff became independent once again. For over 150 years, the Stark Mounds Swordwraiths attacked anyone with even a drop of Keoish blood.

The Geoff/Gyruuff Civil War started in FT 2647-2651 (CY 496-500) when Llwyrr 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 Gyruuff'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, Gyruuff 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 Gyrudd 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 Gyrudd. They underwent the Druidic trials to be recognized as the new Brenin (Grand Duke), Llwr (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 Gyrudd 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 Tjalf, 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 Gyrudd.

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 Richmond.

The dwarves of Moradinath-Mor (Stonereaver clan) have all been restored, but have only limited trade contact with Gyrudd. 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 Gyrudd, but the Sundered City of the Dwarves (the old Deepholm) is overrun with Goblins and Duergar.

Gyrudd 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/Gyrudd. There are those that follow the traditional ways and Old Faith, who are stronger in western and rural Gyrudd. 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 Gyrudd.

Llwyres Sierra Blackblade died in Cysgod Annwyn (the Shadow Plane analog to Gyrudd) and her brother, Victor Brightblade returned to Gyrudd and became the new Llwy 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 Llwy 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. Llwy 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 Harvester (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 Gyrudd. 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 Flan 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 harder 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 Gyrudd are made of ironwood. This broadleaf tree is the strongest of all the hardwoods in Gyrudd 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 (Incapacitated)~~

### Brenin's Council

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

Order of the Staff (Healing and healing magic)

Order of Celestis (Rare and magical disease, ancient healing relics)

Essvaress, Young Green Dragon, Minister of Education

College of Cainaith (Old Lore Bards)

Prydythi of Gyruff (Scops)

ENCORE

Lydians

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

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 (Fired and Imprisoned)~~

Order of the Griffon (police force)

General Court (Eryrnyth court)

High Court (Appeals court)

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)

Darragh ap Broach, Cadofyth and First Bow (Ystrad Cloer) of the Longbowmen of Gyruff

Morgan Hazeleye, Cymorth and First Ward of the Olwythi gan Gyruff (Rangers of Gyruff)

~~Magnus Gleep Wurf, High Mage of Gyruff~~

Priestess Selisee Goldenflame of Ehlonna, Ministry of Magic

Order of the Silver Blade (Druidic Magic)

Order of the Alchemist's Stone (Arcane Magic) – Namor the Wizzard™

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 Murtock, 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

## 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 Gyruuff. Also responsible for responding to disease outbreaks within the confines of Gyruuff.

- 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.

### *Order of Celestis*

Clerical order focused on rare/magical disease mitigation and ancient healing relics within the Ministry of Health.

- Cedric, High Priest of Pelor (Clr8) – Cymorth of Wolfpack 41 with 5 Accolytes
  - Jevicca Nor – Priestess of Pelor (Clr5), Braichdyn – Wolfpack 41
  - Pavan ap Tybion – Priest of Beory (Clr5), Braichdyn – Wolfpack 41

### *Order of the Staff*

Clerical and druidic order of healing magic and objects within the Ministry of Health.

- Hallet the Hammer, Cymorth, High Priest of Pelor – Diwinyth Corps, Head of the Order of the Staff
  - Eotmaj Lightbringer, Priest Pelor
    - Meleior Leander, Acolyte
    - Cafell ap Llychwen, Acolyte
    - Grimylkin McKlennenrand, Acolyte

## Ministry of Education

Charged with the education of the masses, including preservation of culture and the arts.

- Essvaress, a young green dragon, has been confirmed as the Minister of Education and Cultural Heritage.

### *College of Cainaith (Old Lore Bards)*

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 including being an emissary of the Old Faith Druids or Brenin in foreign lands. Sometimes their missions are public and sometimes they are not. They are expected to be capable in the arts of diplomacy, secrecy and war. In the past, membership was limited to members of the nobility, but this is no longer the case. They refuse to acknowledge leadership by a green dragon.

### *Prydythi of Gyruuff*

Founded centuries ago by the mythic bard Kindler, the Prydythi of Gyruuff (Scops) seek to preserve the ancient ways and traditions of Gyruuff and to journey the land seeking to inspire and inform others with their tales. Music and storytelling are central to the mission of the Prydyth. Although the Scops are many, they are not overly organized. They mostly share their duties although some have different opinions and styles than others. They generally don't acknowledge any leadership, save that between a master and apprentice.

### *ENCORE*

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. As an International organization, they do not follow Gyruuff's Minister of Education, but they can be regulated.

### *Lydians*

Servants of the Light, primarily humans with deep devotion to the Suel goddess Lydia, preach understanding and enlightenment, led by High Priestess Adria Lumina out of Ravonnar. Focus on education for women, but both genders are accepted. Much of their education and hymns are through song. The religion is focused along the Javan River (including the Downlands), but they are trying to make in-roads into Gorna and the interior of Geoff (Gyruuff). They do not report to the Gyruuff Minister of Education.

## Ministry of the Treasury

Tax collection and payment of Gyruuff's obligations

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

### *Revenue Services*

The Department of Revenue Services performs assessment and collection of taxes and is the largest and best funded of all the departments in the Ministry of the Treasury. Monk followers of Zilchus (the Oeridian deity of Power, Prestige, Money, Business and Influence) escorted by squads of enforcers known as "Revenuers" (essentially hired thugs under the command of the monks) ensure every individual and organization pays their share of taxes.

- Abbot Samuel ab Adam, Secretary of Revenue
- 49 Monks of Zilchus, spread out throughout the country (1 in every community over 500, 1 per 2000 population)
- 196 "Revenuer" Enforcers (4 per tax collector)

### *Treasury Guard*

The Department of the Treasury is the second largest and well funded. (They guard the monetary assets of Gyruuff.) Monk followers of Xerbo (the Suloise deity of the Sea, Sailing, Money and Business) personally oversee each shift of guards and laboriously account for every copper piece within the treasury. Wolfpack 26 has been designated as Enforcement Arm, responsible for designing, testing and upgrading defenses of the treasury and mint on a regular basis.

- Abbot Hamilton ab Alexander, Secretary of the Treasury
- 8 Monks of Xerbo, one on the treasury and one on the mint each shift
- 32 Treasury Guards
- Wolfpack 26 Enforcement Arm (12 heroes)

### *Weights and Measures*

The Department of Weights and Measures focuses on fair trade across Gyruuff, including minting of new coins, and is administered by a small brotherhood of monks following Allitur (the Flan deity of Ethics and Propriety).

- Abbot Mesur Traed, Secretary of Weights and Measures
- 14 Monks of Allitur, one assigned to each cantrev with a set of standard measures which are compared annually with the originals kept in Gorna.
- 6 Monks of Allitur who operate the coin presses in Gorna, though the raw material and finished coin are handled by the Treasury Guard

### *Hall of Records*

The Hall of Records is charged with maintaining records and information for the government and people of Gyruuff. Amongst the records are writs, decrees, charters, deeds, settlements, agreements, etc. While many religious organizations maintain their own records, these secular records are kept by the Hall of Records and a dozen dwarven monk followers of Dugmaren Brightmantle (Dwarven deity of Knowledge, Scholarship, Discovery and Invention), originally organized by Arglwyth Trogdor Hammerfall.

- Abbot Thorizen Hammerfall, Secretary of Records
- 11 dwarven librarian monks of Dugmaren Brightmantle

### *Gyri Aid Administration*

The Gyri Aid Administration is charged with maintaining and executing aid packages to Gyri cantrevs as needed. This department is the most overlooked, understaffed and underfunded of the entire Ministry. Only the most optimistic followers of Zodal (Flan deity of Mercy, Benevolence and Hope) can withstand this posting for more than a few months. They run a small soup kitchen and flophouse, primarily funded through private donations.

- Mother Edith Keeler, Secretary of the Gyri Aid Administration (GAA)
- 2 monk followers of Zodal, Jim and Spook

## Ministry of Internal Affairs

Charged with seeking out and neutralizing threats to Gyruuff 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 Gyruuff 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 Gyruuff (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 Gyruuff as needed for missions as the need arises.
  - Lord Dimitri ab Rancar (Rog6/Rng6) Ban Cantdyn Wolfpack 36
    - Fang, Dimitri's awakened wardog
    - Mordelin Larendin (Rog6/Soc6)
    - Darius ap Aedan (Wiz6)
    - William Lea (Ftr6)
    - Hoskuld (Rog8)
    - Strongswing Wheatbinder (Brb8)

## 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.

- 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.

### *Order of the Griffon:*

Police force of Eryrnyth and charged with investigating cross-cantreval violations of Gyri law (works with local law enforcement agencies). Uses power to deputize and town militia as needed to keep order.

- Captain Jean ap Luther, Braichdyn and Head of the Order of the Griffon (Town Guard)
  - 16 Town Guard in Gorna
  - 4 Town Guard (1 in each of the four towns in Eryrnyth)
  - Deputies as needed
  - 290 Militia

### *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.

- Judge Father Timth the Reborn (m Clr Obad-Hai)
- Judge High Priestess Deirdre de Mane (f Clr Norebo)

### *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 Gyruuff and approved by the Minister of Justice and Brenin/Regent.

- (Priestess Mairi acts as Chief Justice)
  - Justice Raghall the Eaglewing (m Drd of Pelor)
  - Justice Torcill ap Morwyn (m Drd of Pelor)
  - Justice Forvaleth the Mapleleaf (f Drd of Beory)
  - Justice High Priestess Charlene de Frame (f Clr Wee Jas)

## 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 Wurf, Magi of Conjuraton is the current leader of the High Mages.
- His wife, Margaret, acts as his personal secretary.
- (Magnus Burkan ap Carteria, diviner, petrified)

## 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.

- 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).
  - Godwyn merch Basil, Priest of Pelor, Ban Cantdyn – Wolfpack 45 with 12 guards
    - Elissandra (female grey elf Sor-5)
    - Havrid Thistletoe (male Flan Drd-5)

### *Order of the Silver Blade: Druidical Magic*

- Aslak the Ashenbow (m Drd), Head of the Order of the Silver Blade

### *Order of the Alchemist's Stone: Arcane Magic*

- Namor the Wizzard™, male High Elf, Head of the Order of the Alchemist's Stone
  - Severen the White, male human
  - Travis the Alchemist, male human
  - Nera the Bard, female human bard
  - Gleek the Mighty, male gnome Warlock
  - Astra the Sorceress, female human
  - Mozu, male Gremlin Arcane Trickster and Cardplayer
  - Marcia, female Human Priestess of Pelor

### *Order of the Devout*

Department within the Ministry of Magic focused on Clerical Magic.

- Panda Sacramento, High Priest of Beory, Head of the Order of the Devout
  - Gilgal Furyforge, Priest of Moradin
  - Elayna merch Cedwy, Acolyte
  - Helton the Many Sided, High Priest of Obad Hai
    - 2 Acolytes



## Ministry of Defense

Charged with the defense of the realm.

- Angus ap Chattelguard, Cadofyth of Eryrnyth, Minister of Defense

### *Order of Griffon Claws*

The Order of Griffon Claws is charged with the protection of the Brenin (Regent) and royal family.

- Ser Torggas (f Dwarf Knight Commander), Braichdyn
  - Ser Beowulf (m Human Knight) – Ban Cantdyn

### *Order of Griffon Knights*

The Order of Griffon Knights is an elite mounted (terrestrial-based) cavalry.

- Ser Sturla (m Knight) Ban Cantdyn
  - Dame Erika (f Knight)
  - Dame Narwin merch Dilwyn (f Human Ranger Knight)
  - Ser Torur (m Dwarf Knight)
  - Ser Strybyorn (m Knight)
  - Dame Elsa Strongweed (f Knight)

### *Order of Griffon Wings*

The Order of Griffon Wings is an elite mounted cavalry, where each member must tame their own flying mount.

- Caarri (m ½O Bbn10) Cymorth on Griffon Mount
  - Seebo (m gnome Brd10) on Giant Wasp
  - Ivy (f halfling Rog10) on Giant Owl
  - Arnlaug (Rng9) – Ban Cantdyn on Griffon Mount
  - Lyle (m Halfling Rog9) on Giant Owl
  - Thyra (f ½E Mnk9) on Griffon Mount

### *Order of Griffon Strike*

The Order of Griffon Strike was founded to attract arcane and arcane archers. – Divisions will be dedicated to elemental forces (fire, cold, sonic, lightning, poison, acid).

- Aian (f elf Wiz9), Braichdyn - Cold
  - Silanthe (f elf Wiz5), Ban Cantdyn - Acid

### *Order of Griffon Beaks*

Founded to establish elite ground forces, the Griffon Beaks are still getting established.

- Glim (m gnome Brd7)
  - Gilbert (m Halfling Rog6)
  - Marek the Mauler (m ½O Brb-5)
  - Ra-bruurrl (f ½O Bbn5)
  - Lewis (m Rog5)

### *Wolfpacks*

Wolfpacks are fast action mixed commando units of heroic individuals primarily used in wartime. – Both active wolfpacks are attached to various other ministries.

- Wolfpack 26 assigned to Ministry of the Treasury
- Wolfpack 36 assigned to Ministry of Internal Affairs

### *Department of Military Preparedness*

(Integration of cantreval units into unified Gyri army in times of need)

### *Longbowmen of Gyruff*

Elite troops trained in the Gyric Longbow. Fast moving and capable of living off the Land. Reserves.

- Darragh ap Broach, Cadofyth and First Bow (Ystrad Cloer)

#### Southern Branch of Longbowmen

- Delf ap Gloamdring, Cymorth (Melgorn)
  - Ser Gerallt Pumphrey, Braichdyn (Eryrnyth)
    - Snorth Hornwood, Ban Cantdyn (Eryrnyth) and 8 other Longbowmen of Eryrnyth
    - Marx ap Carls, Ban Cantdyn (Eryrnyth) and 7 other Longbowmen of Eryrnyth
    - Lars Bowbender, Ban Cantdyn (Ystrad Cloer)
      - DARTH ap Melwyn, Dwrthdyn (Ystrad Cloer)
    - Osref Gellsblood, Ban Cantdyn ( ½O – Melgorn) with 2 other Longbowmen ( ½O )

#### Northern Branch of Longbowmen

- Fars Longdraw, Cymorth (Rhwnng yr Coed) and 5 Longbowmen of Rhwnng yr Coed
  - Straythorn “String” Oakhelven, Braichdyn Archer Wizard (married a fiery red headed half-elf sorceress named Ariel Fireheart) – Ffrwythlon Dol
  - Teral Markin, Braichdyn (wood elf), husband of Gineesa Markin
    - Gineesa Markin
  - Oldfan Dwyрман, Ban Cantdyn (Dwyr) and 8 Longbowmen of Dwyr

#### Western Branch of Longbowmen

- Snorth Buckbeard, Braichdyn (Araul Anterth)
  - Shileen merch Mendarn, Dwyrthdyn and 3 Longbowmen of Araul Anterth

### *Olwythi gan Gyruff*

Elite Rangers of Gyruff who patrol the wilds. Reserves.

- Morgan Hazeleye (Ftr9), Cymorth and First Ward of the Olwythi gan Gyruff
  - Eben ap Llewellyn (Rng7) – Braichdyn
    - Levic Dar (Rng6) – 1<sup>st</sup> Ranger Ban Cantdyn with 18 Rangers
    - Eldric Silverhorn (Rng6) – 2<sup>nd</sup> Ranger Ban Cantdyn with 18 Rangers
  - Berwyn ap Dylan (Rng6) – Braichdyn of Rhyfelwri – Fox Braich
    - Bordwyn Greenhood, Cyntaf Dwyrthdyn of the 3<sup>rd</sup> Ranger Ban Cant with 18 Rangers (elves and ½ elves)
  - Cuthalion Strongbow (Rng10), Cymorth and Chief Scout
    - Elderleaf Goldwind (Elven Rng7) – Braichdyn Scouts

## **Cantrevi 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).

- Llwyrr\*\* of Araul Anterth, Darian Malthus, retired KoW
- Count of Arweth, Crown Prince Rhys ap Rhys, (heir to Gyruff?)
- Arglwyth or Blodyn Cain, Alvestar Glorandaal (gray elf)
- Llwyrr\*\* of Cymeravon, Knight Commander Peredur Blackblade (still active KoW)
- Arglwyth of Daden Bryd, Emyr Cadwaler
- Arglwyth of Dwyr and Regent of Gyruff, Eridan Shadowblade (Gray Elf Bard)
- Arglwythes\*\* of Ffrwythlon Dol, Gretta Lea
- Arglwyth of Gwyrth Bryn, Andras Dryadson
- Arglwyth of Melgorn\*\*\* (tbd)
- Arglwyth of Rhad Derwyth, Janos Garren
- Arglwythes of Rhwng 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)
- Arglwyth of Ystrad Cloer, Krelor Deepforge (mountain dwarf)

\*\* are nobles who were NOT confirmed by the Druids

\*\*\* deceased

## 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, Llwyf of Araul Antherth, Knight Commander (ret.) Stalwart Iron Golem – Knight of the Watch**, Braichdyn Olwythi Gan Gyrudd (Rng8), Widower of Ffiona the Ebontress
- Thorazor Ban Cantdyn (Lieutenant), Mountain Dwarf returned to Deepholm
- Girais Longdraw Cymorth Ser (Maj) –War10 16th "Falcon" Bataliwn Saethwri Eryrnyth Bragad
- Allyn Beaulfydd 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 Sarackus 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 Gyrudd (elite unit)– Ftr 9
- Gerallt Pumphydd Ser, Braichdyn Ftr6 – Longbowmen of Gyrudd - 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, Llwyf of Cymeravon**, Knight Commander Elusive Stag – *Knight of the Watch*
- Olfred von Marsh (Earth Genasi) Ser – Cadofyth (Col) – 2<sup>nd</sup> 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 Gyrudd
- Thayer Sloan, Brehyr Cadofyth commander of the Dwyr Bragad
- **Janos Garren, Arglwyth of Rhad Derwyth** Braichdyn of the Flying Griffons
- **Grukka Duk, Arglwyth of Tjalf**, 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 Gyrudd and tutor to the Brenin's children.  
Jafford Clinktock, older male gnome, magical tutor to the Brenin's children.

## 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. by 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
- Assaulting 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 Transmogrifists
  - Ur-Priests





## Araul Anterth, (County) Cantrev of

Population: 2,800: Human 90% (FOS), Dwarf 5%, Elf 2%, Other 3%  
Ruler: Llwyf of Araul Anterth, Darian Malthus (Oeridian Age 59), Knight Commander (ret.) Stalwart Iron Golem – Knight of the Watch, Braichdyn Olwythi Gan Gyrudd (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 Gyrudd  
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: 2000 members of Knights of the Watch and Support Personnel  
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. In CY618, Knights of the Watch retook the village and began rebuilding.

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

Ruler: ~~Brehyr Mekhor ap Olbrecht~~ (sons age 12 [Thomas], 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: Eithne the Pinemartin (f) (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.



## ***Araul Anterth Military***

Most Reputable Watcher Darian Malthus, retired Knight Under Marshall

### ***Knights of the Watch***

2 x +1 Weapon per company (150) of Knights/Cavalry, held by Knight Commanders

3% of Knight Commanders through Field Marshalls have a +1 weapon

1 in 10 Knights are Arcane Knights

#### **Manticore Regiment**

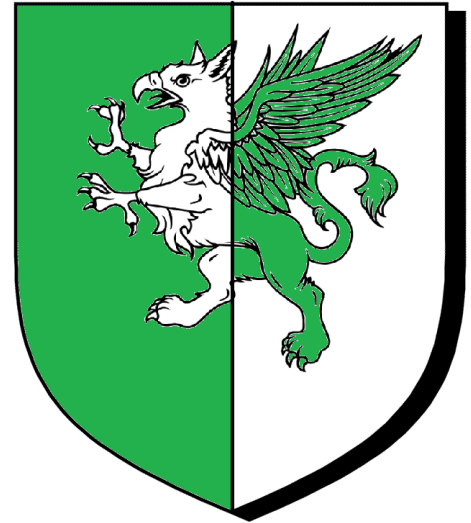
- Knight Under Marshall Watcher Wild Manticore Belatros (Arcane Knight)
- Baronet Knight Warden Oliver Garrin, Observant Golden Eagle – Griffon Mount
  - Knight Commander Striking Eagle Sir Brachus Orellian
    - 119th Eagle Heavy Cavalry (140 Knights) – Plate & Shield, Plt Bard, Lance, LXbow, Sw
  - Knight Commander Glorious Garden Snake Sir Holister Paent
    - 68th Snake Medium Cavalry 140 Knights) – Chainmail & Shield, ChBard, Lance, LXbow, Sw
    - 15 Companies of Manticore Support Staff (approx 34 skilled and 822 unskilled men, including scouts/rangers/rogues, clerics, arcane casters, signalers/banner carriers, runners, musicians, craftsmen, teamsters, wagons, camp followers, etc.)

#### **Westfold Force**

- Knight Field Marshall Unmovable Colossal Stone Golem Boltar Hammerhold, (Dwarf)
  - Fey Enchantress Morgiana La Fey – Druid – Mounted on Unicorn
  - Commandant Knight Commander Unrelenting Sphinx Gundar Kevitz (Oeridian Age 80's) – The Green Knight (died 4+)
    - Command Staff (6 arcane, 9 priests (St. Cuthbert, Pelor, Allitur, Ehlonna), 30 experts)
    - 12th Trebuchet Platoon (3 Trebuchet, 20 skilled crew)
    - 13th Ballista Platoon (6 Ballista, 6 skilled crew)
    - Cmd: Burrowing Mole Sir Olgan Morisson
      - 35th Robin Light Crossbow(120xGuards) – Chain Shirt, shield, spear, LXbow
    - 15th Trebuchet (3 Trebuchet, 20 skilled crew)
    - 16th Ballistae (6 Ballista, 6 skilled crew)
    - Stone Golem Support Staff (approx 16 skilled and 554 unskilled men, including scouts/rangers/rogues, clerics, arcane casters, signalers/banner carriers, runners, musicians, craftsmen, teamsters, wagons, camp followers, etc.)
    - 3 Arcane Casters lvl5
    - 8 Priests lvl5

## Arweth

Governor:	Crown Prince Rhys ap Rhys, Count of Arweth and Princess Jagr (baby son Rael ap Rhys, born CY618-08)
Population:	7,000 Human 85% (FSO), Elf 2%, Halfling 1%, Dwarf 1%, Other 1%
Arglwyth Income:	239.4 gp/day
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)
Druidic Sites:	Beory's Teeth (F141-200)



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 again by Gyrudd in CY618.

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

Ruler:	Crown Prince Rhys ap Rhys (Princess Jagr)
Leaders:	Seneschal Swain the Hoar, Bailiff Gwladys the Sweetlove, Reeve (peasant mgr) Manaseur the Grave, Judge Fearghus de Banks, Town Guard Captain Alexina de Field, Castle Guard Captain Gwendolyn merch Ursula
Population:	5,600
Est Net Income:	638 gp/day
Est Expenses:	424 gp/day
Resources:	fish, sheep, vegetables, grain, grapes Chain shirt, shield, spear, shortbow Town Guard: Captain Alexina, 3 Lieutenants, 76 guard + 4 rangers Castle Guard: Captain Gwendolyn, 3 Lieutenants, 47 guards, 2 jailers 6 Ballistae and 3 Heavy Catapults 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 Gyrudd, 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 Gyrudd-Gran March border.

Merchant caravans make frequent trips through the Gateway of Gyrudd, as some locals like to call it and indeed the merchant population in Hochoch is larger and more influential than any other town in Gyrudd. 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.

When the province rebelled against the Marchers in CY 617, Gareth Galen Arweth, grandson of Llwyd Bedwyn the Fat (pre-invasion ruler of Arweth), became Count of Arweth. His rule was corrupt and short after falling to a second coup in the winter of that same year. To restore order to the anarchy, the Regent of Gyrudd re-annexed Arweth and named Crown Prince Rhys ap Rhys as the Count of Arweth.

### *Riverside*

The Riverside is actually outside the city walls and includes a number of huts, lean-tos and tent dwellings. For most, this is a squalid place to live, used by fishermen and the poorest of laborers, dockworkers and peasants. The Riverrats gang of muggers, murderers, thieves, pirates, smugglers and slavers operates below the town guard's ability to catch them.

**Amphitheatre** (R1) has live performances and a company of 16 different local performers of the SCORE guild.

**Docks** (R2) including Whitebeach, Whitesands Ford and the Shantytown. There are usually boats for hire.

### *The Low Quarter*

The Low Quarter is largely laborers, fishermen, dockworkers and noxious industries.

The **Broken Drum** (Inn, L1, Poor Quality) On the short road between River Gate and the gate to The Commons. Frequented by struggling merchants, poor caravaners, and hard-up travelers. Drink is passable, and the food...well...it's 'passable' too. Innkeeper Bareris Stormwind is a 30 year old male half-orc, recognizable for his bright orange clothes. He employs 3 chambermaids.

The **Cracked Cup** (Tavern, 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 sieder). The food is just awful. Taverner/Bartender Iados Buckman is a 35 year old male human, recognizable for his broken nose. He has a cook and 4 barmaids.

**The Cackling Crow** (Boarding House, L3, Poor) – This establishment has the bare necessities of the working man. Marta Mei is a 28 year old female human, recognizable for her startling violet eyes. She is a mediocre cook and housekeeper. GEO1-06 Return of the Grand Duke.

**The Slavers' Stockade** (closed, L10) was a slavery operation shut down by Count Gareth. Then it later reopened as a **House of Yellow Sails** then poison manufacturing facility, but was shut down by the Crown Prince.

**Momma Regina's Orphanage** (L11, Poor) is a home for children. Many of the children beg in the streets and are rumored to be trained pickpockets.

**Silver and Copper Pawn Shop** (L12, Modest) run by Brian ap Custancia and his brother Conroy. While they offer modest to low prices for goods, there are rumors about the shop.

**Sanitarium** (L13) – Run by the Temple of Ehlonna.

The area is also home to Brothel x2, Prostitutes x12, Soothsayer, Fortune Tellers x3, Embalmer, Dyer, Fishmonger, Street Performers x4, Bards x2, Tannery: tanners/scrapers x2, Parchment x2, Soapmakers x3, Bleachers x2, Gravediggers, Herdsmen, Fishermen, Laborers, Laundresses, Potboys, Peasants, Ratcatchers, Water Carriers, Chimneysweeps, Hunters, Trappers, Plowmen, Roofers/Thatchers, Smugglers, Sailors, Beggars, Crazy Lunatics, Cutpurses, Fuel Merchant (Wood/Dung) x3, Hay merchant x2, and unknown quantities of chickens, pigs, goats, and sheep.

### *The Commons*

The Commons is largely agricultural, construction and industry.

**lowerth Square** (C1) in the Commons, is an open green space with a monument to a man named lowerth.

**The Boar's Knuckle** (former tavern, C2) was a great local hangout. Frequented 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] – After some trouble with cultists and a plague of insanity surrounding the condemned tavern, Father Benton da'Heed of Beory constructed a **Temple of the Old Faith**, venerating the entire Old Faith Pantheon (Beory [Oerth Mother], Pelor [Sun], Ehlonna [Nature, Elves], Obad Hai [Wild Nature] and the Raven Queen [Death]) around the cursed site. He has 8 acolytes and 10 servants to maintain the place.

**The Boar's Other Knuckle** (Tavern & Inn, C3, Standard) 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. Taverner Catrain Drake is a 59 year old female human recognizable for the scar on her chest also employs a cook and 4 other barmaids. GEO4-02

**The Company of Giant Slayers Hall** (mercenary guild, C4) – This mercenary guild was started by Captain Terryn Twoorb and veterans of the giant war. Typically one can find up to 20 mercenary guards for hire. Their rates are typical (2 gp / day for each mercenary).

**The White Stag Inn** (Inn, C5, Standard) Inn with comfortable rooms. Small dining hall/tavern. Not as large or as popular as the Boar's Other Knuckle. Innkeeper Luth Dyernina is a 36 year old male human, recognizable for the extra finger on his left hand. He employs 4 chambermaids and a front desk clerk.

**Defiant Gesture** (Inn & Tavern, C6, Standard) Paige the Owner/Bartender is 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, although he is missing several of his teeth. Milo Thorngage the cook is a 42 year old male halfling, recognizable for his pronounced scar. They often bring in another cook and temporary barmaids. Surprisingly good food and drink for the price. SHE4-02 Check the Fine Print.

**Django's Chicken House** (Dining, C7, Poor) 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 establishment "chokes their own chickens" and feeds a tribe of around 50 goblins.

**Temple to the Raven Queen** (Flan goddess of death, Temple, C8) has a priestess, 4 acolytes and 14 servants.

The **Wood and Leather Pawn Shop** (C10, Closed, Modest) was closed for buying and selling illegal goods.

The **Buy and Sell Pawn Shop** (C11, Modest)

The Commons also has Wool merchants/shearers x4, Dairymaidx11, Cheesemakers x2, Beekeepersx2, Candlemakers x2, Bakers x6, Pastry Maker x2, Butchers x5; Animal Trainers x3 + 1 exotic, Bath House (10 bathers), Brickworks, Brickmakers x2, Charcoal Makersx2, Kiln: Potter, Porcelain Used Garments x6, Mill(s) x36 millers, Coffinmaker x2, Cooper x9, and an unknown quantity of chickens, cows, pigs, goats, and sheep.

### *The Market District*

Noted for merchants, craftsmen and other tradesfolk.

**The Giant's Hearth Inn** (Tavern & Inn, M1, Rich) Innkeeper Sadon Chaucer is a 52 year old human male recognizable for his exceptional ugliness. He speaks several languages fluently, but misuses long words when attempting to appear smarter than he is. Gueranathor the fire giant is dressed as a blacksmith to tend the forge. They have 3 barmaids and serve Elven Wines and 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. Frequented by rich merchants (local and visiting), well-to-do artisans, and a few nobles, and behaving rich adventurers, serving fine 'gourmet' food, the best siedr & ales, and rare wines. GEO3-05 Debts Past Due

The **Market Square** or "Broken Wall" (M2) becomes a maze of stalls for baked goods, cheap jewelry, cloth, thread, farm goods, pots and pans, meats, pottery, used garments, religious items and a dizzying array of other goods.

**Olwyn's Outfitters** (M3) is the local **Three Moons Trading Coaster** and **Teamsters Guild** headquarters. Shopkeeper and Guildmaster Helm Pin is a 36 year old male human, recognizable for his distinctive torc. Teamster Lieutenant Bareris Khalid, a 34 year old human recognizable for his pale skin, did time in prison, but has been released now. Ivor Sepret is a 21 year old with shaved head who acts as third in command for the 30+ teamsters and 2 shopkeepers.

**Glorandaal Bank & Exchange** (pawn shop, M4) is also the local office of **Dantelchaig Trading Company** (DTC), a small merchant company. The local office is run by Beiro Galanodel (Moonwhisper) a 291 year old male elf with a pronounced scar. Although Beiro and the shop's 8 guards have been charged with various crimes, including acting as a fence, they have never been convicted.

**Rhola Stable** (M5) has fine Keoish horses for any who can afford them and stabling for those who already have a horse. Stablemaster Amnon Calabra is a 29 year old Suloise man with missing teeth. He has 2 stable hands.

Toymaker Ellyjobell "Fnipper" Folkor is an 87 year old female gnome, recognizable for her piercings.

Carpenter Faila Huang is a 37 year old female half-orc, recognizable for her exceptional ugliness.

Master Smith Taman Kung, is a 27 year old human male, recognizable for his ragged, dirty clothes.

The Market District is also home to Furniture Makers x12, Wood Turners x3, Forges: (1 Master Smith, Bellmaker, Brazier, Weaponsmith, Blacksmiths (journeymen) x8, Kettle maker, Tinkers x7), Taxidermist, Leatherworkers x9, Healer, Herbalist, Midwife, Physic/Chirurgeon x5, Barbers x8, Cobblers x15, Tailor/Seamstresses x9, Engraver x2, Fletcher x4, Bowyer, Mason/Bricklayer x2, Glazier/Glassworker, Antiquities Merchant x4, Book and Scroll Seller, Toymaker, Merchants: Cloth x8, Oil x3, Grocer x3, Weapons/Armor x2, Beer x4, Wine x3, Outfitter x4, Auctioneer, Cartwright x5, Shipbuilder x10, and Carpenters x7.

### *The Old City*

Bastion of the wealthy and influential, the Old City is dotted with luxurious estates.

**The Old Oak Tavern** (Tavern, O1, Luxury) and local office of **House Meridian**, a sizable merchant house in Gyruuff. - Elven wines, Keoish and Bisselite ales, Ulekian spirits - The very best in cuisine and rare drink (mostly wines and other fine spirits). Frequented 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. Hama Itazyara is a 30 year old female human manager of House Meridian, recognizable for her flamboyant clothes. The bartenders, Sadhbh is a strong Baklunish woman. They hired one of the Gran March officers to lead their 20 guards. GEO1-09 Expedition to the Barrier Peaks (map)

**The Rhola Estate** (O2) was formerly the Llwyrr, Count and Governors mansion. It is now home to Lord Borat and Lady Firuz Rhola. Their manager is Jasmine le Nez and they have at least 20 guards.

**The Gregaine Estate** (O3) is the home of Lord Danvirius Gregaine, a 37 year old Suloise man with pock-marked skin. His manager is Marged de Ridgeway and they have at least 20 guards.

**The Neheli Estate** (O4) is home to Nasicai Neheli, 23 year old niece of Lord Kossoth Neheli, who was killed in CY 617. Lady Patpi Neheli, widow of Lord Kossoth, is serving time in prison for inciting riots among the people and framing Xilvyre. Their manager is Gwenlliana de Stream, a Suloise woman who also directs the nearly 20 guards.

**Closed Estate** (closed, O5) was purchased by the former Griffon Guard vampire Ser Korum then sold to the book merchant Mundinguluss, who turned out to be a mind flayer thrall. The estate has been closed since the death of Mundinguluss.

**Mesophiliosis's Estate** (O6) is notable as the residence of a chain devil. During the turbulent times of Count Gareth, this building was sanctified to Hextor. While the religious trappings of Hextor and other illegal items were confiscated, the building has not been re-sanctified to another deity.

**Eldoran Estate** (O7) is the home of Lord Nestrurn Eldoran, a 32 year old Suloise man with a forgettable face. His younger brother Raith Eldoran also lives in the estate with a dozen servants and guards.

The Old City is also home to a number of wealthy merchants and craftsmen. Silk, Spice x4, Tobacco, Furriers x5, Locksmith x3, Goldsmith, Silversmith, Coppersmith x3, Gemcutter x4, Jeweler x7, Glassblowers x3, Illuminators x2, Bone carvers 2, Wood Carvers 2, Sculptor, and a Painter (Art).

Shandri Murnyethara is a famous 26 year old female Suloise from Keoland, who is usually splotted with paint.

### *Hilltop*

The Hilltop is the center of administration, temples and wealthy trades, but is also the home to casinos and brothels.

**Caer Dwyr Gwyldy** (Waterwatch Castle H1) is the hub of administrative and defense of the city as well as home to the Crown Prince and Princess (Count and Countess of Arweth).

**Trevol Lllys** (Town Hall, H2) was run during the turbulent times as a casino at night. Those vestiges have been cleaned up and it functions as a typical town hall and court today. Judge Fearghus de Banks, Bailiff Gwladys the Sweetlove, Senseschal Swain the Hoar, Reeve Manaseur de Graves, Prosecutor Hugh de Foord and other court guard can often be found here.

**Temple of Pelor** (sun god of healing and light, H3) The priest (Father Kethoth Lao), 4 acolytes, 12 servants and 4 nurses also operate a soupkitchen and hospital.

**Our Lady of Second Chances** (Temple of Norebo, Oeridian god of chance, H4) also acts as a casino. They have a priest (Father Lind Moristen), 4 acolytes and 14 servants/dealers.

**Temple of Lydia** (goddess of light, women, music and knowledge, H5) is also a performance hall and school, specializing in empowering women. Priestess Kerilin Horc has 4 acolytes, 11 servants, 4 nuns and 2 tutors.

**Temple of Ehlonna** (Flan and elven goddess of the forest, H6) also runs the sanitarium. They have a priestess (Arveene Mostana, Flan), 4 acolytes and 10 servants.

**Apothecary** (H7) allegedly once owned by the necromancer Magnus Evard the Black from Bissel. Evard attempted a coup in Bissel in the 580's, but was defeated and fled south through the Dim Forest. Count Gareth sold him a license to practice necromancy and brew poisons here. When Crown Prince Rhys became the ruler, the necromancers had fled. Since then, an apothecary, Vonda Evenwood, had opened her shop here. A fire claimed her life and gutted the shop.

**Quivering Hills Companionship Hall** (H8, Wealthy) – Once called The Brenin's Signet Inn and Tavern, it is a structure built for luxury with a fine dining hall/tavern. After the coup, this establishment became infamous or perhaps nefarious as a casino, tavern and brothel. The former madam (Jia Buckman) was so respected in the community that she became High Judge of Hochoch until some other problem arose and she was replaced by the Crown Prince. Her second in command runs the establishment now. A fire gutted the companionship hall and it was used as the reward for the Battle of the Bands. It is now owned by Two Lutes for Love, a prominent Gyri performing group.

**House of Negotiable Affection** (H9, Modest) – This establishment provides services for those who can't afford the Quivering Hills rates. The madam Sefris Ulmokina is a 30 year old half-elf with rigid posture.

**House DeepLager Winery Inn and Tavern** (H10, Moderate) – run by the dwarven merchant guild, this establishment also crafts ales and beers. Brewmaster Rangrim Rumnaheim is a 161 hill dwarf from Keoland.

The Hilltop is also home to Advocate/Prosecutors/Barristers x5, Appraiser x2, Tax Assessor x2, Clerks/Scribes/Tutors x12, Engineer, Interpreter, Magic Tutors x2, Navigator, Alchemist, and Companions x6.

Spencer Darrow, a middle aged human from Keoland, has received some celebrity as a defense attorney by representing several heroes of Hochoch in court.

### **Beory's Teeth (F141-200)**

Ancient Druidic Site hidden from non-believers. Currently maintained by Vaughn the Circling Vulture, who represents Winter and the Raven Queen.

## **Newbridge (village) (F151-200)**

Ruler:	Baroness Gelwen
Leader:	Town Council
Population:	700
Est Income:	40.5 gp/day
Resources:	wood, mushrooms/fungi, grains, sheep 2 ban cants of 23 Tribal Warrior Archers (6th Provincial Archer Co) Leather armor, shortbow 2 ban cants of 20 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 3 ballistae 3 heavy catapults

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 700 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. Good pasture land on the southern portion of the property. 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<sup>th</sup> Provincial Archer Company, 80 spearmen of the 14<sup>th</sup> 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.

### **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

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.

### **Fort Honour (F150-200)**

Ruler:	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 10 <sup>th</sup> Provincial Archer Company 16 gp/day for 8 Tribal Warrior Spearmen of the 8 <sup>th</sup> 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 2 Mills

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.



## Fort Integrity

Ruler:	Baronet Tornado
Leader:	
Population:	200
Est Net Income:	11 gp /day harvesting wood (Starting CY618).
Expenses:	nothing yet
Resources:	wood, mushrooms/fungi 2 acolytes of Merrika 2 ban cants of 22 archers 2 ban cants of 20 spearmen 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.

## 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.

## Garrin's Field Stones (F150-201)

The Druidic Circle at Garrin's Field (aka Grolleck's Grove) is maintained by Lleucu the Badger (f) who most closely follows Obad-Hai and Autumn.

### 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 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.

## Fort Resolve

Ruler:	Baronet Mazer
Leader:	Bledeudwedd, 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/day for 90 Archers (8th Provincial Archer Company)
Resources:	sheep, grain Bledeudwedd, 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 shepherders. Tavern is small, cheap, and used by villagers and the KotW and Gran March soldiers. GEO3-02 Mourning of a Risen Sun.

## 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:	
	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 (65x2HD, 8x5HD, 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), Gentlemen's Ease (Tavern), Riverboat traffic, brewery

### Keller's Keep (Village) (F155-205)

Ruler:	<del>Brehyr Tomm Longtongue,</del> <del>Brehyr Lance Longtongue (age 20), son of Tomm, unmarried</del> Brehyr Thorn Longtongue (age 18), son of Tomm, unmarried
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[Rachel], 15, 10, 7, 5)
Population:	300
Resources:	Wood, Fish

### Gleomraich (Village) (F158-207)

Ruler:	<del>Brehyr Willus Underbridge,</del> wife Ishelle, 3 sons (22 [Ulvarch], 12 [Orch] , 11) and 3 daughters (31m, 30m, 16)
Population:	150
Resources:	Fish, Rice

## ***Detail of Blodyn Cain Armed Forces***

- Arglwyth Alvestar Glorandaal
- Lady Ireena Kolyana Glorandaal
  - Father Olwen ap Fagan, priest of Trithereon from Pelyth Cove
  - Folwen, Captain of the Glorandaal Guard
    - 23 personal guards (between the two, including the noble estate and castle guards)
  - Keldan Tallhammer, Commodore of “Alvestar’s Revenge” longboat with first mate and 36 sailors
    - Sareene de Waterborn (f elf) Captain of “Lady Ireena” longboat with first mate and 36 sailors
    - Gardan de Ville (m) Captain of “Riverdream” longboat with first mate and 36 sailors
    - Shardin ap Montolio (m) Captain of “Starlight” longboat with first mate and 36 sailors
  - Barkus Longdraw, Ban Cantdyn, experienced young and promising candidate (Saethwri Archers)
    - 62 Trained Archers (shortbow, leather armor and shortsword) from Pelyth’s Cove
  - ~~○ Brehyr Lance Longtongue of Keller’s Keep, a small castle on the Javan River~~
    - 15 Guards (archers from the castle, town and personal guard)
    - 33 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)
    - 65 Trained Dragonborn Light Infantry (chain shirt, longsword, shield)
    - 64 Commoner militia dragonborn light infantry
  - ~~○ Brehyr Willus Underbridge of Gleomraich~~
    - 7 Guards (mostly town and personal guard)
    - 41 Commoner militia (mostly shortbow archers)

## Cymeravon, (County) Cantrev of

Ruler:	Llwy'r 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%
Llwy'r Income:	167.58 gp/day
Military:	Small Castle (50 skilled, 50 unskilled) -100 gp/day, 30 troops for -60 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, woodwork, 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 Gyru'ff, including grey elves from the Oytwood, high elves from the Hornwood, dwarves from the Crystalmists 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 Gyru'ff'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 Fuardraoi.

Llwy'r Victor Brightblade maintains a small castle outside of Oytmeet. Llwy'r 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 Llwy'r, 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 Llwy'r responsibilities after she perished in the war against the great Shadow Wyrms of the Dim Forest.

### **Saertrev (village) (F142-207) (sire-trev, joiner's steading)**

Ruler: ~~Brehyr Holt Wood~~ joiner, 3 sons 33m [Margoan], 29m [Phillip], 15 [Donn] & 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.

## ***Military of Cymeravon***

(Troops are only called up in times of trouble)

- Ser Olfred von Marsh (Earth Genasi), Cadofyth Cymeravon
  - Broth the Blade, Cymorth Cymeravon Chwilwyr and 15 scouts
  - Padrig the Stone, Braichdyn Cymeravon "Badger" Rhyfelwri and 130 spearmen and 20 monks
    - Morien ap Aedan, Cyntaf Dwrthdyn
    - Sigfried Temlo, Ban Cantdyn 17<sup>th</sup> Cymeravon "Hedgehog" Rhyfelwri
    - Gwen merch Sylia, Ban Cantdyn 7<sup>th</sup> Cymeravon "Hound" Rhyfelwri (monks)
  - Oich Randelsson, Braichdyn "Ferret" Barbaraid and 120 skirmisher infantry barbarians
    - Ivor Hortan, Ban Cantdyn 8<sup>th</sup> Cymeravon Barbaraid
  - Remington ap Rhydwen, Braichdyn "Owl" Saethwri (brother of deceased Brehyr Rheinhalt of Daden Bryd) and 130 longbowmen
    - Cadell Lighter, Cyntaf Dwrthdyn
  - Adwen Blackblade, Braichdyn 12<sup>th</sup> "Hummingbird" Saethwri (cousin of Llwyd Peredur) and 120 longbowmen
  - Elystan ap Merin, Braichdyn 19<sup>th</sup> Cymeavon "Whisp" Marchagwi and 120 light cavalry on Gyric Mountain Ponies
  - Gawain Greatelm, Braichdyn 2<sup>nd</sup> Cymeravon "Rhino" Marchagwi and 120 light cavalry on Gyric Mountain Ponies
  - 7 longboats, each with Captain and 40 Sailors (245x2HD, 30x5HD, 7x9HD, 2x12HD) – St. Leather, Cutlass/Shortsword, Shortbow
  - Cymeravon Support Staff (about 50 men, including scouts/rangers/rogues, clerics, arcane casters, runners and bards)

### **Stag Regiment – Knights of the Watch**

- Count Knight Under Marshall Watcher Elusive Stag Peredur Blackblade
  - 59th Venerable White Dragon Heavy Cavalry – Platemail, Shield, PltBard, LXbow, Longsword, Lance
    - Squad of Demigriff (wingless) mounts
  - 61st Watchful Giant Owl Medium Cavalry – Chainmail, Shield, ChainBard, LXbow, Longsword, Lance
  - Knight Commander Rising Eagle Garth and his Hippogriff Squad (19)
  - 64th Grizzly Bear Light Cavalry – Chainshirt, Shield, No Bard, LXbow, Lance, Longsword
  - Knight Commander Vigilant Nighthawk Ostraman and his Pegasi Mounted Squad (20)
  - 65th Black Puma Light Cavalry – Chainshirt, Shield, No Bard, LXbow, Lance, Longsword
  - Stag Support Staff (approx 384 men, including scouts/rangers/rogues, signalers/banner carriers, runners, musicians, craftsmen, teamsters, wagons, camp followers, etc.)
    - 1 Arcane caster lvl5
    - 2 Priests lvl5

## Daden Bryd (County) Cantrev of

Ruler:	Arglwyth Emyr Cadwaler Emissary: Dandelion
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, gaignwy (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), Foddar's Maze (F153-209)



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

Ruler:	Town Council
Population:	3700
Resources:	Gaignwy (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:	100+ goblinoids
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
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 Miles Freland, son (Marcus 14) & daughter (13), former naval Captain and alleged pirate
Population:	200
Resources:	Fish, wood, clay, pottery

### Foddar's Maze (Druidic Feature/Site) (F152-209)

Also known as the Maze of Insanity located in the Stark Mounds.



## ***Detail of Daden Bryd Armed Forces***

- Arglwyth Emyr and his War Elephant
  - Captain of the Aberglain Guard, Frekin Bolivar
    - Sherrif Aaron von Befering – 3<sup>rd</sup> watch commander
    - 48 town guard of Aberglain
  - High Priestess Lady Gotta Heppni, Suloise cleric of Norebo in Aberglain
    - Father Hermannus High Priest of Pelor from Aberglain – elderly
    - Ruben Carfay, priest of Osprem in Aberglain
    - Dionijis, priest of Pelor
    - Bertis, priestess of Beory
    - Maik Felder, priest of Obad-Hai
    - 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
  - Triumphant Walrus Lord Uther Shoder, Oerid Knight of the Watch and cleric of St. Cuthbert in Aberglain
    - “Wolf” Company of Med Cavalry
  - Lady Nichelle Brodelin (f bard/rog)
    - “Alpha” Company of (53) irregular skirmishers and swashbucklers militia
    - “Charlie” Company of (53) irregular skirmishers and swashbucklers militia
  - Braichdyn Stivin Blueblood (m Oeridian) of Aberglain
    - “Bird” Company of (46) Crossbowmen
  - Sgt Jelial “Jelly” (vice Lord Dirk)
    - 15 Dirk’s Mercs (mercenaries)

## 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

### Derluine (F145-194)

Ruined elven village.

### Curragh (F145-198)

Ruined gnomish village.

### The Sleeper's Knee (F146-196)

Druidic circle maintained by Tamrod ap Bonwyn who follows Pelor and Derwyn the Charging Boar who venerates Obad-Hai.

### Mithrond (F147-195)

Ruined elvish town.

### Gwathsir (F147-199)

Ruined elvish village.

### 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.

### ***Hocholve Summary***

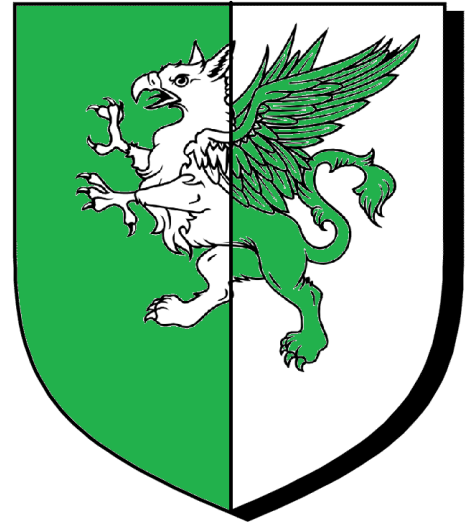
- 1 Military Fort (146 troops of the Dwyr Bragad)
- 1 church of Ehlonna with a priest (Clr3) and a monk
- 106 in the 24 nobles houses
- 1 tavern with a cook
- 1 warehouse run by a teamster
- 5 split among 2 merchant houses/banks
- 4 split among 2 pawn shops/moneylenders
- 17 craftsmen in 10 workshops (carpenter, spider silk weaver, cooper, furrier, fletcher, 2 masons, 5 shipbuilders, 2 tinkers, 2 vinters, 1 wheelwright)
- 45 in 17 shops (2 bakers, 2 buckle makers, 2 chandlers, 2 goldsmiths, 7 guildmasters, 1 hay merchant, 1 messenger, 11 millers, 1 mirabinary, 1 oddities/freakshow, 1 pastry maker, 1 roofer, 7 cobblers, 1 tailor, 3 used garment dealers, 1 weapon dealer, 1 wood carver)
- 84 in 8 townhouses (2 clerks, 2 advocates, 1 sensei/weapons master, 79 townsfolk)
- 9 in 2 entertainment buildings (1 bather, 8 theatre)
- 110 farmers in 6 farms (2 dairymaids)
- 114 living in 6 flophouses (2 bleachers, 4 herdsmen, 1 laborer, 3 laundresses, 100 fishermen, 4 sailors)
- 92 in 6 shacks (peasant fur trappers, hunters and wood cutters)
- 8 beggars on the street

### ***Military of Dwyr***

- Arglwyth Eridan Shadowblade
  - Tamrod ap Bonwyn – Druid of the 6<sup>th</sup> circle (Sleeper's Knee)
  - Delyth Buckthorn – Druid of the 5<sup>th</sup> circle (Gloaming Glade)
  - Brehyr Thayer Sloan of Mithrond – Cadofyth (Col) – Ftr7 (Dwyr)
    - Obhney ap Morinn, Ban Cantdyn and 11 Barbaraid
    - Keenghin ap Tochlan Ban Cantdyn (½ Elf) and 8 Rhyfelwri
  - Oinbhea merch Mughaidh, Braichdyn - 4th Dwyr "Cats" Braich
    - Herak ap Erbrian Ban Cantdyn and 7 Saethwri
    - Orfella merch Muidin, Ban Cantdyn – (m ½ Elf Priest Ehlonna) Diwinyth (Medical Corps)
      - 6 Acolytes of Ehlonna
    - Cairbre ap Somgael, Ban Cantdyn Mage – Cyvrin (Arcane Corps) to Braich
      - 2 Apprentice Wizards - Wood Elves
      - 7 Apprentice Sorcerers – most are ½ Elf

## Eryrnyth, (County) Cantrev of

Ruler:	<del>Brenin Rhys ap Colwyn (age 53), 2 sons (Rhys, Shaun) &amp; deceased daughter (Caitlyn)</del>
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 Gyrlic 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 Gyruuff/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 Gyruuff, 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 Gyruuff 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 Gyruuff 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 Gyruuff in a bloody battle through the streets of Gorna. The heroes of Gyruuff 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 Gyruuff 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.

### **Russet Tower (F139-212)**

Tower named for the russet colored stone used in its construction. Once the home of Magnus Aedan and Maga Elspet. Hidden so that only those who have been there can find it. Currently believed to be abandoned.

### **Bwgan Creek (village) (F133-218) (boo-gan kreek)**

Ruler: ~~Brehyr Jorgan Elfriend~~, 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.

### **The Seven Brothers (F135-212)**

Druidic Circle maintained by Justice Forvaleth the Mapleleaf (f) who venerates Beory.

### **Amhaern (village) (F139-213) (am-hern, tr. near iron)**

Ruler: ~~Brehyr Gilt the Onehand~~, 2 sons: 15 [Brachen], 2 & 3 daughters 23m [Glennya], 21m, 8  
Population: 500  
Resources: Iron, sheep

Located where the Crystallist 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 Gyruuff.

### **Red Stones (F141-211)**

Druidic Circle maintained by Justice Raghall the Eaglewing, who venerates Pelor.

### **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 Soldan ap Lunder~~  
Population: 120  
Resources: Grapes, Fruit, Fish

Once known for a standing obsidian obelisk in the center of town, it has been confiscated by the Cloud Giants of Tjalf.

## Military of Eryrnyth

- ~~Magnus Gleep Wurf & wife Margaret~~
- ~~Radiant Servant of Pelor – Alena Araul (Clr17)~~
  - Hallet the Hammer – Braichdyn (Clr10 – Pelor)
    - “Fire” Platoon of Clerics (23x2HD, 3x5HD)
  - Panda Sacramento – Braichdyn (Clr10-Beory)
    - “Earth” Platoon of Clerics (23x2HD, 3x5HD)
- Cadofyth Angus ap Chattelguard (Brb-14)
  - Tabor the Wizard – Braichdyn (Wiz10)
    - “Water” Platoon of Wizards (23x2HD, 3x5HD)
  - Elena Stormcloud – Braichdyn (Sor-10)
    - “Air” Platoon of Sorcerers (23x2HD, 3x5HD)
- Cymorth Sir Girais Longdraw (War10) – Battaliwn Saethwri
  - 1<sup>st</sup> “Falcon” Braich Saethwri (132 archers) – Coldaer
  - 15<sup>th</sup> “Red Tails” Braich Saethwri (132 archers) – Ffinnegan
  - 17<sup>th</sup> “Pheasant” Braich Saethwri (132 archers) – Elistar ap Boldwyn
  - 20<sup>th</sup> “Hawk” Braich Saethwri (132 archers) – Arwenna merch Neirin
- Cymorth Gralt Stonemarrow (Ftr13) – Battaliwn Rhyfelwri
  - 2<sup>nd</sup> “Bear” Braich **Griffon’s Claws** (132 Heavy Infantry) – Arthir ap Llew
  - 3<sup>rd</sup> “Fox” Braich Rhyfelwri (132 Chain shirt, shield, sword/axe) - Berwyn ap Dylan
  - 4<sup>th</sup> “Stag” Braich Rhyfelwri (132 Chain shirt, shield, sword/axe) – Bordwyn Greenhood
  - 8<sup>th</sup> “Cheetah” Braich Rhyfelwri (132 monks, barbarians move 40’) – Meriel merch Alain
- Cymorth Ser Allyn Beaulfynn (Ftr 13) – Battaliwn Marchawgi
  - 7<sup>th</sup> “Whirlwind” Marchawgi (132 chain shirt, shield, shortbow, sword, Gyric Mtn Pony) – Robbyn ap Bedwyn
  - 21<sup>st</sup> “Zephyr” Braich Marchawgi (132 chain shirt, shield, shortbow, sword, Gyric Mtn Pony) – Branwen merch Bryn
  - 25<sup>th</sup> “Thunder Cloud” **Teulu** (132 Breastplate, shield, shortbow, sword, Gyric Mtn Pony) – Xerses Thundercloud
  - 33<sup>rd</sup> “Rain” Marchawgi (132 chain shirt, shield, shortbow, sword, Gyric Mtn Pony) – Lisette merch Withersby
- Admiral Nelson Axegrinder (Cymorth) (Brb 13)
  - 1<sup>st</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore
  - 2<sup>nd</sup> Flotilla – 3 Longships each with 40 sailors and a captain, led by a braichdyn/commodore
  - 3<sup>rd</sup> Flotilla – 3 Longships each with 40 sailors and a captain, led by a braichdyn/commodore
  - 4<sup>th</sup> Flotilla – 3 Longships each with 40 sailors and a captain, led by a braichdyn/commodore
- Cymorth Red Thongfair – Battaliwn Chilwyr
  - 11<sup>th</sup> “Doberman” Braich (132 irregular skirmishers/swashbucklers) –
  - 24<sup>th</sup> “Bulldog” Braich (132 irregular skirmishers/swashbucklers) –
  - 31<sup>st</sup> “Hound” Braich (132 irregular skirmishers/swashbucklers) –
  - 45<sup>th</sup> “Mastiff” Braich (132 irregular skirmishers/swashbucklers) –
- Cymorth Matron Milfred the Winnowseed – Cyflenwad (Supply) - Quartermaster
  - Supply Company (132 common laborers and 13 wagons)
  - 5<sup>th</sup> Dwrth of Peiriannydd (Engineers) – 2 light catapults or 6 ballista

## Ffrwythlon Dol, (Barony) Cantrev of

Ruler: Arglwythes Gretta Lea age 25  
(baby daughter Elise merch Gretta Lea, born CY618-08)

Population: 1,760: Human 61% (FOS), Halfling 34%, Gnome 3%, Other 2%;

Arglwyth Income: 60.192 gp/day

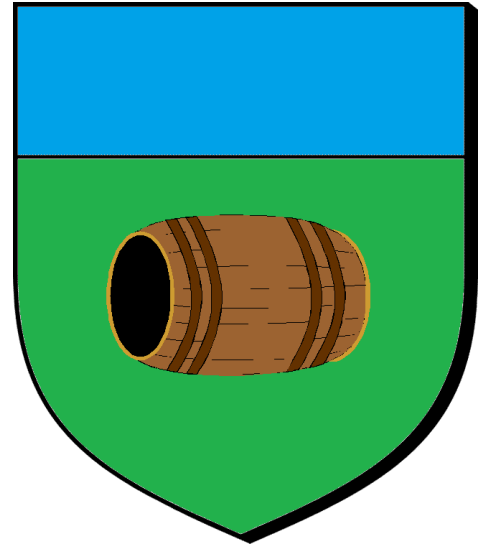
Military: Noble Estate (3 skilled, 15 unskilled) -10gp/day,  
Fort (20 skilled, 40 unskilled) -50 gp/day

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 Gretta 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 [Holf] 34m & daughters 25m [Darlene], 21m [Belinda], 20m [Anna]

Population: 400

Resources: sheep, hay

Translated as Shepherd's Hook.

### Asgwrn Cefn (village) (F139-206)

Ruler: Brehyr Luc "The Swift" Greenarrow, Cadofyth, no offspring

Population: 300

Resources: sheep, hay

Translated as Spine.

## ***Military of Ffwythlon Dol***

- (Candidate Greta Lea of Ffrthlon Dol) - Defensive
  - Brehyr Luc "The Swift" Greenarrow Cadofyth - Ffr7 Rhyfelwri
    - Brigdwyrthdyn Speaks with the Dead (Clr-8 of Wee Jas)
    - Braichdyn (Cpt) – Clr2 (Obad Hai) Diwinyth (Medical Corps)
      - Diwinyth (Medical Corps) (Obad Hai) (Clr2, 2xClr1)
      - Diwinyth (Medical Corps) (Beory) (Clr2, 2xClr1)
      - Diwinyth (Medical Corps) (Nerull) (Clr2, Clr1)
    - (tbd) 2 Platoons Light Cavalry – St. Leather, Shortbow, shortsword
    - Kiara Goldenfire Braichdyn (Cpt) Brb4 - 9th "Lion" Braich Barbaraid
    - Gwenlyn merch Lea Braichdyn (Cpt) Ffr7 Rhyfelwri
    - Timbolt ap Dolf Braichdyn (Cpt) War5 – “Panther” Saethwri - Ffwythlon Dol
      - 1 Platoon Rangers – St. leather, Longbow, Shortsword
      - 2 Platoons Archers– St. leather, Longbow, Shortsword
    - Braichdyn (Cpt) Rog6 - Chwilwyr (Scouts)
      - 2 Platoons Halfling Rogues
    - Support Staff (6xCom1, 3xCom2, 1xCom4)
    - 1<sup>st</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore



## Gwyrth Bryn, (Barony) Cantrev of

Ruler:	Arglwyth Andras Dryadson (Born CY591)
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 Llwyrlan 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
Specials:	Father Lwys (Pelor)
Population:	2,200
Resources:	monastery, stone, silver, maize, wheat, oats, other small grains, bucal (bison), vegetable greens and goats

The capital of Gwyrth 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 Olvewater 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. Llwyrl 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 enslaved.

### Trehalwyn (village) (tre-hawl-win, tr. salt village) (F140-200)

Ruler:	Brehyr Ffion the Bold Braichdyn (Cpt) Brb10 - 5th "Elk" Braich Barbaraid
Population:	200
Resources:	Salt

Lucrative salt mines stretch deep into the Barrier Peaks.

Trehalwyn is a village of about 200 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. Sauna. Docks.

Father Jostun, cleric of Pelor originally from Dersyth

Meinwen the Black (blacksmith), dresses in a leather apron, gloves and boots. Very little modesty.

### **Dyffryn y Rheswm (monastery + village) (F137-200)**

Ruler: Brehyr Vladmit Ebondart Ban Cantdyn  
Population: 200  
Resources: Vegetables

The Monastery of Rao settled here in the Valley of Reason. During the Caswallon/Obda-Hai uprising the monks were slaughtered.

### **Monastery of Pelor (monastery) (F132-200)**

Ruler: Abbot Godwin the Oakenrod  
Population: 20  
Resources: Monks, Beer, Religion

The Monastery of Pelor has sworn to protect the druids and the Old Faith. Only a few remain to train new recruits.

### **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 Gyruuff. 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: Archdruid(ess) \_\_\_\_ (tbd) \_\_\_\_  
Population: 100  
Resources: Druids

The Isle of Rhun is the holiest of places to the Druids of Gyruuff, 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.

## ***Gwyrth Bryn Military***

- Arglwyth Andras Dryadson
  - Runners (3xBrd2)
  - Ban Cantdyn (Lt) Wiz5 - Cyvrin
  - Braichdyn (Cpt) Clr7 (Pelor)
    - Sunflowers - Clerics Pelor (2 x Clr3, 3 x Clr1)
    - Cyvrin (Sor4, Sor2, Wiz1)
    - Ban Cantdyn (Lt) Musician (Brd8)
    - Ban Cantdyn (Lt) War8 Saethwri
      - Athrodwrthdyn Prydwen the Quick
      - Saethwri (3xWar6, 2xWar4, 4xFtr2, Ftr1, War1)
  - Brehyr Ffion the Bold Braichdyn (Cpt) Brb10 - 5th "Elk" Braich Barbaraidd
    - Cyntaf Dwrthdyn Cari merch Berian
      - Barbaraidd (2xBrb5, 3xBrb3)
      - Musician (Brd4)
    - Brehyr Vladmit Ebondart Ban Cantdyn (Lt) Pal5 - Rhyfelwri
      - Corforrol Barnabus Rork
      - Rhyfelwri (Mnk4, 2xMnk2)
      - Musician (Brd4)
  - Braichdyn (Cpt) Rog9 - Chwilwyr
    - Chwilwyr (2xRog4, 4xRog2, 2xRog1)

## 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: 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: 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  
Fork the Blackhand (blacksmith)  
Flim the Fletcher  
Churk ap Gell ( ½Orc monk-15 who dresses like a wizard)  
Kron the Orcslayer ( ½Orc Brb-15)  
Fergus Gellsborn ( ½Orc Brb-7)

Population 2,000+ (in town)

Resources: Wood, silver

White Skull Orcs, Red Skull Orcs, Red Fang Orcs, Orc State

Nested between the Cystalmist 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 shook 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 Crag, 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.

### **Clearsky (camp) (F130-214)**

Ruler: Elder Clovis Halfborn  
Population: ?  
Resources: Wood, silver

Combination of half-orcs, orcs and goblinoids of Camp Clearsky.

### **Brecon Mines (F134-213)**

Ruler: King Lutin\*  
Population: 400  
Resources: Silver, iron  
Mugubliyet goblins taken over by King Lutin of the Lutin Goblins

### **Fort Gellsblood (F124-210)**

Ruler: Elder Rolanth, former ban cantdyn of Melgorn's 1<sup>st</sup> Rhyfelwri  
Corforrol Ffinigan gan Cuanarth  
Population: 400?  
Resources: Silver, iron  
Broken Shield Orcs

### **Lutin (tr. Goblin) (mobile camp)**

Ruler: King Lutin  
Population: Thousands  
Resources: (mobile, hunter-gatherers?)  
Lutin Goblins

### **Orco (tr. Orc) (mobile camp)**

Ruler: Elder Cerian, former ban cantdyn 2<sup>nd</sup> Melgorn Barbaraid  
Population: 400?  
Resources: (mobile, hunter-gatherers?)  
Orco Orcs

### **Orc Eyes of Gruumsh (mobile camp)**

Ruler: High Priest (unknown)  
Population: 400?  
Resources: (mobile, hunter-gatherers?)  
Orcs of various tribes who follow Gruumsh.

### **Several "foreign" orc hordes**

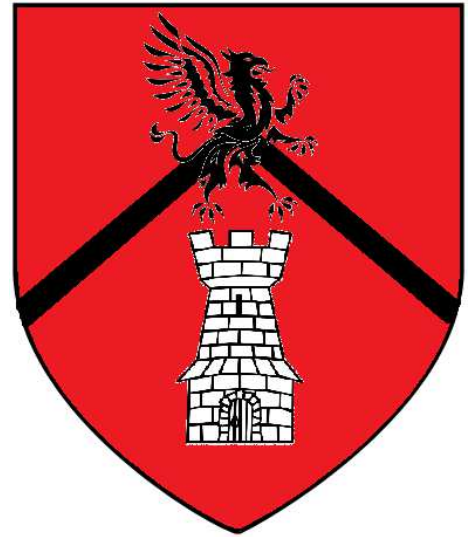
## Melgorn Military:

- General Orthlong Bloodsplatter
  - Fork the Blackhand (blacksmith) – White Skulls Orcs – “peaceful” orcs kept under control by the charismatic leadership of Ullich ap Llen. Developed peaceful relations with the Stark Mound Gnomes, including once blossoming trade. – Hornwood.
    - Ku’Nok the Wildpine – Male Half-Orc Old Faith Druid Shaman Drd-8 White Skull Orcs
    - Priestess Zonme Goreforce - Orc Old Faith Priest of Luthic, Female Orc Diety of Home, Protection and Life
    - Horde of 500-600 White Skull Orcs
  - Borisov the Bringer of the Horde– Red Skulls Orcs – After a White Skull merchant caravan and then search party were slaughtered without consequences, disgruntled orcs dissatisfied with the result broke off into a more extreme and violent tribe of their own.
    - Ash’Er the Mellowbeard – Male Half-Orc Old Faith Druid Shaman Drd-11 Red Skull Orcs
    - Priest Furzo’tir Madkill Male Orc Old Faith Priest Clr
    - Horde of 500-600 Red Skull Orcs
  - Fong Red Fang, Orc War Chief of the Red Fangs – The angriest and most extreme of the Red Skulls broke off into their own tribe, the Red Fangs, who seek blood and retribution upon the lands of men, especially Keoish. They are crafty, quick and stealthy.
    - **Poison Ivy** female Half-Orc Old Faith Druid Shaman Drd-11
    - 2 Orc Old Faith Priests of Shargaas, Orc Diety of Darkness, Theives, Stealth, Night and Undead
      - Sol’ketzu Wrathsnarl
      - Grewe Rabidspite
    - Horde of 800+ Red Fang Orcs
    - 3 well built Trebuchets
  - Olfan the Firebringer ( ½Orc Sorc w/wand fire) – Orc Eyes of Gruumsh – Those that felt the calling of Gruumsh from a variety of tribes. Rite of passage is capturing and taming their own giant boar mount. Some are rumored to be were-boars themselves.
    - Krunk the Hammerfist Orc Gruumsh Druid Shaman Drd-8
    - Ozahem Boldsnarl Orc Gruumsh Priest of Gruumsh, Orc Diety of War and Territory
    - Horde of 100+ Orc Eyes of Gruumsh on Giant Boar Mounts
  - (tbd) – Deatheater Orcs – Neanderthal Orcs from Ystrad Cloer and Crystalmist Mountains
    - Otaktay the Softalder – Male Half-Orc Old Faith Druid Shaman Drd-11
    - Eha Barrenpack Orc Old Faith Priest of Bahgtry, Orc Diety of Strength and Stupidity
    - Horde of 500-600 Deatheater Orcs
  - Elder Clovis Halfborn ( ½Orc Mnk7) – Camp Clearsky, mobile tribe/camp composite of half-orcs, orcs and goblinoids, fought on the side of Gyruuff in the Giant War. Motto: “By the monsters for the monsters”
    - Maka (f) the Meanhazel Female Half-Orc Old Faith Druid Shaman Drd-10
    - Tahki Falsefury Orc Old Faith Priest of Nazarn, the Hero Diety of War, Formal and Public Combat
    - Nichelett Bloodfang Goblin priest of Maglubiyet, Goblin Diety of War and Rulership
    - Horde of 100-200 Camp Clearsky Orcs
    - Horde of 200-400 Camp Clearsky Goblinoids
  - (tbd) – Orc State – younger, more educated orcs seeking their own sovereign nation, drawn from various orc tribes and educated in Hornwood or Gorna.
    - Urtranur the Yewstand Male Half-Orc Old Faith Druid Shaman Drd-11
    - Esgetir Twinrush Orc Old Faith Priest of Luthic, Female Orc Diety of Home, Protection and Life
    - Horde of 500-600 Orc State Orcs
  - (tbd) – Blood Azes Orcs – great axe wielding orcs from the Barrier Peaks, Gwyrth Bryn & Rhychdir Rhos
    - Gore’rash the Juniperskin Male Half-Orc Old Faith Druid Shaman Drd-10
    - Meldrohte Primestorm Orc Old Faith Priest of Ilneval, Orc Diety of Warfar and Leadership
    - Horde of 500-600 Blood Aze Orcs
  - (tbd) – Broken Shield Orcs – Fort Gellsblood
    - Ekeni (f) the Bitterpeach Female Half-Orc Old Faith Druid Shaman Drd-11
    - Sozym Lowrage Orc Old Faith Priest of Yurtrus, Orc Diety of Death and Disease
    - Horde of 500-600 Broken Shield Orcs
  - (tbd) – Orco Orcs from the mobile Orco camp (see above)
    - Arishi (f) the Oakflower Female Half-Orc Old Faith Druid Shaman Drd-9
    - Zel Bloodhunter Orc Old Faith Priest of Gruumsh, Orc Diety of War and Territory
    - Horde of 500-600 Orco Orcs

- (tbd) – Reavers Orcs – Red skinned orcs and hobgoblins with glaives from Tjalf.
  - Falogu (f) the Yewscar Female Half-Hobgoblin Old Faith Druid Shaman Drd-9
  - Thungem Thunderhammer Orc Old Faith Priest of Gruumsh, Orc diety of War and Territory
  - Horde of 500-600 Reavers Orcs
- (unknown) “Bloodfoot” Hobgoblin Supreme Leader – from Tjalf
  - Hobgoblin horde of perhaps a thousand heavy infantry hobgoblins
- Lutin Goblin King of Camp Lutin
  - Several tribes of thousands of goblins, each with their own chief, sub-chiefs and shaman
  - Including “Skin-peelers”
- (unknown) “Rough Goughe” Bugbear Grand Chef
  - Several tribes of dozens of bugbears, each with their own chief, sub-chief and shaman
- Count Gareth? – converted to Hextor
  - (unknown) High Priest of Hextor
  - (unknown) 6+ human mages
  - 100+ human heavy infantry Hextorites

## Rhad Derwyth, (Barony) Cantrev of

Ruler:	Arglwyth Lord Janos Garren, wife Dina Rona Garren
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), Denman's Hollow (500), Pymtheg Cerrig (400)



### Caer Glys (Town) (F159-215)

Ruler:	Town Council
Population:	3,500
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:	(tbd)
Population:	350
Resources:	Fish, Rice

In 599 CY, a wealthy Keoish noble Brulgan Vitteros purchased the rights to 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 until tragedy struck in CY617.

### Denman's Hollow (F156-215)

Ruler:	Brehyr Denman de Hollow, no heirs
Population:	50
Resources:	Sheep, some wood, some grains

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. With the withdrawl of the gnomes, the village has scarcely been repopulated.

### Downland's Circle (F158-215)

Druidic circle maintained by Robynn the Redbreast, who venerates Ehlonna.



## ***Rhad Derwyth Military***

Arglwyth Janos Garren of Rhad Derwyth

1<sup>st</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore

2<sup>nd</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore

2 Company Crossbowmen (200x2HD, 25x5HD, 6x9HD, 2x12HD) – Chainshirt, LXbow, Shortsword

2 Company Med Cavalry (200x2HD, 25x5HD, 6x9HD, 2x12HD) – Chainmail, Shield, Lance, Longsword, Lt. Xbow

1 Platoon Clerics (20x2HD, 3x5HD, 1x9HD)

1 Platoon Druids (20x2HD, 3x5HD, 1x9HD)

## Rhwnng 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 cantrev 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 Rhnwg 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. Prydythi 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 Gyrudd.

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 cantrev 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 Gyruuff'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 Gyruuff'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 7<sup>th</sup> "Hawk" Saethwri during the war),  
3 sons 36m, 34m, 18 [Bremen] & daughter 25m  
Population: 400  
Resources: Wheat, other grains, cattle

### **Llanerch (village) (F143-200)**

Ruler: Brehyr Grog Gellslayer (half-orc Braichdyn Barbaraid 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 [Medorr], 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

### **Merrymeet (F150-202) (Druid Circle)**

Druidic circle maintained by Sheelah the Watercress (f) who venerates Ehlonna.

### ***Rhwyng yr Coed Military***

Arglwythes Briallen merch Luther

1<sup>st</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore

- Keeper of the Stars: Commodore Dionesse merch Ranulf
- Rainbow's End: Captain Macha nap Ffagan
- Goodwind: Captain Domhnall ap Iomhar
- Windsong: Captain Gormlaith merch Afraig

2<sup>nd</sup> Flotilla – 4 Longships each with 40 sailors and a captain, led by a braichdyn/commodore

- Lilly Pad: Captain Jonet merch Ranald
- Quiet Storm: Captain Alasdar ap Ingram

"Land" Company of Rangers (100x2HD, 12x5HD, 3x9HD, 1x12HD)

"Wood" Company of Rangers (100x2HD, 12x5HD, 3x9HD, 1x12HD)

"Air" Company of Archers (100x2HD, 13x5HD, 3x9HD, 1x12HD)

"Song" Company of Bards (100x2HD, 13x5HD, 3x9HD, 1x12HD)

"Sun" Platoon of Clerics (25x2HD, 3x5HD, 1x9HD) Allitur

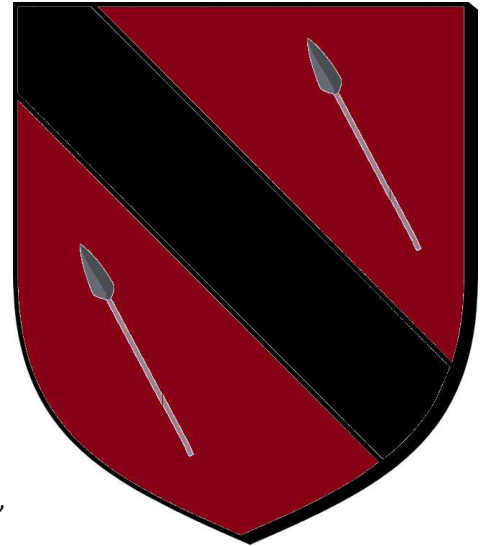
"Sky" Platoon of Clerics (25x2HD, 3x5HD) Pelor, Ehlonna, Beory

"Winter" Platoon of Sorcerers (25x2HD, 3x5HD, 1x9HD)

"Summer" Platoon of Sorcerers (25x2HD, 3x5HD, 1x9HD)

## Rhychdir Rhos, (County) Cantrev of

Ruler:	Regent of Rhychdir Rhos, Braichdyn Mellos Warren (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 on 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 cantrev capitals. The unwallied 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 unwallied 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 Ilwyr 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 Ilwyr'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 Thomas the Rose, sons 30m [Stephan], 17 [Pedran]  
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 (Rojert), 12 (Steffanus) & daughter 23m  
Population: 150  
Resources: sheep, grain, beer

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

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

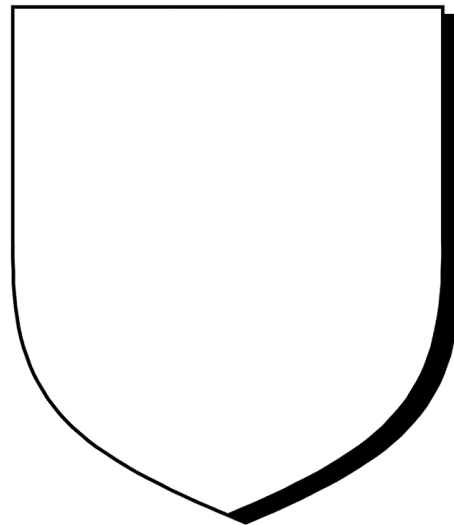
~~This hill giant settlement exists peacefully within Rhychdir Rhos, although many humans still avoid the steading, even after 20+ years. The hill giants tend their sheep, plant grain and brew their own beer, which they trade to those few merchants brave enough to deal with the giants.~~

### ***Rhychdir Rhos Military***

- 2 Platoons of Light Cavalry (60x2HD, 15x5HD, 1x9HD)
- 1 Platoon of Rangers (80x2HD, 13x5HD, 2x9HD, 1x12HD)
- 2 Platoons of Archers (47x2HD, 23x5HD, 3x9HD, 1x12HD)
- Fire Giants (10x13HD)
- Hill Giants (8x10HD)

## Tjalf (tr. Toil) – Reservation for Giants

Ruler:	Arglwyth Gruka Duk (Storm Giant) Daughter: Aurora Borealis (Half-Fey Cloud Giant Druid) Lieutenant: Sjatte (Eldritch Giant) (aka Sechste)
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.

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.

### Kargyraa Fort (village) (F121-213)

Ruler:	Chief Horus (m)
Population:	600+ Hill Giants, 200+ Ogres
Resources:	Sheep, Grain, Beer

Built in the shadow of Mt. Kargyraa, Stonehorn Mt. and Bald Mt. Built largely from wooden timbers. Hill Giants tend sheep and brew a crude beer.

### Castle Thrasmotnir (village) (F114-214)

Ruler:	Jarl Standal
Population:	410+ Frost Giants
Resources:	Bucal, Worgs, Winter Wolves, Hides, Grain, Ale

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

### Castle Muspelheim (village) (F115-224)

Ruler:	King Raseri
Population:	320+ Fire Giants
Resources:	Iron, Metal Items, Obsidian

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

### Cloud Giant Castle (mobile)

Ruler:	Nimbostratus
Population:	15+ Cloud Giants, 30+ Ogres, Ogre Magi, Stone Giant Masons, Fire Giant Smiths, 50+ Human Cultists
Resources:	Cloudstuff, Art, Science, Music, Knowledge, Magic

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

### The Giant Tunnels (F111-213)

Ruler:	Chief Thornsheld (m)
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Population: 420+ Stone Giants

Resources: Stone

Stone giants quarry from the foothills and build stone structures.

### **Hornwood Circle (F126-212)**

Druidic circle maintained by Etronna the Riverotter (f) who venerates Ehlonna.



## Ystrad Cloer, (Barony) Cantrev of

Ruler:	Arglwyth Krelor Deepforge (Mountain 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



### Pwyst's Reed, aka Pest's Crossing (Town) (F130-209)

Ruler:	Town Council (Chartered)
Population:	1,250
Resources:	Lumber, Hornwood Longbows, small gardens, fruit trees

Pwyst'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 Pwyst's Reed literally carved a reputation as makers of the finest and most powerful bow in the Sheldomar Valley: the Gyrice 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 Gyrudd, that the cantrev of Ystrad Cloer was recognized in CY 531 and Pwyst'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 Pwyst'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 Pwyst'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

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

Ruler: Brehyres Isla the Ripened Strawberry (f) (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.

### ***Military of Ystrad Cloer***

Arglwyth Krelor Deepforge/Dorithian Gray) of Ystrad Cloer

Brehyr Oiff ap Melsdorr and 1 Company Rangers (140x2HD, 18x5HD, 5x9HD,1x12HD) – St. leather, Longbow, Shortsword

Brehyr Phercann the Eagleye and 1 Company Longbowmen (140x2HD, 18x5HD, 5x9HD,1x12HD) – St. leather, Longbow, Shortsword

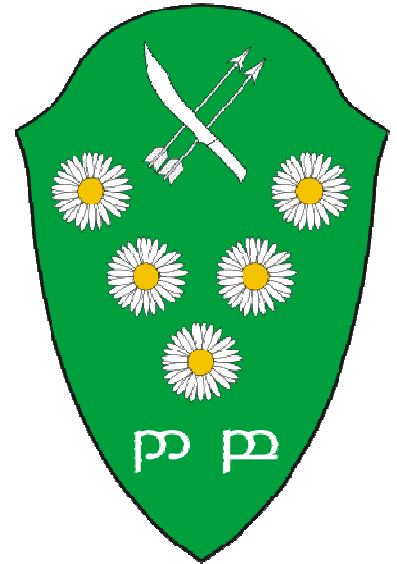
Brehyres Isla the Ripened Strawberry and 3 Platoons Druids (70x2HD, 9x5HD, 2x9HD)

4 Dwrths Were-rat Rogues (36x6HD, 9x9HD,2x12HD,1x24HD) – St. leather, Shortbow, Shortsword

## 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), Aehnthon (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 Gyruuff. 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 Hocholve as a center of trapping and trade, and eventually constituted that area as one of the Cantrev of Gyruuff.

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 owl bears were numerous. Fortified human outposts existed on the Anniben Dwr to allow trade route between Gyruuff 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 Gyric woodsmen of the village, though wood elves, half-elves, Olwythi gan Gyruuff, 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)  
Longbowmen (unknown)  
Were-rats? (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 Gyruuff'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 Gyruuff 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

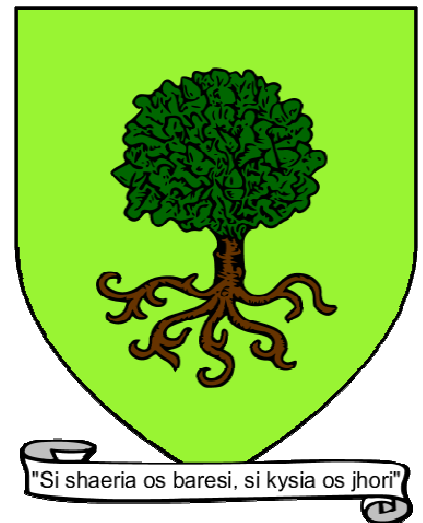
Ruler: Weeping Council  
Population: unknown: Elf 96% (GW), Human 3%, Other 1%;  
Specials: Rangers (unknown)  
Archers (unknown)  
Wizards (unknown)  
Resources: wood, fruit, fey;  
Culture: predominantly Grey/Wood Elves with some traditional Old Faith;  
13 Tribes/Settlements: Edhellond (unknown -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



## ***Oytwood Elves Military***

Dame Adwen merch Lyneth, Field Commander of the Order of the Shining Beacons, (Paladin of Mayaheine).

2 Platoons Order of Shining Beacons: 45 elven knights/paladins (average 6th level paladins) – Stag Mounts

1 Platoon Order of the Griffon: 20 elven rangers (average 5th level) with griffon mounts (secret)

4 Companies Defenders of the Oytwood: 480 elven fighters (average 5th level) – Infantry

1 Company Defenders of the Wild: 130 elven rangers (average 5th level) – Archers

1 Platoon 20 Giant Eagles with elven ranger archer riders

Many various woodland animals

1 Platoon Cabal of Sages: 30 elven wizards (average 5th level)

1 Platoon Church of Corellon: 30 elven clerics (average 5th level)

1 Platoon Church of Sehanine Moonbow: 30 elven clerics (average 5th level)

Druids of the Old Faith: a few

1 Platoon The Unseen: 30 elven rogues (average 5th level)

Order of the Green Dragon: ?

3 Platoons - 20 Treants and at least 40 Animated Trees

1 Company - 120 Satyr with leather armor, shortbows and shortswords

3 Platoons (60) of Brownies, Sprites and Pixies to act as scouts and saboteurs

## 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 Gyruuff 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 flans also occupy the swamp. The Rushmoor Flan are not associated with the Flan of Gyruuff. Though the Old Faith is followed by some, it is not ubiquitous as it is in Gyruuff. 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 Hocholve, 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 hippogriff 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 Ssarung the Ambitious, infiltrated the city, fed upon the gnomish inhabitants and dispersed the rest, while claiming their treasures for himself.



## Dwarven Clanholds

Ruler:	Three Holds Thane Morthan Stonehold (Mountain Dwarf)
Population:	Unknown
Specials:	Heavy Dwarven Infantry (unknown) Siege Engineers (unknown)
Culture:	Dwarven
Settlements:	Deepholm (unknown), Stonereaver (unknown), Urtcheck (unknown)
Ruins:	Sundered City (F117-212)



word

Most dwarves of Gyruuff live in clanholds in the mountains. They had good relations with the humans of Gyruuff, trading stone, metal, and metal goods for leather, wood, and grain. The clanholds operate independently, but obeyed the 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)

Ruler:	(The Three Holds Thane)
Population:	Unknown (Dwarves Mh 99%)
Resources:	Gold, silver, gems (III), stone, iron, mithril

Deepholm is a clan of mountain dwarves West of the Hornwood under the higher peaks of the Crystalmist, 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)

Ruler:	King Forin Coalstoke
Population:	Unknown (Dwarves Mh 99%)
Resources:	Stone, iron, silver, gems (II)

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 unconceived of elsewhere was commonplace in the hold. Occasional deposits of mirthral 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.

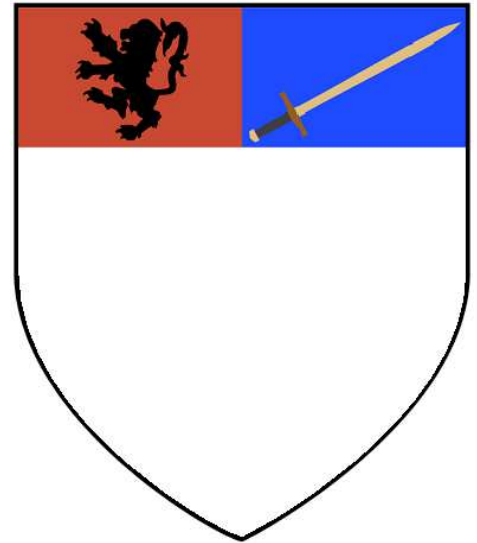
When the giants came for the Underhill clan, they came with a vengeance. The underground tunnels provided favorable terrain for the dwarves against the giants and their gates and defenses (seemed) strong. The (stone and fire) giants, however, literally carved away the mountain to get access to the tunnels 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, Venomous Ancient Black Dragon, Magnus Edvard Neholin, Commandant of Gran March
Population:	254,600 – Human 79% (SO), 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 Lortmil 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, Phytan, Obad-Hai
Settlements:	Hookhill (pop. 7,500), Shibolet (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 renowned 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 Lortmils.

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 sprung 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 Shibolet. 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 Regimental 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.

### ***Gran March Specific Laws:***

- 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.

## Gran March Nobility

### Major Houses:

- **Nehelin – Cragmore\*\***
- **Rholgran – Shibolet\*\***
- **Dorth – Harven\*\***
- Heth - Farvale

*\*\* indicates candidate for Commandant*

- Aoidthane - Direr
- Harc – Eastern March
- Murthane – Proman Shire
- Valon – Malthinius
- **Collinae – Cavintus\*\***

- **Holithane – Manthus\*\***
- **Weirwood – Dracus\*\***

### Minor Houses:

- Dassas – Dim Forest
- Wolsing - Rushmoors



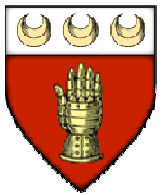
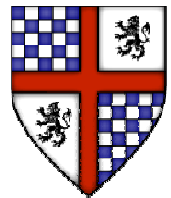
**\*\* His Most Resolute Magnitude, Venomous Ancient Black Dragon Magnus Edvard Neholin, Commandant of Gran March, House Nehelin (Cragmore)**

Current leader of Gran March trying to survive a vote of No Confidence. Suloise, supports the Neheli and favors laissez-faire toward Arweth. Prefers to debate rather than act. Lord Reul is the head of the family. Lord Lyndus Murthane is main advisor. The Neholin have mostly succeeded in keeping out of the lime light of elected Commandants until Edvard. They follow the agricultural god Phytan (Nature, Beauty, Farming).

Third richest house in Gran March: cloth, horse-breeding, some sheep/wool, silver mining.

**\*\* Elector and Baron of Shibolet, Thynian Rholgran, Most Illustrious Silver Dragon, House Rholgran**

Lord Thynian hates Lord Lyndus Murthane, but favors the Rhola and their attempt to reclaim crown of Keoland. He advocates retaking Arweth and putting the rebels to the sword. Thynian is head of the Rholgran. The family are Suloise followers of Lydia. One of the richest (best cloth and dyes) and least trusted houses in Gran March.

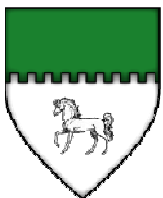
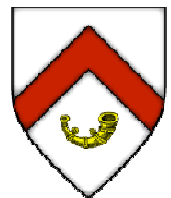


**\*\* Elector and Baron of Harven, Asterran Ocedrius, Most Observant Beholder, House Dorth**

Lord Asterran lost his only child and heir (Kehelerran) in the War Against the Giants. Once a very public and well-loved man, devout to both Hieroneous and St. Cuthbert, he has grown more and more sequestered and barely serves his electoral duties. Rumors suggest that Lord Asterran has turned to worship of the Whispered One to bring his son back to life. House Dorth is an Oeridian family that made their fortunes in lumber, wool, some horse-breeding and cloth. They are followers of St. Cuthbert, favor the Oeridian faction in Keoland and think Arweth should be recaptured.

**Elector and Baron of Farvale, Horcrass Heth, Benevolent Copper Dragon**

This Oeridian family follows St. Cuthbert and Merrika. They made their fortunes by growing grains (wheat and rice), horses and cattle. They favor the Oeridian faction and suggest Gran March negotiate with Arweth.



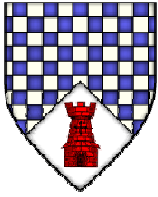
**Elector and Baron of Direr, Ranlyn Aoidthane, Consummate Roc**

This mixed human (Oeridian and Suloise) family follows Hieroneous and make their money from cloth, farming, exotic foods and the import/export business. They favor the Neheli faction in Keoland and letting Arweth be independent.

**Elector and Baron of the Eastern March, Faelan Harc, Ferocious Air Elemental**

This family is Flan with traces of Oeridian. They made their fortune mining, the mineral trade and smelting. They follow Obad-Hai, the Rhola faction in Keoland and retaking Arweth by force.



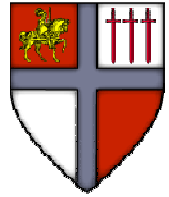


#### **Elector and Baron of Proman Shire, Faelan Murthane, Forcible Gargolye**

This mixed human (Oeridian, Suloise and Flan) family follows St. Cuthbert and made their money in wine, fine foods and clothes. Lord Lyndus Murthane is an advisor to the current Commandant and has declined nomination for the post. They favor the Rhola faction in Keoland and retaking Arweth as a matter of pride, authority and feel required to do so.

#### **Elector and Baron of Malthinius, Reolus Valon, Ardent Pegasus**

This mixed human (Oeridian and Flan) family follows Zilchus, the god of money, business and industry. They made their fortune in horse-breeding (the finest in Gran March), wool, tanning, lumber and caravans to the north. They favor the Oeridian faction and negotiations with Arweth.

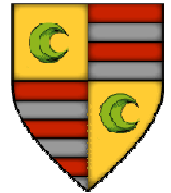


#### **\*\* Elector and Baron of Cavintus, Amon Sarpenth, Reclusive Vampire, House Collinae**

Lord Aman was not born to nobility. Lord Aman is a social climber, always looking to advance his prospects by doing favors and making deals. He was the first to rise to this rank and has brought his family up with him. They are Oeridians who follow Hieroneous and made their fortune in the horse trade. Lord Aman is head of the Herdmasters Guild, a powerful organization in Gran March. In addition to horses, the family makes money from mines near Tankard, dyes and wool. They favor the Oeridian faction in Keoland and favor negotiating with Arweth.

#### **\*\* Elector of Manthus, Iboremar Dwilald, Sapphire Ancient Blue Dragon, House Holithane**

House Holithane is an Oeridian family with some Suloise. They follow St. Cuthbert, favor the Keoish Oeridian faction, recapturing Arweth and conquering all of Gyruuff. The family made its fortune through clothing, farming and some mining, but most of the mines have played out. The marriage of Lord Iboremar to Lady Livita Kharn of Keoland saved the family financially. Lord Iboremar has exotic tastes and frequently accompanies trade caravans south to Niole Dra in Keoland.

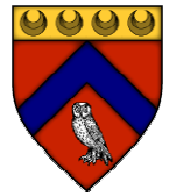


#### **\*\* Elector of Dracus Province, Aeman Weirwood, Righteous Balor, House Weirwood**

House Weirwood is a Suloise family that follow Phyton. They made their fortunes in grain (wheat, rye, barley, oats), horse breeding and cattle. They favor the Rhola faction in Keoland and putting down the rebellion in Arweth. Lord Aeman has a superiority complex and loves seafood, which is ironic for someone who lives so far inland.

#### **Elector and Baron of the Dim (Forest) March, Amatus Dassus, Merciless Cockatrice**

House Dassas is a mixture of Suloise and Oeridian with the Dim March as a domain. Their economy is based on lumber and wood products. They favor the Rhola faction in Keoland and retaking Arweth. Relations with the Dim Forest elves are strained at best and usually hostile. Lord Amatus is assured of his convictions, inflexible and adamant in focus.



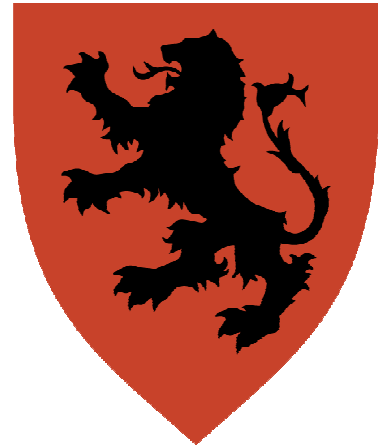
#### **Elector and Baroness of Rush(moors) March, Cerse Wolsing, Vehement Chimera**



House Wolsing is a mixture of Oeridian and Suloise. Their fortunes are in cloth, lumber, farming (rice) and fishing. They are followers of St. Cuthbert, favor the Neheli faction in Keoland and have little time for what happens in Arweth. There are rumors of undead (animated by necromancers and followers of the Whispered One), nagas, black dragons, strange mutated creatures, barbarian Flan, ogres, goblins, kobolds and other dangerous creatures in the Rushmoors. Lady Cerse believes the law is the law and is rigid in her interpretation.

## Kingdom of Keoland

Ruler:	Regent Jessa Skotti Lizhal DeMontvale, Countess of Sayre
Population:	1,800,000 – Human 75% (SO), 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 Hobilar 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, Osprey, 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 part 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



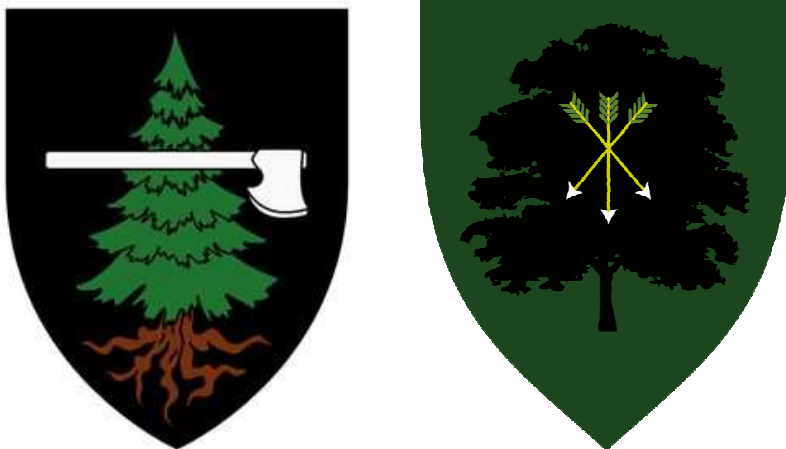
common tongue is spoken here, but the primary dialect is called Keolandish. The speech of the common folk is highly recognizable for its accent.

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 long established 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***

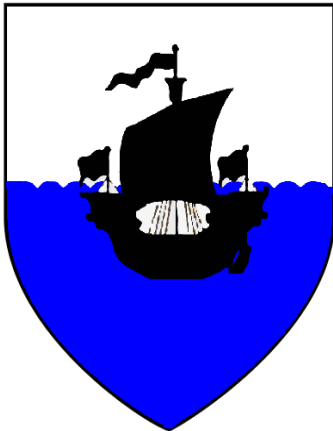
The Skotti have long been associated with the Dreadwood as rangers and woodsmen. A generation ago, House Lizhal and House Skotti have come under the leadership of Baron Markos Skotti. Traditionally much smaller and less influential than either House Neheli or House Rhola, the last Keoish King was Skotti 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 Gyruuff) (Grand Duke Rhys ap Colwyn)

### ***House Neheli (Duke Cedrian III Neheli of Dorlin)***

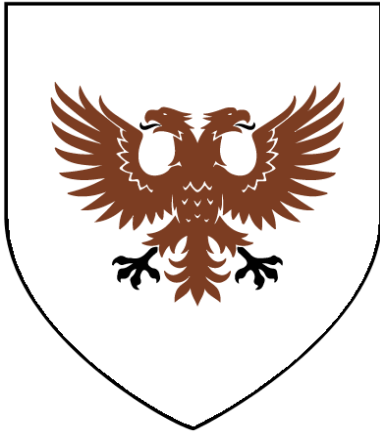
House Neheli have long been known as the agricultural powerhouse of Keoland. They own the majority of land area and agricultural production within Keoland; however, a very bad winter, plague and undead army have devastated the Neheli lands, producing a great famine spanning decades. The Neheli have yet 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

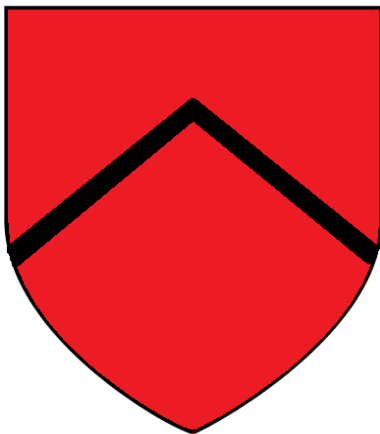
### ***Linth (Clients of the Neheli)***

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.



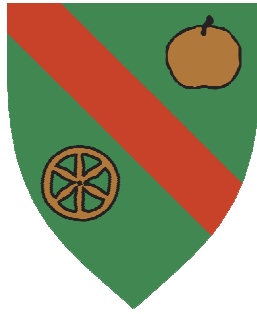
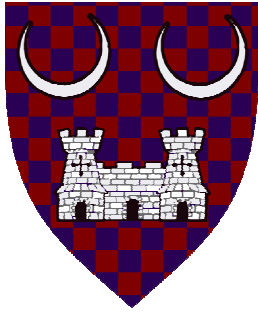
- Linth (Earl Lucius Garith II of the Linth, married Katarina Wendolin of House Brodelin)
- Nathistle
- Riverside and Grebe
- Mandismoor, March of (Countess Katarina Wendolin Brodelin Linth)
- Mareman (Marchioness Lisse Redlee Linth)

***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

## ***Good Hills Union***



- Clan Silverdeep (Hill Dwarves)
- Halflings of Blacktop
- Clan Stonecrow (Hill Dwarves)
- Gnomes of the Good Hills

## ***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, Zilchus, 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 Crystalmists 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 Sterich 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 Skipperton 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 Sterich 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 Keoish 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 Readyng 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.

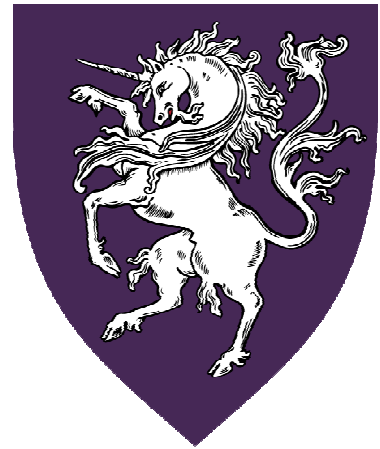
Nights now find the streets of Istivin nearly empty, even of city guards. Those brave souls who dare the darkness do so in great haste, running from place to place with weapons drawn. Many have disappeared in the city at night. The most famous victim is Querchard, marquis of Sterich.

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.

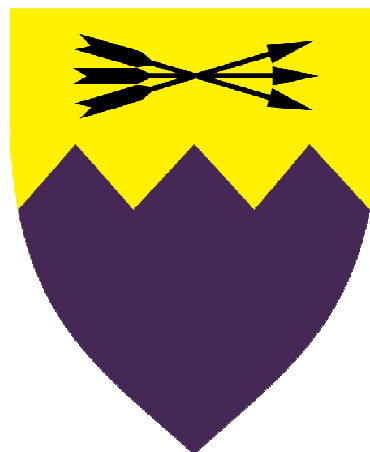
## County of Ulek

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:	Keoish
Religions:	Berei, Beory, Ehlonna, Obad-Hai
Settlements:	Jurnre (pop. 13,100), Kewlbanks (pop 10,900), Courwood (pop. 7,800)



## Duchy of Ulek

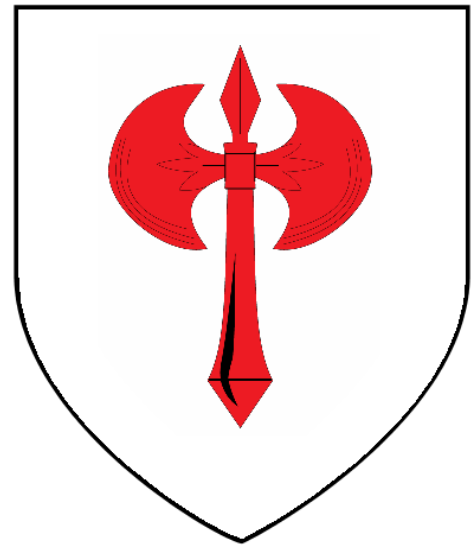
Ruler:	Duke Grenowin (NG male elf Wiz11/Ftr2) – still fighting the Pomarj
Population:	392,200—Human 43% (Sfo), Half-elf 32%, Elf 19% (high 75%, sylvan 25%), Gnome 3%, Halfling 2%, Other 1%
Military:	6 Companies of Heavy Cavalry 6 companies of medium cavalry 2 companies High Elven light cavalry 14 companies 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, Phytton, Beory, Fharlanghn, Kord, gnome pantheon
Settlements:	Axegard (pop. 13,200), Tringlee (pop. 14,500), Waybury (pop. 11,500)





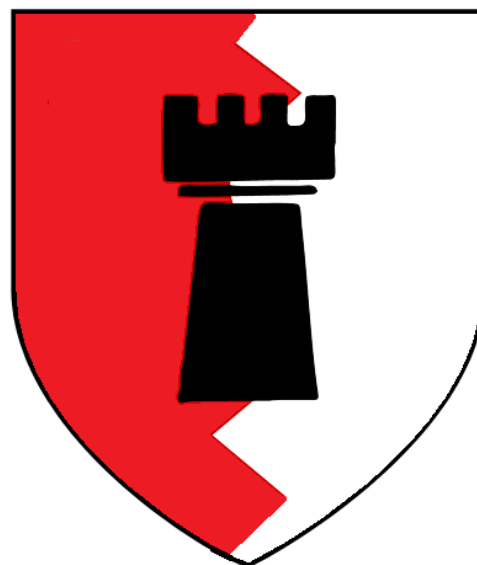
## Principality of Ulek

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 Gyra, is able to deal with pirates of Pomarj, but not Lordship of the Isles.
Location:	<p>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.</p>
Resources:	Foodstuffs, silver, gems
Culture:	Dwarvish
Religions:	Ulaa, dwarf pantheon, St. Cuthbert, Lydia, Phyton, Fharlanghn, Osprey, Ehlonna, Olidammara, Norebo
Settlements:	Eastpass (pop. 15,500), Cryax (pop. 27,300), Havenhill (pop. 32,100), Thunderstrike (pop. 17,400)



## Bissel, March of

Ruler:	Margrave Larrangin Lumbering Polar Bear (LG male human Ftr9/Clr2 Heironeous)
Population:	123,880—Human 82% (OSB), Dwarf 10% (mountain 57%, hill 43%), Elf 2% (sylvan), Halfling 2% (stout), Gnome 2%, Half-elf 1%, Other 1%
Military:	Approximately 1,250 (10 companies) elite human heavy infantry and heavy cavalry with longsword and large shield.
Location:	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.
Resources:	Foodstuffs, cloth, gold, gems
Culture:	Gran March
Religions:	Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, Istus
Settlements:	Pellak (2,300), Thornward (6,000)



## Deities

Deity listings in dark grey are NOT available for players.

### *Baklunish Human Deities*

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

## Dwarven Deities

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Berronar Truesilver	LG	Inter	Protection, Life	Two silver rings	F	Safety, Truth, Home, Healing
Clangeddin Silverbeard	LG	Inter	War	Two crossed battle axes	M	Battle, War
Dugmaren Brightmantle	CG (NG)	Lesser	Knowledge, Light	Open Book	M	Scholarship, Discovery, Invention
Dumathoin	N	Inter	Light	Gem inside Mountain	M	Mining, Exploration
Gendwar Argrim	LN	Hero	War	Waraxe with rune for destruction	M	Fatalism and Obsession
<i>Jascar</i>	<i>LG</i>	<i>Lesser</i>	<i>Protection</i>	<i>Snow capped mountain peak</i>	<i>M</i>	<i>Hills, Mountains</i>
<b>Moradin</b>	<b>LG</b>	<b>Greater</b>	<b>Knowledge, War, Protection</b>	Hammer and anvil	<b>M</b>	Dwarves, Smithing, Engineering, Creation, War
<b>Muamman Duathal</b>	<b>NG</b>	<b>Lesser</b>	<b>Protection</b>	<b>Mace held by gauntleted fists</b>	<b>M</b>	<b>Expatriates, Urban Dwarves, Travelers, Exiles, Lightning</b>
Ulaa	LG	Inter	Protection	Mountain w/ruby heart	F	Hills, Mountains, Gemstones
Vergadain	N	Inter	Trickery	Gold Piece	M	Wealth, Luck
<i>Abbathor</i>	<i>NE</i>	<i>Inter</i>	<i>Trickery</i>	<i>Jeweled Dagger</i>	<i>M</i>	<i>Greed</i>
<i>Diirinka</i>	<i>CE</i>	<i>Inter</i>	<i>Knowledge</i>	<i>Spiral gray, black &amp; white</i>	<i>M</i>	<i>Derro, Magic, Knowledge, Cruelty</i>
<i>Laduguer</i>	<i>LE</i>	<i>Inter</i>	<i>Protection</i>	<i>Broken crossbow bolt on shield</i>	<i>M</i>	<i>Duergar, Crafts, Protection, Magic, Magic Weapons, Artisans</i>

## Elven Deities

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Aerdrie Faenya	CG (CN)	Lesser	<b>Tempest</b>	Cloud w/bird	F	Air, Weather, Avians, Rain, Fertility
<b>Corellon Larethian</b>	<b>CG</b>	<b>Greater</b>	<b>Light, Knowledge, War</b>	Silver crescent moon	<b>M</b>	<b>Elves, Magic, Music, Arts &amp; Crafts, War</b>
Deep Sashelas	CG	Inter	Nature, Tempest, Protection	Dolphin	M	Aquatic elves, oceans, knowledge, beauty, water
<b>Ehlenestra</b>	<b>NG</b>	<b>Inter</b>	<b>Life, Nature</b>	<b>Rearing Unicorn</b>	<b>F</b>	<b>Forests, Woodlands, Flora &amp; Fauna, Fertility</b>
Erevan Ilesere	CN	Inter	Trickery	Nova star w/ asymmetrical rays	M	Mischief, Change, Rogues
Fenmarel Mestarine	CN (CG)	Lesser	Trickery	Elven eyes in darkness	M	Wild Elves, Outcasts, Scapegoats, Isolation
Gadhelyn	CN	Hero	Protection	Leaf-shaped arrowhead	M	Independence, Outlawry, Feasting, Hunting
Hanali Celanil	CG	Inter	Protector	Heart of Gold	F	Love, Romance, Beauty, Fine Arts, Artisans
Labelas Enoreth	CG	Inter	Knowledge	Setting Sun	M	Time, Longevity, History
Rillifane Rallathil	CG	Inter	Nature, Protection	Oak Tree	M	Wood Elves, Druids, Woodlands, Nature
Sehanine Moonbow	CG (NG)	Inter	Knowledge, Death	Full moon topped with crescent shaped haze	F	Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence
Solonor Thelandira	CG	Inter	War, Tempest	Silver Arrow w/Green Fletching	M	Archery, Hunting, Wilderness Survival
Ye'Cind	CG	Demi	Knowledge	Recorder	M	Music, Magical Songs
Of	Course	There	Are	No		Evil Elves/Deities...

## Flan Human Deities

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Allitur	LG (N)	Lesser	Light	Clasped Hands	M	Ethics, Propriety
Beory	N	Greater	Nature, Life, Protection	Green disk w/circle or rotund woman	F	Oerth, Nature, Rain
Berei	NG	Lesser	Protection	Sheaf of wheat	F	Home, Family, Agriculture
<i>Ehlonna (Ehlenestra)</i>	NG	Lesser	Life, Nature	Rearing Unicorn	F	Forests, Woodlands, Flora & Fauna, Fertility
<i>Mayaheine</i>	LG	Demi	Protection, War	Shield w/Bastard Sword, Sunburst x2 old spheres + Victory rune	F	Protection, Justice, Valor
Myhriss	NG	Lesser	Protection	Lovebird	F	Love, Romance, Beauty
<i>Obad-Hai</i>	N	Inter	Nature, Tempest	Mask of oak leaves and acorns	M	Nature, Woodlands, Freedom, Hunting, Beasts
<i>Pelor</i>	NG	Greater	Life, Light	Stylized Sun Face	M	Sun, Light, Strength, Healing
<i>Rao</i>	LG	Greater	Knowledge	White heart of wood or metal	M	Peace, Reason, Serenity
Zodal	NG	Lesser	Protection	Hand partially wrapped in grey cloth	M	Mercy, Hope, Benevolence
The Raven Queen	LN	Hero	Death	Raven Head	F	Death, Winter
Kyuss	NE	Hero	Death	Skull w/worms	M	Creation and Mastery of Undead
Vecna	NE	Lesser	Knowledge, War	Left hand clutching human eye	M	Destructive and Evil Secrets

## Giant Deities

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

## Gnome Deities

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

### ***Goblinoid Deities***

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

### ***Half-Orc Deities***

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Nazarn	N	Hero	War	Chain wrapped around sword	M	Formal and Public Combat

### ***Halfling Deities***

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



### Human (General) Deities

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

### Lizardfolk Deities

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Karackus	CN	Hero	Tempest	Copper Piece	M	Greed, Chaos
Semuanya	N	Lesser	Protection	Lizard Egg	M	Lizardfolk, Survival, Propagation

### Lycanthrope Deities

Name	Align	Power	Domains	Holy Symbol	Sex	Portfolio
Squerrik	LE	Lesser	Tempest	Rat's head, bared yellow teeth	M	Wererats, Thievery, Disguise, Concealment

## Oeridian Human Deities

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

## Orc Deities

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

## Suloise Human Deities

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

## Arcana Domain

**Arcane Initiate:** At 1<sup>st</sup> 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<sup>nd</sup> 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<sup>th</sup> 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:

Cleric Level	Banishes CR:
5 <sup>th</sup> level	½ or lower
8 <sup>th</sup> level	1 or lower
11 <sup>th</sup> level	2 or lower
14 <sup>th</sup> level	3 or lower
17 <sup>th</sup> level	4 or lower

**Spell Breaker:** Starting at 6<sup>th</sup> level, when you restore hit points to an ally with a spell of 1<sup>st</sup> 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<sup>th</sup> level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

**Arcane Mastery:** At 17<sup>th</sup> level, you choose four spells from the wizard spell list: one from each of the following levels: 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup>. 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<sup>st</sup> level: detect magic, magic missile
- 3<sup>rd</sup> level: magic weapon, Nystul's magic aura
- 5<sup>th</sup> level: dispel magic, magic circle
- 7<sup>th</sup> level: arcane eye, Leomund's secret chest
- 9<sup>th</sup> 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 at 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

## Factions

Organization/Cantrev	Outlook	Description	Friends	Enemies
Araul Antherth	Traditional	Cantrev	Old Faith, Dwarves	Orcs, Goblinoids, Giants
Blodyn Cain	Progressive	Cantrev	Keoland	Orcs, Goblinoids, Giants, Gran March, KoW, Undead
Daden Bryd	Progressive	Cantrev	Keoland	Orcs, Goblinoids, Giants, Gran March, KoW, Undead
Dwyr	Traditional	Cantrev	Old Faith, Elves	Orcs, Goblinoids, Giants, Gran March, KoW, Undead
Eyrnyth	Moderate	Cantrev	Melgorn, Giants, Goblinoids, Giants	Undead
Ffwythlon Dol	Moderate	Cantrev	Melgorn, Giants, Goblinoids, Giants	Undead
Gwyrth Bryn	Traditional	Cantrev	Old Faith, Dwarves	Orcs, Goblinoids, Giants
Melgorn	Moderate	Cantrev	Melgorn, Giants, Goblinoids, Giants	Undead
Rhad Derwtyh	Progressive	Cantrev	Keoland	Orcs, Goblinoids, Giants, Undead
Rhwng yr Coed	Moderate	Cantrev	Melgorn, Giants, Goblinoids, Giants	Gran March, KoW, Undead
Rhychdir Rhos	Moderate	Cantrev	Melgorn, Giants, Goblinoids, Giants	
Ystrad Cloer	Traditional	Cantrev	Dwarves, Elves	Orcs, Goblinoids, Giants, Undead
Blessed Heart	Marchers	Merchants	Law, Marchers, KoW, Trade	Orcs, Goblinoids, Giants, Undead
Dantelchaig Trading	Progressive	Merchants	Trade, Keoland	Orcs, Goblinoids, Giants, Undead
G&G Skytraders	Progressive	Merchants	Trade, Moderates	Undead
House DeepLager	Dwarven	Merchants	Trade, Traditionalists	Undead
House Meridian	Moderate	Merchants	Trade	Undead
Three Moons	Moderate	Merchants	Trade	Undead
Western Royal	Progressive	Merchants	Trade, Keoland	Orcs, Goblinoids, Giants, Undead
Chosen of Calisse	Progressive	Organization	Keoland, KoW	Orcs, Goblinoids, Giants, Undead, Chaos
Clear Sky Camp	Orcs/Goblins	Organization	Moderates, Melgorn, Orcs, Goblinoids	
Cyvrin	Cyvrin	Organization	n/a	n/a
Dwarven Battleragers	Dwarven	Organization	Dwarves, Gnomes	Orcs, Goblinoids, Giants, Undead
Griffon Knights	Moderate	Organization	KoW	Orcs, Goblinoids, Giants, Chaos, Undead
Griffon's Claws	Moderate	Organization	KoW	Orcs, Goblinoids, Giants, Chaos, Undead
Knights of the Watch (KoW)	Marchers	Organization	Law, Marchers, Blessed Heart	Orcs, Goblinoids, Giants, Chaos, Undead
Longbowmen	Traditional	Organization	Old Faith, Bards, Olwythi gan	Orcs, Goblinoids, Giants,

Organization/Cantrev	Outlook	Description	Friends	Enemies
			Gyruff	Undead
Old Lore Bards	Traditional	Organization	Old Faith, Longbowmen, Olwythi gan Gyruff	Orcs, Goblinoids, Giants, Undead
Olwythi gan Gyruff	Traditional	Organization	Old Faith, Longbowmen, Bards	Orcs, Goblinoids, Giants, Undead
Baklunish	Baklunish	People	n/a	n/a
Dwarves	Dwarvish	People	Traditionalists, Gnomes	Orcs, Goblinoids, Giants, Undead
Elves	Elvish	People	Traditionalists, Gnomes, Halflings	Orcs, Goblinoids, Giants, Gran March, KoW, Undead
Giants / Tjalf	Giantish	People	Moderates, Rhychdir Rhos	
Gnomes	Gnomish	People	Traditionalists, Dwarves, Elves	Orcs, Goblinoids, Giants, Undead
Goblinoids	Goblinoids	People	Moderates, Melgorn, Rhychdir Rhos	
Gran March	Marchers	People	Law, Blessed Heart, KoW	Orcs, Goblinoids, Giants, Elves, Old Faith, Chaos, Traditionalists, Undead
Halflings	Halflingish	People	Moderates	Orcs, Goblinoids, Giants, Undead
Keoland	Keolandish	People	Progressives	Orcs, Goblinoids, Giants, Undead
Lizardfolk	Lizardfolk	People	Moderates	Orcs, Goblinoids, Giants, Gran March, KoW, Undead
Oeridians	Oeridian	People	Progressives	Orcs, Goblinoids, Giants, Undead
Orcs	Orcish	People	Moderates, Melgorn, Clear Sky	KoW, Marchers
Suloise	Suloise	People	Progressives	Orcs, Goblinoids, Giants, Undead
Cult of Lydia	Ravonnarian	Religious	Oeridian Faiths	Undead
Oeridian Faith	Progressive	Religious	Keoland, (Ravonnar)	Orcs, Goblinoids, Giants, Undead
Old (Flan) Faith	Traditional	Religious	Bards, Longbowmen, Olwythi gan Gyruff	Orcs, Goblinoids, Giants, Undead
Suloise Faith	Progressive	Religious	Keoland	Orcs, Goblinoids, Giants, Undead
Ambassador's Stepchildren	Gnomish	Underworld	?	Orcs, Goblinoids, Giants, Undead
Enosi Thaumatorgos	?	Underworld	?	?
Evro Llygadi	?	Underworld	Midnight Ravens	The Corporation
Midnight Ravens	?	Underworld	Evro Llygadi	The Corporation
The Corporation	Marcher	Underworld	Law, Marchers	Orcs, Goblinoids, Giants, Midnight Ravens, Evro Llygadi

## Militaristic Organizations

### *Cantrev* 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.
- Barbaraid – 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.

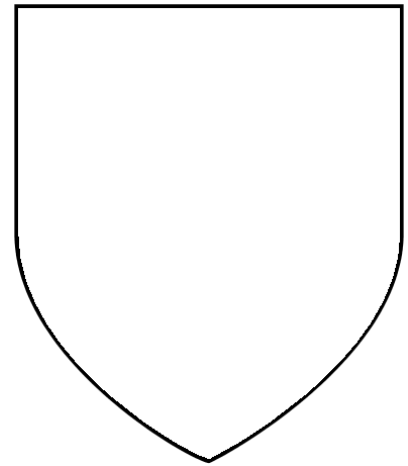
#### Ranks:

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

#### Benefits:

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

Additional benefits will be revealed through play.





## Olwythi gan Gyrudd (Rangers of Geoff)

Around in one form or another ever since the Flan people settled in Gyrudd, 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 folk of Geoff
- Olwythi receive free Poor upkeep in Geoff Regional Modules

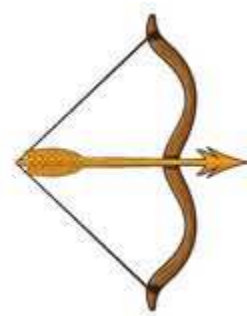
Additional benefits will be revealed through play.

OLWYTHI GAN CYRUFF



## ***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 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 Bow	equivalent rank of Cadofyth (Colonel)

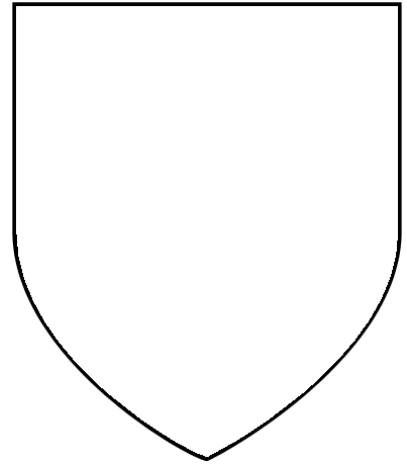
### Benefits:

- 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

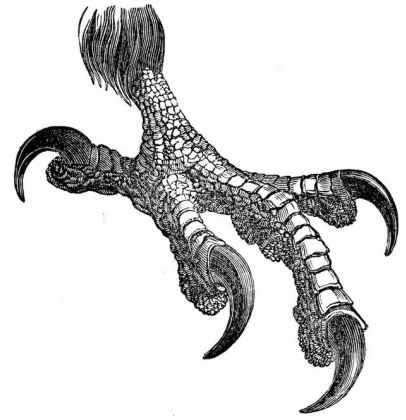
### **Benefits:**

- 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:

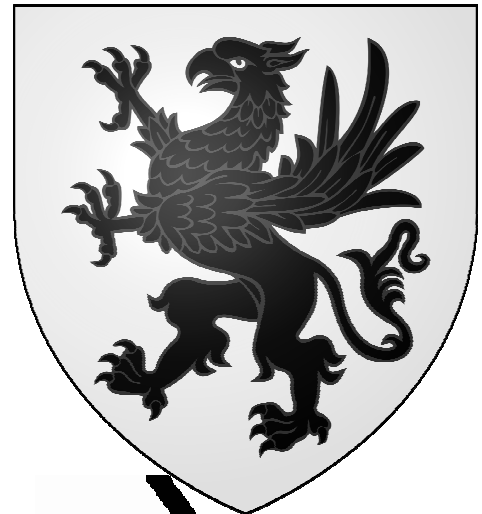
- Be knighted as a Peer of the Realm by the Brenin
- Follow the Peers of the Realm Code of Conduct

### Peers of the Realm Code of Conduct is:

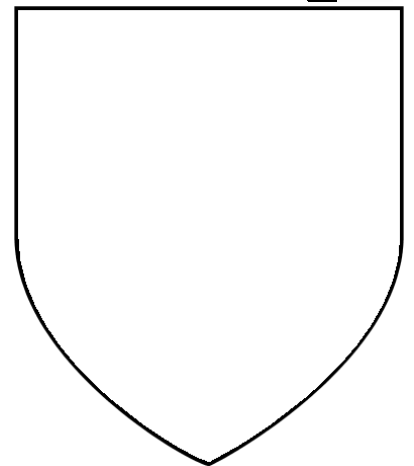
- Defend the Crown and Country from all threats foreign and domestic
- Honor, defend and protect all Gyri and those weaker than the Peer
- Conduct oneself in all matters as befits a Peer
- Draw your sword (or other weapon) only for a just cause
- Enshrine in one's heart the noble ideals of Chivalry
-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

### Benefits:

- A Peer of the Realm can bear arms even in noble or royal company.
- Counts as a resident of Gyrudd
- Position of Privilege: People are inclined to think the best of you. You are 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.



welcome



## 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 Gyrudd. 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:

Rank 1:	Griffon Knight	equivalent rank of Dwrthdyn (Sergeant
Rank 2:	Ban Cantdyn	(Lieutenant)
Rank 3:	Braichdyn	(Captain)
Rank 4:	Cymorth	(Major)
Rank 5:	Cadofyth	(Colonel)

### 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)



## ***Friends of Llewellyn the Just, Grand Druid Emperor of newly restored Flan Pellham***

Various rumors and legends about Llewellyn exist, but he was a real king between three and four thousand years ago.

- First king among kings to unite the Flan tribes of the Sheldomar valley against the giants
- Codified Flan Druidism
- Established relations with the Fey
- Raised the first standing stones to be used as gateways to the Ways of the World
- Was sacrificed to become the first greenman
- Third king of the third dynasty
- Great leader of men
- Wise and powerful druid, beloved of Beory the Oerth-Mother, possibly literally
- Confederacy of Gyri tribes began to splinter when the last of his line perished, and it is also said that the open feuds between the druids of Ehlonna and Obad-Hai began when the followers of the Earth-Mother suddenly dwindled and Beory withdrew from the affairs of men...



Recently returned to life after millennia, Llewellyn has recognized several people as his friends.

- Xilvyre, a young (20-something) half-elf adventurous entertainer.
- 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
- Thia, an elvish rogue.
- Dandelion, one of the Two Lutes for Love.

### ***Requirements***

- Unknown

### ***Benefits***

- Unknown

## 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 Gyruuff, 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 Gyruuff 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.
- Princess Jagr, Rhys' wife
- 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

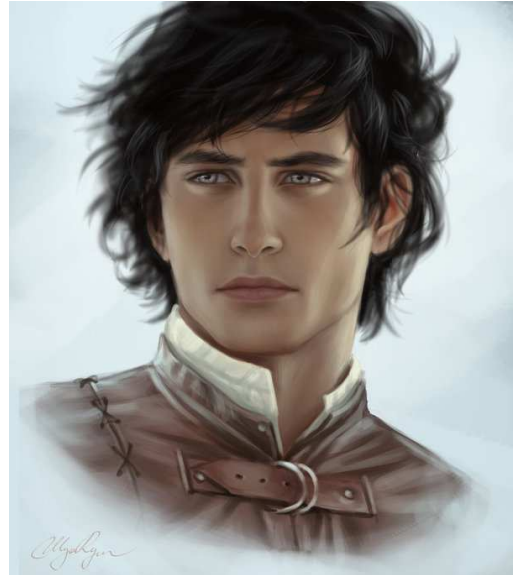
### Benefits

- 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 (deceased)

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 Gwyrth 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 Gyrudd to a time of peace and prosperity... but there are those within the Old Faith who do not share his vision.



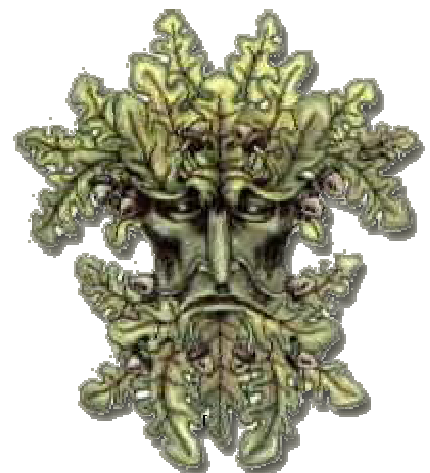
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### Requirements:

- Must follow the Path of Purity:
- Purity of Body: Gyrudd belongs to Flan, who are pure of body. Non-Flan are not treated with disdain, 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. [https://dnd-wiki.org/wiki/Canon:Obad\\_Hai](https://dnd-wiki.org/wiki/Canon:Obad_Hai)
- 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 hardest 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

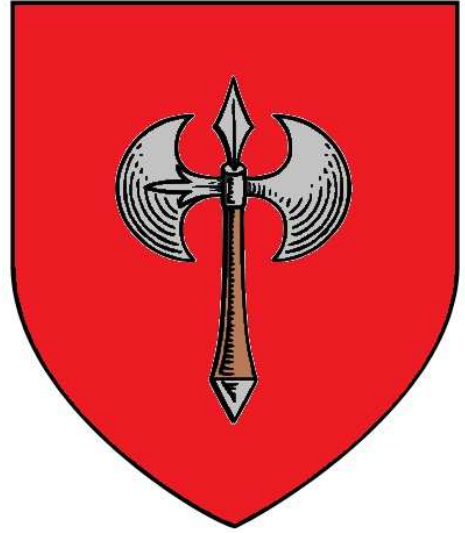
### **Ranks:**

There are no ranks among the Battlerangers. 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:**

Rank 1:	Vigil	equivalent rank of Second Lieutenant
Rank 2:	Land-based Mundane Beast	equivalent rank of First Lieutenant
Rank 3:	Aerial Mundane Beast	equivalent rank of Captain
Rank 4:	Land-based Monstrosity	equivalent rank of Major
Rank 5:	Aerial Monstrosity	equivalent rank of Colonel
Rank 6:	Knight Commander	equivalent rank of General
Rank 7:	Grandiose Imperial Wyvern	equivalent rank of Field Marshal

**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.



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

#### 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

Worshippers 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.

Wee Jas 	Pholtus 	Norebo 	Merikka 
Joramy 			

## Monastic Orders

There are several monastic orders around Gyruuff, 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:	<i>Master of Dragons (1 on Oerth among all monastic orders)</i>
Rank 8:	<i>Master of the North Wind (1)</i>
Rank 9:	<i>Master of the West Wind (1)</i>
Rank 10:	<i>Master of the South Wind (1)</i>
Rank 11:	<i>Master of the East Wind (1)</i>
Rank 12:	<i>Master of Winter (1)</i>
Rank 13:	<i>Master of Autumn (1)</i>
Rank 14:	<i>Master of Summer (1)</i>
Rank 15:	<i>Master of Spring (1)</i>
Rank 16:	<i>Grand Master of Flowers (1)</i>

### 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 Gyruuff (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 Gyruuff, 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 Allitur 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.



- Elders of Clear Sky Camp



## ***Free Spirits***

This whimsical “organization” was sponsored by some of the Prythi (traveling bards of Gyrudd) and the Fey. Although they claim a ranking or hierarchical 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.

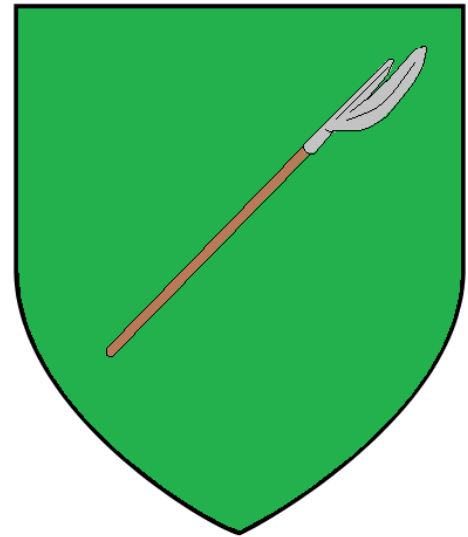
## Merchant Organizations

### *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 business man, 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 folk of Geoff

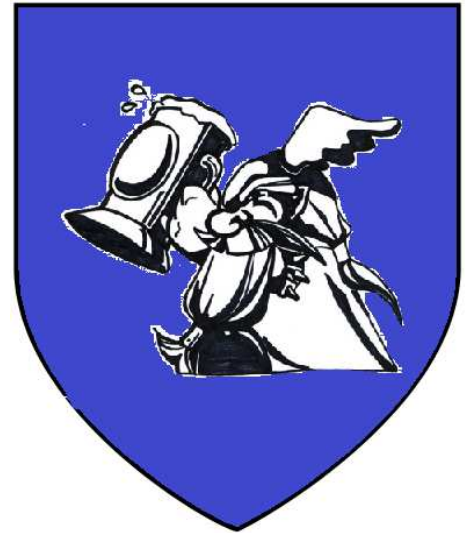
Additional benefits will be revealed through play.

## ***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

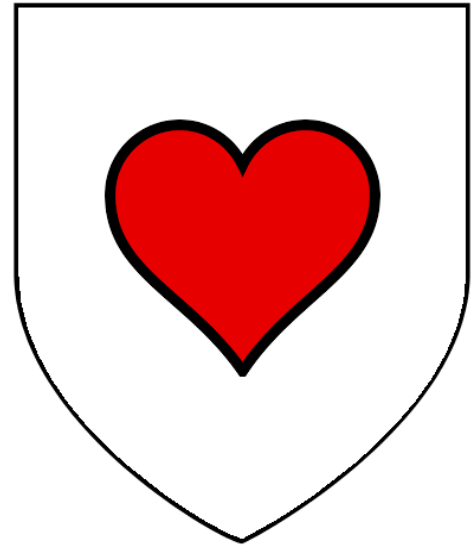
Additional benefits will be revealed through play.

## ***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)***

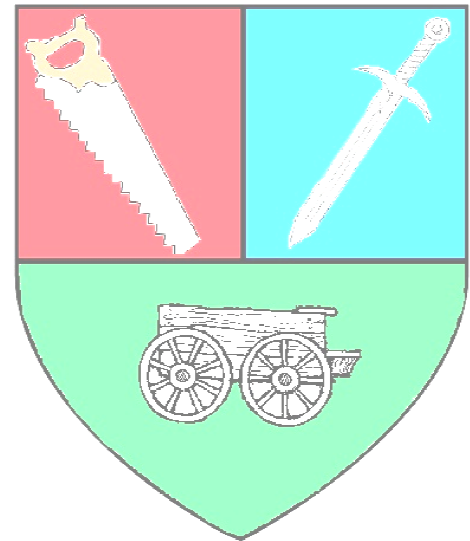
The Western Royal Trade Corporation is a merchant house with a purpose. The founder received a commission from the King of Keoland to find more resources for the Kingdom and to lessen the famine in the entire Sheldomar Valley. Its leadership determined that they would utilize the bounty of Geoff's fertile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

Nicholas Embrace, 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 Uradowc. 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.



## ***Dantelchaig Trading Company, Glorandaal Bank & Exchange, Garren Brickworks***

Originally owned by a wealthy Keoish noble Brulgan Vitteros who formed the trading company along the banks of the Javan in the village of Pymtheg Cerrig. Dantelchaig focuses on the import/export business abroad.

Dantelchaig Trading Company (DTC) bought the remains of 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 Arglwyth Alvestar Glorandaal and Arglwyth Janos Garren repurchased and restored the trading company, increasing their fleet to 5 ships. The business operates out of the string of Glorandaal Bank & Exchange offices.

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. 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.

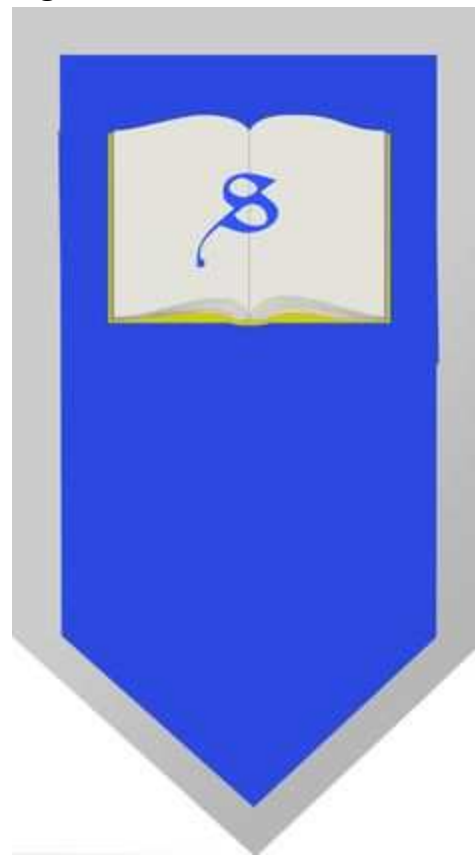
### **Requirements:**

- 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.

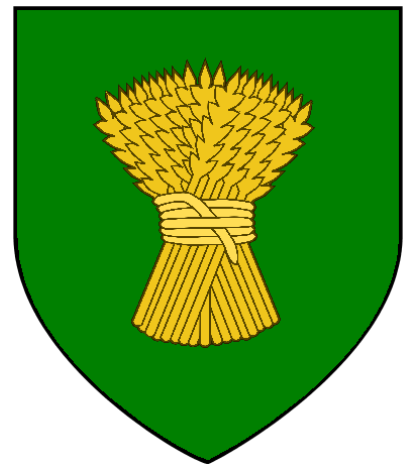
### **Requirements:**

- 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.

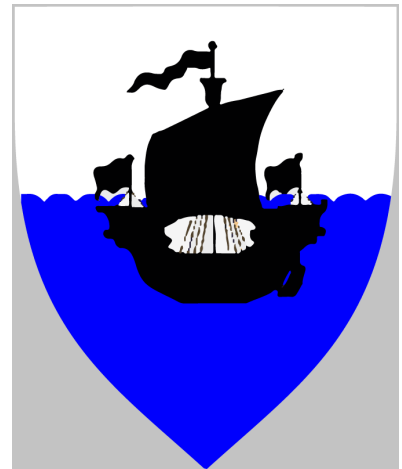
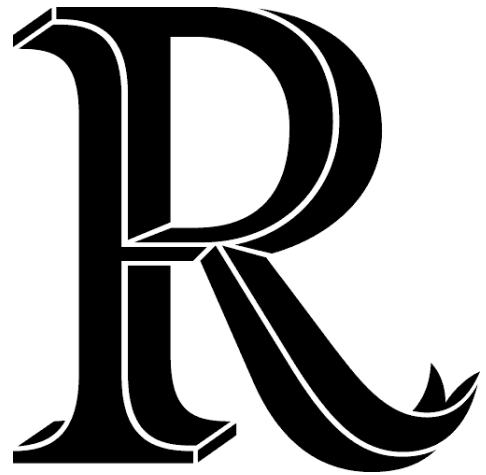
### **Requirements:**

- 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.

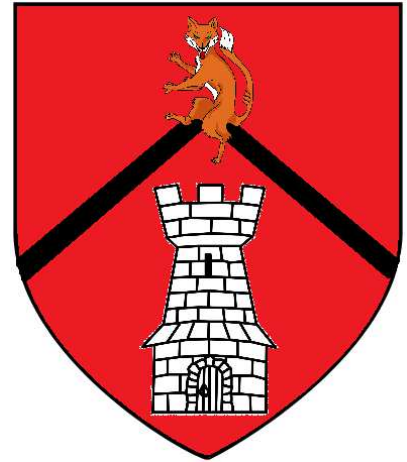
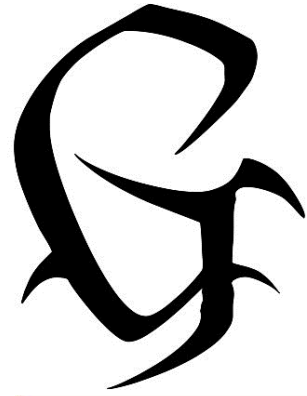
### **Requirements:**

- 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.



## 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 assassinates 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 Gyrudd. The Obsidian Blades have a long standing rivalry with Evro Llygadi ("The Organization") of Gyrudd.

The Obsidian Blades are a guild of assassins who primarily operate in the Sheldomar Valley (Bissel, Gran March, Gyrudd/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 Thaumaturgos***

The Enosi Thaumaturgos 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 Thaumaturgos:**

Unlike most groups, the Enosi Thaumaturgos 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 Thaumaturgos 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 Thaumaturgos 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 1st = Mummerin = Wear disguises and celebrate magic  
Needfest 7th = Feast of Unreason = Reversal of roles and silliness  
Needfest is also Feast of T'char = remembrance of family & family tree  
Fireseek 1st = New Year's Day  
Readying 1st = Festival of St. Bane = +1 spells against undead  
Readying 10th = Snowdrop Festival = Masks & sexes exchange clothing  
Readying 14th = Heartsday or Myhrisian  
Coldeven 10th-12th = Festival of the Blood Moon = Sacred to followers of Nenull (evening of 10th - evening on the 12th)  
Coldeven 22nd-28th = Trapper's Rendezvous = Favored by rangers and woodsmen

Needfest						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1*	2	3	4	5	6	7*

Day	Task
Starday	Work
Sunday	Work
Monday	Work
Godsday	Worship
Waterday	Work
Earthday	Work
Freeday	Rest

Fireseek						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1*	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Planting 11th = Tanabat = 7 Sisters ascended to paradise from their vineyard  
Flocktime 1st = Beery's Day = Villagers sing and dance around a wooden pole  
Flocktime 5th-4th = Hamekiah = Uba's Hunt = Dwarven cleansing of mountains  
Flocktime 15th = St. Cuthbert's Day = Root out evil before Walburgis  
Flocktime 16th = Walburgis = Dark Night = Sacred to Nenull, against undead +4  
Wealsun 1st = Goodrihs = Festival dedicated to Myrahelne  
Wealsun 1st-4th = Festival of Blinding Light (Photos)  
Wealsun 16th = Bawming the Thorn = children tie ribbon to largest thorn tree  
Wealsun 17th = Ceremony of the Turning = Druidic, Fannae and Marklands tradition  
7 year olds are taken into woods blindfolded and barefoot and released  
They find their way back and whisper their True Name into the fire

Readying						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1*	2	3	4	5	6	7
8	9	10*	11	12	13	14*
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Coldeven						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10*	11*	12*	13	14
15	16	17	18	19	20	21
22*	23*	24*	25*	26*	27*	28*

Growfest						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7

Planting						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11*	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Richfest 4th = Sealand's Feast = Also Guild Days  
Richfest 4th = Midsummer's Day = Holy Day of Pelor or Photus +4 vs. Undead  
Reaping 25th = Sotillon's Day = Followers do no work and enjoy summer/Lovers Moon  
Goodmonth 4th = Grandmote Festival = archery competition & luck  
Goodmonth 4th-7th = King's Festival in Furryondy/Veluna  
Goodmonth 25th-28th = Vlna's Fairs  
Harvester 11th-4th = Logger's Fest  
Harvester 20th = Raksha Bandhan = Rakninish celebration of siblings/blood brothers  
Harvester 25th-28th = Imperium Invicta = Great Kingdom/Rauzes/North & South...

Flocktime						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1*	2	3	4	5	6	7
8*	9*	10*	11*	12*	13*	14*
15*	16	17	18*	19	20	21
22	23	24	25	26	27	28

Wealsun						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1*	2*	3*	4*	5	6	7
8	9	10	11	12	13	14
15	16*	17*	18	19	20	21
22	23	24	25	26	27	28

Richfest						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4*	5	6	7

Reaping						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25*	26	27	28

Brewfest = Feast of Wenta = Very important to Helling, Gnomes and Dwarves  
Brewfest = Regal Games in Niole Dra in Keokind  
Patchwall 7th = Bellringer's Feast = Gather at largest bell, ring it then exchange goods  
Patchwall 14th = Lammis = Druidic Festival  
Patchwall 16th = Wickchys = Samhain = All Hallow's Eve = Border with Spirits Weaken  
Ready'reat 5th = Turning of the Shebbear Stone = Famous Strong Oeridan Hero  
Ready'reat 7th = Festival of Hope = Healing and atonement (Pelor/Zodab)  
Ready'reat 11th-14th = Days of Dedication = Tithereon = those who died defending  
Ready'reat 12th = Day of Reflection = Followers reflect on their lives and goals  
Ready'reat 13th = Day of Retribution = Oaths of Vengeance, Judge Faithful  
Ready'reat 14th = Great Freeday = celebration ends Days of Dedication  
Suns'ebb 23rd = Marilhyed = parade of white costumed followers led by white robe  
Suns'ebb 25th-28th = Days of Thought = sacred to Rao/Deldeb

Goodmonth						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4*	5*	6*	7*
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25*	26*	27*	28*

Harvester						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11*	12*	13*	14*
15	16	17	18	19	20*	21
22	23	24	25*	26*	27*	28*

Brewfest						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7

Patchwall						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7*
8	9	10	11	12	13	14*
15	16	17	18*	19	20	21
22	23	24	25	26	27	28

Ready'reat						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5*	6	7*
8	9	10	11*	12*	13*	14*
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Suns'ebb						
Starday	Sunday	Monday	Godsday	Waterday	Earthday	Freeday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23*	24	25*	26*	27*	28*



# Topographical Map of Gyruff

<http://ghmaps.net/onlinehex.html>

