



AGE OF LORDS

CAMPAIGN SETTING



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Translated from the *Beginning Scrolls*:

Before time, there was light, before light there was darkness, before darkness, there was nothing. All things come from nothing, we are no different. When Gods roamed the sky, bored in their omnipotence, there were two rival brothers, both equal in every way, but opposite sides of the same stone. Zorm, who loved life and all the strength and joy that came with creation, pitied his brother, Gorrand, for he was without appreciation for life. Gorrand, on the other hand, despised his brother Zorm, jealous of his strength and devotion to life. Where Zorm brought life, Gorrand followed with death, each as powerful as the other. They argued and bickered over who should have control over the universe, undoing and redoing each other's work. Neither of them could see, without life, there is no death, if there is no death, life cannot be renewed. It was Threllion, who had been watching Zorm and Gorrand since the beginning, who tried to maintain the balance and show them both that they must co-exist. Try as she might, Threllion could not convince the two they share a symbiotic relationship, and their feud grew to catastrophic proportions.

Gorrand, wanting to end Zorm once and for all, gathered all his might, hatred, evil and even his physical being, into one giant mass of darkness and projected it toward Zorm. Seeing what Gorrand had done, Zorm also gathered his strength, love and goodness, and transformed himself into an equally powerful mass of light. Threllion, looking on at what the two had done, knew that if one destroyed the other, or if they were to destroy each other, the universe would be out of balance. Summoning power from both Zorm and Gorrand, she created a spherical prison of earth, stone and ice directly in the path of the two deities. Unable to stop themselves, Zorm and Gorrand collided with the prison and became forever trapped within. Zorm, who landed first, struck the ice with such force that the sphere began to spin on the axis of his impact. Gorrand landed while the sphere was in motion and was drawn down into the darkest depths. Threllion, satisfied that the two were prevented from destroying each other, called the sphere "Braugh" meaning "balance".



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Sincerely,

Jeff Gupton

A handwritten signature in black ink, appearing to read "Jeff Gupton".

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Chapter One: History of Braugh

Introduction
From Nomads to Nobles
The Lord's War and Aftermath
The Uprising and Peace
Timeline of Braugh/Thallorand

Chapter Two: Religion and Cosmology

The Beginning of All Things
Zorm: God of Life
-The Valley of Life
Gorrand: God of Death
-The Dark Core
Threllion: Goddess of Balance
-The Three Moons
-Tehal
-Morchan
-Brithla
J'choral: Goddess of Chaos

Chapter Three: Thallorand and Beyond

Map of Thallorand pre-Lord's War
The Early Days of Thallorand
Villeragg Territories
-Dormont Peak-Former Lord's Capitol
Turbrand Territories
-Browden Valley- Former Lords Capitol
Fulshten Territories
-Prosperity Falls- Former Lord's Capitol
Hammord Territories
-Stonewall- Former Lord's Capitol
Krism Territories
-Calmerand Pass- Former Lord's Capitol
Drangle Territories
-Kalderan Bay- Former Lord's Capitol
Thallorand Today
Map of Thallorand-Current
Ashtron Territories
Gull's Port- Lord's Capitol
-Dormdale Pass
Jolannd Territories
-Kalmner Glade- Lord's Capitol
-Raven Port
Xenor Territories
-Branor Pass- Lord's Capitol
-Holden's Vale
Grabble Territories
-Hallowvale- Lord's Capitol
-Hopton Peak
Brigland Territories
-Haven- Lord's Capitol
-Kragmore
Polmond Territories
-Port Dunlance- Lord's Capitol
-Archmand
Beyond Thallorand
The Spider Islands
-Vrinn's Paradise
Desert of Despair
-Haden's Mirage
Torrakk Wastes
The Great Tundra

-Frostwind- Ice Elf Village
The Dark Core
-Bromund Pit- Dark Elf City
The Lost Continent

Chapter Four: Game Mastery in Thallorand

The Summoning Pit Games
-How they work
-Summoning Pit Scoring Table
The Lord's Challenge Games
Gaming in other times
-The Dawn of Times
-The Dawn of Change
-Pre-Lord's War
-The Lord's War
-The Uprising

Chapter Five: Monsters of Braugh

Dragons
Half-Giants
Ice Elves
The Dark Races
-Dark Elves
-Dark Gnomes
-Dark Dwarves
Death Scarab
-Death Scarab Swarm
-Dire Death Scarab Tempest
Ice Beast
-Ice Beast Hunter
-Ice Beast Flanker
Moonscale Lizardfolk
-Moonscale Slasher
-Moonscale Slinger
Morgon
-Morgon Rager
-Morgon Hurler
Rotted Animal
-Rotted Falcon
-Rotted Bear
Soulbound Spirit
Soulbound Spirit- Guardian
Souldbound Spirit
Vampire, Bloodmad
Bloodmad Vampire
Bloodmad Spawn
Vampire, Lovelorn
-Shiola
-Lovelorn Vampire Thrall
Vessel of Death
-Vessel of Death- Bugbear
-Vessel of Death- Gnoll
Warped
-Fire Element Warped
-Electricity Element Warped

Appendix: Initiative Tracker





CHAPTER ONE

HISTORY OF BRAUGH

Introduction

The world of Braugh (pronounced BROW) is a wondrous and mysterious place of adventure, danger and excitement. As you will discover, Braugh, specifically the main continent of Thallorand, is a world fraught with controversy and betrayal. Plunged into millennia of war, Thallorand rose from the ashes against a common foe and found a shaky alliance as a result. Now, under the new alliance, adventurers are hired for “expeditions” into the tombs and ruins of the world to find treasures of old. No longer are wars fought on the battlefield, but in the back rooms and private chambers of the ruling Lords. For an adventurer with a sword (or implement) for hire, there is never a shortage of work, either directly for a Lord, or as a freelance “explorer”. You can uncover subversive conspiracies, evil plots, backstabbing relatives with greed for blood, and monsters of untold horror, and that’s just on the good days! Players in the Age of Lords campaign setting will find themselves up against new foes and new versions of old favorites. Following the tradition of Blackbyrne Publishing products, The Age of Lords is a contemporary setting with an old school feel.

Some things you should know about Braugh:

-Trust no one: There are enough conspiracies to keep a non-paranoid person busy. Almost everyone in power, however sincere they may be, could easily be manipulating you into doing their dirty work.

However, dirty work or not, there is a load of gold to be earned from being hired on to explore, dungeon crawl or even assassinate in another Lord’s territory.

-Braugh is not fully explored: Not everything is known about the world, only Thallorand, the Spider Islands and a very small area along the coast of the Torrrakk Wastes has been mapped out. Even with as long as

Thallorand has been inhabited, not all of the continent has been surveyed and documented. The parts that remain a true mystery are the Dark Core and Frozen North, but as with everything on Braugh, there are rumors.

-An agreement today, it tomorrows quarrel: Although documents are required to explore in another Lord’s territory, most of these documents are questionable at best. Deals made in the back rooms of mansions and palaces, are not always done with a Lord’s blessing. Being caught with false or revoked documentation, is punishable, but the process could take years to track down the involved parties. Hence, some adventurers are prone to keep “bribe funds” hidden on their person to avoid troublesome contact with the local militia.

-Most territories are a “police state”: There are no local sheriff’s or constables, just the local brigade of the Lord’s Militia. Decisions are made by the highest ranking officer and are law until someone with more rank overrides it. Some officers have been known to spend their entire career at one location, and know all the locals by name, something more common that one would expect and usually found in the smaller villages.

-While deities grant powers, they rarely get directly involved with mortals: The four key deities, while involved with the world as a whole, do not contact or meddle with mortals unless it’s of great importance. Zorm and Gorrand are actually prevented from having too much direct involvement, Threllion refuses to become involved unless balance needs to be restored and J’choral simply enjoys being manipulative and let others spread chaos in her name.

While you can use elements of The Age of Lords campaign setting in your game without playing in Thallorand, you will need at least a copy of the Pathfinder Roleplaying Game Corebook™ to use any part of this book successfully.

History- From Nomads to Nobles

In the very early days of Thallorand's history, most people were nomadic in nature. Harsh winters and bountiful summers made survival more complex. The early barbaric tribes would migrate with the non-hibernating animals to maintain a steady food supply, but also learned to dry fruit and jerk meat in order to maintain sustenance during the lean winter months. Brute force and cunning were the currency among the humans; the person with the most of both was usually considered a leader, until someone came a long and challenged this. The formality of a Challenge was the only real structure in the nomad's lives and eventually became sport for them, no longer being fights to the death, but until one person surrenders. Both males and females participated in Challenges, and used what martial skills they learned in their hunting.

As with most of Thallorand's history, many human tribes were at war with each other over hunting and settlement rights, or sometimes a misunderstanding over the meaning of a single word. Once again, the martial skills that were honed in Challenges were put

to good use in skirmishes with nearby tribes. As the humans began to evolve, sharpening their means of communication and eventually establishing a common numeric system, the feuds between the tribes became less commonplace. The idea of trade was introduced between tribes who started to become less nomadic at this point. Items native to a certain area controlled by one tribe, would be equally exchanged with items native to another tribe's territory. Most of the trading took place Sprulan or Komon when the tribes were found in more pleasant territory.

Also living the nomadic life were the Halflings, but unlike the humans they neither enjoyed fighting, nor traveled north. Preferring the vegetation found in the south portion of the continent, the Halflings migrated along the bottom of the continent and, due to their violent behavior, gave the humans a rather wide berth. It was only once the human tribes began to evolve into more civilized communication and interaction, that the Halflings made contact and began trading goods as well. Some Halflings did branch off and live amongst the humans, for whatever reasons, and were somewhat shunned by the Halfling culture as a whole.



Dwarves, having been said to evolved directly from the rocks themselves, found that living in the caverns of the mountains were more to their liking. Many clans dug into and lived within the very rock itself, mining for precious gems and metals not yet valued by other races. It is said that the lust for gold was an infection passed on by the early Dwarven traders. One of the oldest sayings is “Greed is a dish, best served gold”. Spending many years learning to use fire to shape metal, the Dwarves earned their place in history as the race that brought the world from sticks and stones to sword and shield. Side by side with the mines and forges, the Dwarves built vaults that no sane person would try to steal from because the Dwarves were also cunning experts at trap making. By the time the tribes had settled in and began trade with other races, the Dwarves were poised with their precious gems, however the humans were more interested in the weapons and armor, passing over gemstones as “useless”. (this would of course change over time)

One of the races that were not indigenous to Thallorand was the Elves and their kin. The fey beings were brought forth to Thallorand by the deity Zorm, Ruler of the Wildwood and now “prisoner” within the planet itself. (see Chapter Two: Religion) The Elves were immediately drawn to the forests and the frozen areas of the north due to the close resemblance to their native plane. Having been inhabitants of the Wildwood, Elves were already used to civility and dealings with other races, therefore were completely frustrated by the other “primitive” races found on Braugh. Not being overly aggressive, the Elves did what they could to avoid conflict, but would viciously defend their forest territories against the incursion of any race “not worth” of the magical secrets they found within nature.

With trade between the races and tribes becoming more common, the nomads began to discover they no longer needed to move during the winters and made permanent camps in their known territories. The leaders, who were now being chosen less for their brute and more for their brains, broke apart the tribes and sent them to settle the areas formerly traveled during the year. Using tools they gained from the Dwarves, and timber “stolen” from the Elves, permanent structures were built and camps became villages. Many years passed and the leaders of men started to give themselves more status than leader. Gold, silver, mithril and gems were now coveted by

more than Dwarves, and the acquisition of wealth grew in the hearts of mankind.



Elves, who had been the previous keepers of the ancient secrets of arcane magic, reluctantly taught their ways to the other races in an effort to educate them. Their hopes were that, once they saw nature and magic as once, the exploitation would cease. Sadly, they were wrong and, now Dwarves and humans armed with these arcane tools, infused ordinary weapons with the magic from the world around them and used them for their own destructive purposes. The deities Zorm and Gorrard, locked with the fabric of Braugh itself, began to assert what little power they could outside their earthly realms and started “calling” members of all races into following their ways, with the promise of Divine magic, as opposed to Arcane magic. Not wanting to lose the balance of power, Threllion sought followers as well, granting the power to channel Divine magic. Of course, J’choral didn’t want to miss all the fun and began appearing directly to members of all races she thought were “interesting”, bestowing them with powers as well. (see Chapter Two: Religion) Gaining wealth of gold and magic, leaders began to claim lands as their own and started calling themselves “Lords of the Land”, later shortened to Lords.

History- The Lord's War and Aftermath



Fighting between the Lords was commonplace, beginning with the barbarian tribes of old. Villages would come into a successful crop or other economic boon and the next town over would attempt to claim sovereignty over them out of jealousy and greed. This grew more and more prevalent as the years passed and, after the establishment of territories and The Chamber, the conflicts moved from council chamber arguments to violent skirmishes. After several years of meeting and bargaining for land, wealth and power, the Lords began to ignore the summons of The Chamber and send representatives in their stead. These envoys began to revel in their new positions, often making agreements that made them wealthy at the expense of the Lord they represented. When a Lord found out about the unsavory agreements, the envoy would be immediately replaced and, if found, punished severely. The high turnover of representatives made back room deals less unstable, the person you bribed today may be swinging from a rope tomorrow.

The last and final meeting of The Chamber was to discuss the ratification of boundaries outlining each Lord's territory. This had been a topic of discussion for hundreds of years, since no one could agree with where the lines were actually to be drawn and agreements were broken almost daily. When Baldur

Fronnd, representative of Lord Corrand Fulshten IV, met with Vernan Trimble, representative for Lord Comden Grabble II, gold was exchanged and the boundaries were agreed upon and then ratified by The Chamber. Trimble returned to Lord Grabble and told him of the good news, while Fronnd took the gold and fled, never to be heard from again. This last piece of treachery led to the only unanimous decision made by all twelve Lords: disband The Chamber once and for all.

In Year 1 (Time of Light), Lord Fulshten, feeling slighted that the boundaries of his territory were no longer favorable, sought to challenge Lord Grabble for the northwest corner of his territory, specifically the town of Haverd's Hole. This was due to a recent discovery of an obscured pathway through the Border Mountains that lead to The Great Tundra without having to trek over the peak. Lord Grabble, of course, refused to relinquish this area due to the economical and religious significance of this passage north. (See Chapter 2- Religion for more details on The Great Tundra) Despite causing the conflict, Lord Fulshten claimed that Lord Grabble's refusal to turn over the lands was a direct insult and sent troops in to seize control of the area. It was one of the most violent, and brutal attacks on both unwary militia and civilians alike. What became known as The Battle of Frozen Tears divided the Lords of Thallorand and became the catalyst for The Lord's War. Lord Grabble had no other choice than to declare war with Lord Fulshten and immediately dispatched troops to reclaim the area stolen from him. For both political and geographical reasons, the Lords quickly chose sides, allying with anyone who could improve their holdings and support any land claims. Over the next 1,000 years, generation after generation of Lord continued to war, changing allies to enemies from one day to the next. Epic battles and assassination plots reduced the number of recognized Lords from twelve to only six.

Originally not wanting to get involved, the Dwarven clans of Thallorand saw an opportunity to sell the worked steel they have been perfecting over the many years under the mountains. Armor, weapons and other machines of war were mass produced and sold to the highest bidder. Many a Lord's Militia met on the field of battle wearing the same armor and using the same weapons as their enemy. Elves of the world removed themselves even further from culture, not wanting to be in the crossfire of man's greed and jealousy. As a people, they further retreated to, not

only the deep forests of the world, but also into The Great Tundra to make a life for themselves away from the bloodshed that was becoming commonplace. The Elves enjoyed a bond with the forests, frozen or otherwise, due to a strong resemblance to their original plane of existence, the Wildwood. Despite any claim over the forests by the Lords, the Elves fiercely defended their territory from human invasion. Seeing as no Lord was able to occupy those lands, most Lords did not dispute the Elves' claim over the forests they inhabited. Halflings, being small and less imposing folk, don't have the stomach for war and battles. They do, however, have a head for numbers and a knack for stealthy, more clandestine activities. The small folk formed a banking guild and acted as trade merchants between the Dwarves and the Lords, taking a moderate percentage for the exchange of gold for supplies. They also issued letters of credit to the Lords who seem to be in the best position at the time. Even in the post-war era, the Halfling run banks are the most trusted and secure establishments on all of Thallorand. The old saying "A broke Halfling is a stupid Halfling" arose during this time, it has become a derogatory remark about Halflings over the last several years.

History- The Uprising and Peace



Prior to the war, some Lords decided to send explorers out over the oceans in search of new lands, and new weapons and allies, to help expand their territory. While the Spider Islands (claimed by the Ashtron Family) were fruitful, at least at first, the Torrrakk Wastes (claimed by the Jolannd Family) became a fatal mistake. The Torrrakk Wastes were home to all manner of creature, from Orcs to Ogres, Trolls to Giants, one more ferocious than the next. Not happy with the invasion, and then attempted colonization, of their lands, the under-races banded together and set out on stolen, and rebuilt, ships with only one goal: invade Thallorand. The entire East coast was under siege by the invading horde from the Torrrakk Wastes, villages, cities and towns were all laid to ruin by the savages. Once the word of the invasion began to spread across the continent, the Lords from the Central and West saw this as an opportunity to overthrow the Lords from the East. But before they could set any plans in motion, their lands came under attack from similar hordes already within their own lands.

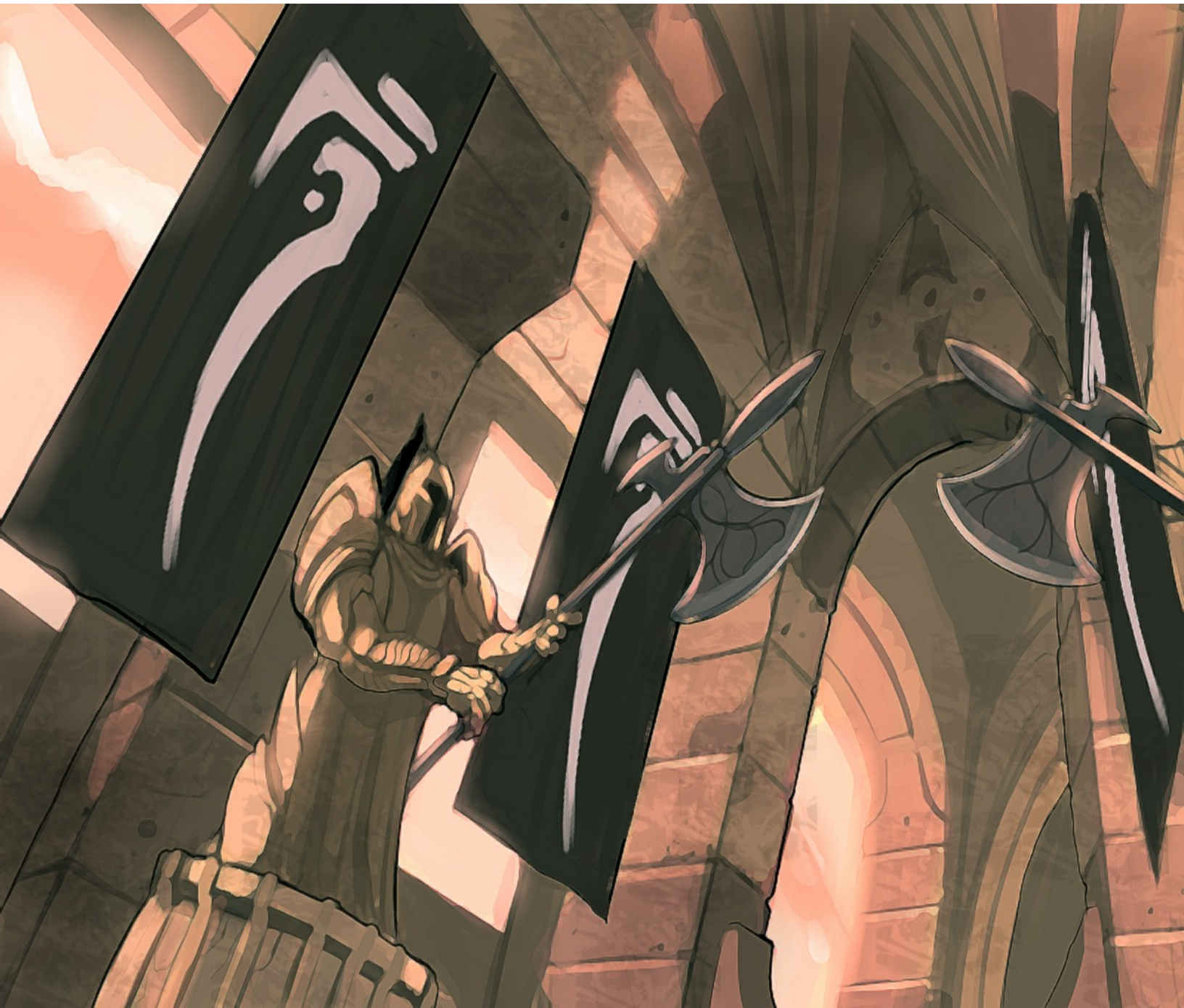
It all began in Prioria, located on the eastern coastline. A small timber village, it was home to Lapcon Mill which imported logs from the southeastern portion of The Border Mountains, as well as processing timber cut locally. The inhabitants of the village were the millwrights and tree-fallers for Lapcon Mill and lived in homes provided by the company. Unaware and unconcerned for the wars that raged outside their area, the citizens of Prioria were given no warning and had no defense against the invading horde. The entire battle took less than a night and the only survivors grabbed what provisions they could and rode on horseback to the nearest settlement to warn them. Within ten days time, ten more raids occurred along the east coast and, despite any organized resistance, each battle ended with a similar fate.

It took an outside threat to quell the wars between man and unite them against the now common foe. During this time, now called The Uprising, the Lords put away their differences and rallied their armies together to save Thallorand from the same oppression they were trying to inflict on each other. While the Dwarven clans, who were also being invaded and overrun, joined the Lords in defending against the invading horde, the Elves continued to defend their forest and tundra homelands. As villages began to fall, survivors moved into the larger towns and cities. This

growth of citizens, as well as the invading hordes, created an influx in construction of new homes, addition stories to existing homes and barriers of wood and stone.

Thallorand became a dotted landscape, small villages had become smoldering ruins and larger towns and cities fortified communities, Lords were being pushed to the point of breaking the likes of which they had not seen during their war with each other. The violent hate that fueled the Orcs, Goblins and other creatures into revolt, was not matched by any human walking Thallorand. The Lords began looking to magic as a means to defend themselves, with wizards and sorcerers being recruited by the handful. More academies were established in every Lord's Capitol

and mages by the dozens were being taught and thrown into battle. From this need, a new type of mage was born: Blade Conjurer. It was the abundance of magic, something the Orcs and Goblins fell short of, that turned the tide of The Uprising. Blade Conjurers became a staple to every regiment, using magic and martial prowess to defeat and repel the tides of creatures threatening Thallorand. By the year 1,032, the war was over and the Orcs were defeated, scattering along with the Goblins, Trolls, Ogres and Kobolds to the far corners of Thallorand. In their victory, the remaining five Lords signed a pact of peace and put aside their differences for the betterment of their people. Thus began the era known as, The Age of Lords.



Year 50,000- Time Of Darkness (TOD): The God “Brothers”, Gorrand and Zorm are at the pinnacle of their eons of fighting. During this time, Threllion the Goddess of Balance, trapped both deities within an earthen sphere she called Braugh.

Year 25,000- TOD: Not content with being trapped within Braugh, Zorm and Gorrand begin to assert some of their power over the planet, bringing creatures forth from their own native planes.

Year 10,000- TOD: Threllion, seeing Zorm and Gorrand summoning their creatures as an upset to the balance of power, created beings with the potential for both good and evil called Humans. J’choral, who was a being of Chaos, also introduced creatures of her own design to inhabit Thallorand.

Year 2,000 Time of Light (TOL): Primitive signs of life spring forth and begin to spread across the land forming in small groups at first, but then into tribes. Dwarves return to the rock from which they were created and begin to mine the mountains. Elves and other fey seek the beauty and solitude of the forest which they feel is the closest to their home plane they can get.

Year 1489 TOL: A common language and numeric system is eventually established, although several non-human races maintained their own cultural language. Humans and Halflings become nomadic tribes inhabiting various areas and adapting to the conditions there.

Year 1,300 TOL: After years of silence, the Gods make their presence known and begin to slowly reach out to all the races in an effort to herd together followers. The humans called the land Thallorand, a name derived from the

words Thallo meaning “bountiful” and Rand meaning “diverse” in the Ancient tongue. Humans began to record time in written record rather than by word of mouth from generation to generation. Instructed by the deities, by way of visions and dreams, time is counted down and aligned with the stars, rotation of the sun and cycle of the moons. No one questioned this because they believed that time was counting down to something historic.

Year 1,263TOL: Nomadic tribes begin to settle in permanent villages and build structures instead of portable tents and other mobile residences.

Year 1,198 TOL: Discovering the value of trade with other villages, trade routes begin to emerge and a form of commerce is established. The villages begin to govern themselves and establish a hierarchy. As the trade routes expand, trade with the Dwarven clans, who have spent years perfecting the use of fire and anvil, provide forged metal and steel eliminating the need for primitive weapons.

Year 994 TOL: The villages have grown into towns and cities, growing side by side with the new commerce. Borders are established and some community leaders begin to call themselves Lords, claiming sovereignty over the people in their region. Gold, silver and copper begin to be minted into coin and several Halfling banks emerge. The Lords, as well as other leaders, begin to establish militia as a means of “protection” from the non-human threats of the wild and the Dark Core that encroach on civilization. Temples begin being built to the various Deities, each Lord having his preference being the main religion of the area, but allowing worshipers of all walks to remain.

Year 993 TOL: (Southwest Central Thallorand) Lord Donland Ashtron formally elevates Gull's Port from a fishing village to a city and claims it as a capital for his territories and begins construction of Bladebearer Keep.

Year 989 TOL: (Northeast Coastline) Lord Hem Jolannd establishes his territory and dubs Haven Coast the capitol. (includes Raven Port)

Year 989 TOL: (Central East Coastline) Lord Drak Villeragg claims lordship over his territory and calls Dormont Peak his capitol city.

Year 989 TOL: (Southeast Central) Lord Darvis Tubrand declares himself a Lord and makes the area of Browden Valley his Lord's Capitol.

Year 988 TOL: (East Central) Lord Edmund Xenor declares Lordship and takes Branor Pass as his Lord's Capitol.

Year 987 TOL: (Southwest Coast) Lord Horace Brigland declared himself Lord over the land previously known as the Sumdar Territory and established Haven as his Lord's Capitol.

Year 987 TOL: (Northeast Central) After being challenged by Rondal Craighorn for the right to rule, Lord Doreon Grabble declared himself ruler of the former Kordak (now Grabble) Territories and made Hallowvale the new Lord's Capitol.

Year 987 TOL: (NorthwestCentral) Griddok Clan leader Corrand Fulshten claims Lord status and establishes Blood Falls as his Lord's Capitol

Year 987 TOL: (Northwest Coastline) Lord Jorvin Hammord grants himself Lordship over the Verdekk Clan territories and claims Stonewall as his Lord's Capitol.

Year 987 TOL: (West Central) Merchant leader Lars Krism convinces his associates to make him Lord Krism, making Calmerand Pass his Lord's Capitol.

Year 986 TOL: (Southeast Coast) Bravda Clan leader Tomas Drangle takes on the title of Lord Drangle and establishes the port city of Kalderan Bay as his Lord's Capitol.

Year 984 TOL: (Central West Coastline) Lord Abernathy Polmond is elected by his people as their new leader, with some reluctance and humility; he accepts the appointment and Port Dunlance is designated as the Lord's Capitol.

Year 800 TOL: Prophets from all religions claim "world changing events" will occur in Year Zero, however none of them will be more specific. This is viewed with skepticism and ridicule, to the point where only the truly devout continue spreading this message.

Year 463 TOL: Trade ships set out from Gull's Port, Raven Port and Port Dunlance to explore new lands beyond Thallorand. Meanwhile, explorers set out across the continent of Thallorand to survey, and claim, unknown territory. Without a universal recognition of sovereignty, some areas are dually claimed by rival Lords.

Year 462 TOL: The Torrak Wastes are discovered by the *Sly Cutter* from Raven Port. Lord Krand Jolannd III claims the Torrak Wastes as his territory and sends forth trade ships and colonists to establish a trade port. The initial colonists are killed by the Orcs,



Ogres and Trolls that inhabit the continent and Lord Jolannd sends out a fleet of naval ships with orders to take the coast by force. Jolannd Port is established in the wake of a vicious battle and ground troops were left behind to secure the port.

Year 460 TOL: The Spider Islands are discovered by the Lord's Naval ship *Lucky Lady*, led by Captain Renalt from Gull's Port. Lord John Ashtron II quickly claims the Spider Islands as under his authority and establishes port of trade. Initial settlement occurs without any resistance and the trade port Vrinns Paradise is established.

Year 459 TOL: The ships that left from Port Dunlance in Year 463 TOL never return and were officially deemed "Lost at Sea" and a memorial is build at the entrance to the harbor with an annual day of remembrance is established.

Year 456 TOL: Trade with Jolanns Port comes to a standstill and word of the rise in insurgents of Orcs, Ogres and the like reaches Lord Jolannd's ears. Fearing heavy losses, the decision to abandon the port is made and orders to evacuate the town and return to the mainland are sent. The orders arrive too late and the messenger ship finds the port in ashes and no survivors are located. All other expeditions to The Wastes are thereby banned by Lord's Decree.

Year 393 TOL: A discrepancy occurs in the Northwest territories between Lord Jared Fulshten III and Lord Horace Grabble II over the border between their lands. After months of attempted negotiations, Lord Grabble's army takes the area by force, but is later pushed back after a weeklong assault by Lord Fulshten's forces. An uneasy treaty is signed by both Lords, but the beginning of tensions

between the two territories begins. This is the first of many such border disputes that create a historic pattern of conflict.

Year 375TOL: Land claim disputes increase, the 12 recognized Lords form The Lord's Chamber and meet either in person or by proxy, mostly the latter, to argue and negotiate sovereignty of their territories.

Year 9 TOL: At the age of 10, Vond Daggeroth's family is slain by vampires and he is taken in by a group of Lord Villeragg's Militia as a squire beginning his path towards becoming Lord Daggeroth- The Slayer.

Year 1 TOL: The Lord's Chamber, now comprised of representatives of each Lord rather than the Lords themselves, has become a useless bureaucratic tool and dishonest back room deals continue to lead to violent confrontations over borders and trade. The Lords can agree on only one thing: disband The Chamber.

Year Zero- Dawn of Change: The feuds between the Lords have reached catastrophic proportion and all out war breaks loose. Allies become enemies, enemies become allies and the level of trust among men dissolves. At several points over the next 1,000 years, the war becomes a free for all with each Lord waging war against the other.

Year 1 The War of Lords: Elves and some of the other non-humans refuse to get involved, leaving the humans to their own destruction. However the profit of war becomes apparent and Dwarves forge and sell weapons to the highest bidder. Halflings begin to issue Letters of Credit to Lords with high expected returns. Elves maintain their independent sovereignty from the human race and violently

repel any intrusion of the wars into their protected forests, receiving little resistance.

Year 10 WOL: Commander Vond Daggeroth struck a major defeat against Lord Drangle's Militia and recaptured a strategic village on the border of the two territories. Issuing a heavy blow to Lord Criag Drangle on behalf of Lord Humas Villeragg, Commander Daggeroth turned the tide of the war against Lord Drangle for many years after. Lord Villeragg, pleased with the huge victory, bestows honorary Lordship on Daggeroth and releases him from the Lord's Militia.

Year 16 WOL- 15th day of Komon- The Day of Despair: After a ten day series of skirmishes between Lord Daggeroth's army and The Hand of Death, Lord Daggeroth and Death's Veil meet on the field of battle for the first and last time. The end result was destruction of the Handola Vale and surrounding Tollera and Haverrand forests, creating the Desert of Despair.

Year 112 WOL: Lord Darvis Grabble V finally ends years of conflict with the Fulshten Territories by assassinating Lord Jhad Fulshten IV and claiming the entire territories as his own.

Year 272 WOL: Lord Prigmore Krism surrenders and divides his land between Lord Grabble, Lord Brigland, Lord Ashtron and Lord Xenor in exchange for his freedom.

Year 399 WOL: The Brigland Militia, after finally invading Stonewall five years earlier and surrounding Lord Hammord's palace, forced him to surrender due to lack of supplies.

Year 436 WOL- The Villeragg Territories fall to Lord Franqua Jolannd's Militia, Lord Corvand Villeragg VI is captured and killed by

Commander Braddok Jolannd, Lord Jolannd's son in the Lord's Capitol of Dormont Peak.

Year 512 WOL- Lord Grimeld Xenor III and his militia march on Browden Valley, Lord James Turbrand's Capitol city and take it by force. Lord Turbrand's mansion is burned to the ground with no known survivors or remains located. Lord Xenor takes control of the Turbrand Territories for his own.

Year 512 WOL- Lord Braddok Jolannd senses the weakness in the Drangle Territories and, with the aid of members of Lord Xenor's army, march into Kalderan Bay and take the city. Lord Simon Drangle, surrounded on all sides, commits suicide and the most of Drangle Territories come under Lord Jolannd's control.

Year 1,003 to year 1,032- The Uprising: Seeing a weakness among the humans, the Goblin and Kobold races form an alliance with the Orcs from the Torrrakk Wastes to begin invading Thallorand. Orcs, using stolen ships and weapons from the brief occupation, attack from the shores on the eastern part of the continent, while the Goblins and Kobolds attack from multiple locations across the continent. The remaining 6 Lords (down from 12 in Year Zero) decide to put aside generations of greed and feud and repel the invasion together.

Year 1,032 to year 1,108 (Present)- Age of Lords: Over 1,000 years of war had left scars all over the face of Thallorand, but the recently integrated and aligned citizens began the task of rebuilding their world. The alliance form in the wake of The Uprising held firm during the rebuild with Lords respecting the boundaries instead of challenging them. As a result, instead of battles to reclaim "lost" treasures, the Lords negotiate passage for groups of "explorers" who search ruins once claimed by other Lords for heirlooms. This has given rise to new opportunities for hired swords to earn some gold and safely travel the country.



CHAPTER TWO

RELIGION AND COSMOLOGY

The Beginning of All Things

Before recorded time, and when space was still empty, the Gods roamed the Darkness at their whim. Zorm and Gorand were two such deities, brothers in the technical sense, spending eons at odds with each other. Zorm would bring life where there was none, only to have Gorand spread death and decay returning it to empty space. The Goddess Threllion, who has always maintained balance in the universe, had been casually observing Zorm and Gorand ensuring that neither brother would become more powerful than the other. Finally the animosity towards each other reached a furious pace, each claiming superiority over the other, and the balance was on the verge of being broken. Zorm and Gorand both, in a final act to destroy the other at, transformed themselves into pure energy and hurtled towards each other at tremendous speed. Threllion, seeing that either mutual destruction or a one sided victory would upset the balance, chose to intervene at the last moment. Calling up matter from space, Threllion formed a sphere of earth, water, fire and air directly in the path of the two warring deities. Having no other course, Zorm and Gorand collided violently with the sphere, so weakening them that they became eternally trapped within. Zorm's essence impacted with the planet on the top of the

sphere, where the air was cold and water was solid, causing a crevice that was later called the Valley of Life by the mortals made aware of Zorms existence. Gorand's essence impacted on the largest land mass, causing a massive crater, and then absorbed deep within the planet where the earth was warm and the fires burned eternal. This area under the earth was later called the Dark Core. Threllion looked down on the sphere and called it Braugh, the Ancient word for "balance".

Although Zorm and Gorand were both trapped within this new sphere, each was able to pull towards them energy channels from their home plane of existence. Zorm called to him the Wildwood and began bringing fey creatures, angels and other natural beasts to spread out over the face of the planet. Using the energy from the Wildwood, Zorm was also able to bring forth new life as well, variations on the creatures he cherished on his home plane. Meanwhile, Gorand summoned his minions of destruction; demons, devils and other abominations from the Darkfall. Gorand allowed these horrors to weave and infest the earth below, even extending their evil up to the surface in some cases. Gorand also used his connections to the Darkfall to create new and twisted beings, capable of spreading his lust for destruction and death.



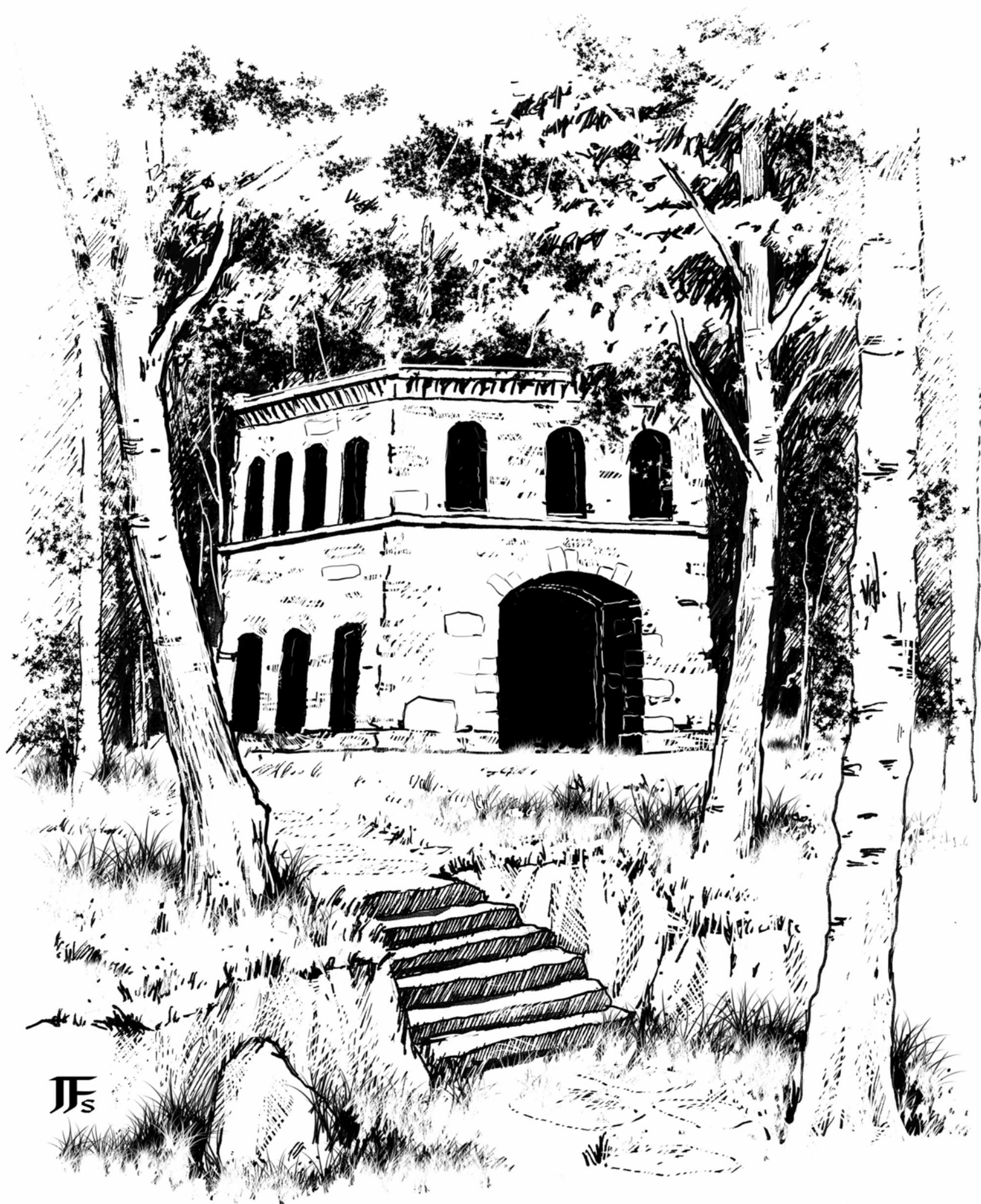


Threllion, fearing that the creatures brought forth to the planet could once again upset the balance of things, connected herself to Braugh as the Matron Mother in order to oversee and only interfere when absolutely necessary. To help maintain the balance, Threllion created a being with the potential for both good or evil that would use their own moral compass to guide their actions, she called them “human”. As tangent guardians of her work upon Braugh, Threllion created great winged guardians she named “dragon”, to watch over all the races. Also blessed with the choice of good or evil, each dragon was allowed to choose its own path in life, some to protect and others to rule. What Threllion didn’t see was that her sister, J’choral the Goddess of Chaos, had also been observing the events very closely and was not content with idly standing by bored by what she saw. Thinking it would be personally entertaining to insert some chaos to Threllion’s organized “balance”, she “stole” some of Zorm’s and Gorand’s creations, took them deep underground and made races of dark beings (elves, dwarves, gnomes and other hybrid creatures) that were bound to live a life of chaos and betrayal. Threllion was very angry at J’choral’s meddling and was ready to banish her and her creatures from Braugh when J’choral convinced her that they were also balanced opposites; order and chaos. Threllion, seeing the logic behind it, allowed J’choral and her creations to remain, but only in equal balance with Threllion’s creations.

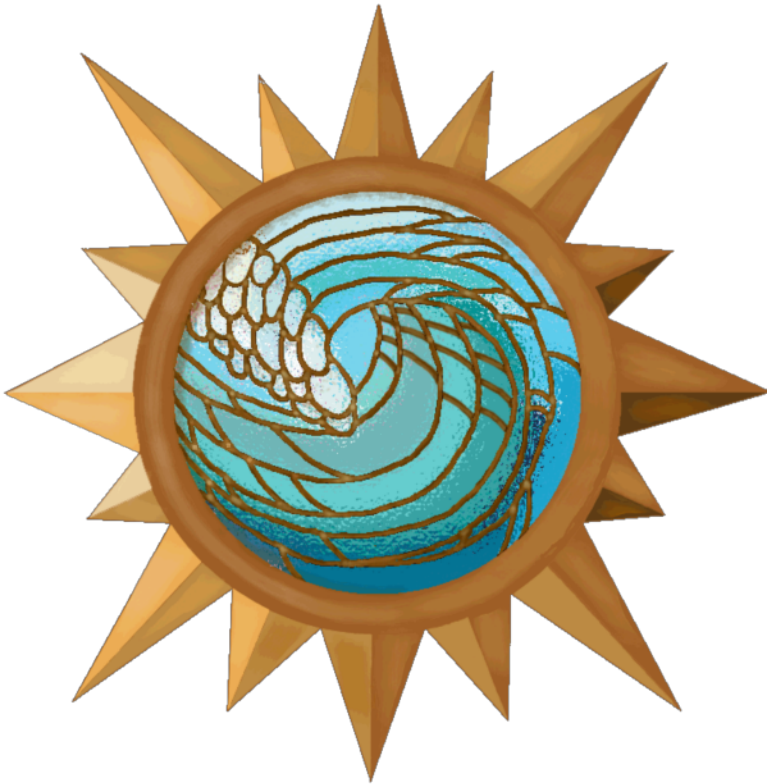
While both Zorm’s and Gorrand’s loyal creatures knew of the Gods’ existence, most of the other creatures were not aware of them or their history. Seeing an opportunity to corrupt or undermine Threllion’s intervention, both Gods began reaching out to the mortals. It started with dreams, visions of power

and magic, and grew into waking visions of the Gods themselves. Early followers of both Zorm and Gorrand were branded as heretics and accused of possession by otherworldly creatures. They were burned alive in public displays so as to discourage anyone from following such a path. As a way to overcome this paranoia, future followers were granted access to divine powers so that their use of magic would reinforce their claims of divine visions. Seeing the use of magic as being “touched”, the burnings faded away and religion was embraced by the population at large, either in earnest or out of the need to cling to something. Thus The Sacred Order (Zorm) and The Oath of Blood (Gorrand) were formed, with the latter being a secret society not spoken of in polite conversation.

Again, fearing imbalance, Threllion intervened and began to appear to mortals she felt would benefit from her wisdom. Preaching the need for balance and the natural order, the majority of the population was drawn to her words and the Church of the Blessed Balance was formed. Not to be left out, J’choral began to walk among the population appearing as a mortal of whatever race she was speaking to. She spread the message of chaos and disorder, leaving rules for the “heroes” of the world. J’choral’s chosen people, however, was the race of dark Elves she had created from the common surface Elves so many years before. She reveled in the adoration that the dark Elves gave her, creating shrines and temples to her in the hearts of the underground cities they had created. Dubbing themselves the “Agents of Chaos”, the dark Elves returned to the surface to create chaos in the new order of mankind, either by subversive means or direct intervention.



Zorm- The God of Life



Born from the very universe itself, Zorm was blessed with the powers to create life from lifelessness. The patron God of Animal, Earth, Glory, Good, Law, Nobility, Strength, Sun and War, Zorm is a powerful but naïve in that he sees only good and evil. As a “lesson”, Zorm has been known to cut down an enemy, only to breathe life back into their body so that they may know of what awaits them should they stay on their path of evil. Zorm has one brother, Gorrand, with whom he is always at odds. For all of his power, Zorm is as naïve as Gorrand, believing that they could exist without each other, believing that the universe should be black or white, good or evil. Many of Zorm’s followers follow a similar code, eradicating evil at whatever cost, including committing what others might see as an evil act, all for the “greater good”.

After being shackled to the planet Braugh, Zorm has created a domain within the impact area called the Valley of Life in which he dwells. Few mortals have ever seen the Valley of Life and returned to tell about it. The valley exists on the most northern tip of the planet, at the very center of The Great Tundra. The passage to the valley is one of the most dangerous, and desolate areas in all Thallorand. Acolytes of all types braved the frozen wasteland to get a glimpse of this secret paradise, only to fall short and perish. However, the bravest and most resourceful followers do survive the journey and are rewarded for their efforts with immortality, but with a price. Any mortal who braves The Great Tundra and finds the Valley of Life, may choose to stay there as an immortal with limited God-like powers, but they may never leave other than in spirit, and even then in only visions and dreams.

In the center of the Valley of Life, lies the Judgment Stone, a meteorite that fell to Braugh at the same time Zorm became trapped on the planet. Those who wish immortality must place their hands upon the Judgment Stone and if their deeds in life were honorable and of caliber with Zorm’s beliefs, then they are bestowed with immortal life. However, if they were less than honorable, and did not follow the path set out for them by Zorm, they are destroyed body and soul, ceasing to exist. The stone is at the center of an amphitheater where Zorm and his council can watch as his followers, mortal and in soul-form, are judged. One of the most notable mortals to have passed the Judgment Stone is Lord Daggeroth the Slayer.



Lord Daggeroth, having proved himself in the Battle of Despair, had his soul summoned to the Valley of Life to face the Judgment Stone. Due to his incorporeal state, he was granted immortality, but has no powers outside the valley. Zorm, seeing this as an injustice, agreed to reconstitute Lord Daggeroth's body but only if the Daggeroth Artifacts are returned to him by five heroes. (Refer to the Dark Veil Campaign Arc BP-1 to BP-15) Once Lord Daggeroth has his items returned to him, he will become Zorm's second in command and be able to gain followers of his own.

Knowledge (history) DC 15- Zorm is known to be one of the two deities indirectly responsible for the creation of Braugh and the first deity to reach out to the mortals of Thallorand.

Knowledge (history) DC 20- Zorm's greatest, non-cleric worshiper was Lord Daggeroth the Slayer.

Knowledge (religion) DC 15- Zorm is connected to the Wildwood, however has not set foot on his native plane since his imprisonment on the surface of Braugh.

Knowledge (religion) DC 20- Zorm grants immortality to those who pass judgment at the Judging Stone in the Valley of Life

The Valley of Life

The Valley of Life is the only known gateway to the Wildwood. Any soul wishing to spend their afterlife on the Wildwood, must pass through The Judging Stone, which has become the actual portal to the Wildwood. Similar to mortals, those who have not lived their lives according to Zorm's will, are banished from the Valley of Life and must roam Thallorand for all eternity as ghosts, specters and other incorporeal nuisances.

Since Zorm has been trapped upon the planet, he may never return to his home plane, but can send his minions back and forth, bringing him anything he desires. Even though the Valley is surrounded by a frozen wasteland, the power of the Wildwood has been manipulated into a tropical paradise. Zorm's palace is a monumental structure that would make any Lord's palace look like a beggar's hut. The Grand Hall, as it is called, is made from pure gold and marble, and rises out of the Valley just to the right of the Judging Stone arena. From time to time, Zorm's once-mortal minions will do battle with each other in the Judging Stone arena with accolades from Zorm being the top prize. The fights are never to the death (they are immortal after all), but only until submission, which could take years to accomplish, but when you are immortal, this isn't much of an issue.



Gorrand- God of Death



When Zorm came into being, part of him was splintered for reasons unknown, some believe it was Threllion herself who was responsible. This splintered part gained his own sentience and called himself Gorrand. Gorrand's power mirrored Zorm's in every way, his polar opposite so to speak. It was for this fact that Gorrand resented Zorm and tried so very hard to destroy his "brother". Gorrand is the patron deity of Darkness, Death, Destruction, Evil, Fire, Repose, Rune and Weather, showing no signs of mercy towards all that cross his path. Unlike his brother, Gorrand works in shadow and manipulation, pulling the strings of his followers to either unwittingly do his bidding or sacrifice themselves to his cause (and occasionally his pleasure). Gorrand's followers are usually outcasts and people who live on the edge of society, but the higher ranking clerics are those who are in positions of power, and are greedy for more.

Gorrand is obsessed with Thallorand's three moons, Tehal, Morchan, and Brithla, claiming it was he who pulled them close to the planet. Threllion, however, claims dominion over the moons, despite Gorrand's obsession. In truth no one knows if Gorrand's claim is true, but on the rare evenings every 11,347 years when the three moons conjunct into one, Gorrand is able to pull free of his binding to the Dark Core and is known to walk the earth in solid form. It is believed that the conjunction weakens Threllions hold over Gorrand, and Zorm as well, but only Gorrand has figured this out leaving Zorm to think he is helpless to prevent the destruction. This night is called the Death Hunt and is believed to be when the dead rise from the earth and hunt the living. No one has ever seen this occurrence since it hasn't happened since the Time of Light, but Gorrand's followers believe that the time will be soon. Evidence to support this comes from the nights where all three moons are shining full in the night sky (about twice a year) and Gorrand shows himself in astral form at random temples. While he has no power during these visits, he does bestow cryptic messages to his followers. These nights are considered holy nights for members of The Oath of Blood.

Knowledge (history) DC 15- Gorrand was one of two deities indirectly responsible for the creation of Braugh and the deity responsible for creating the caverns and tunnels that permeate the Dark Core

Knowledge (religion) DC 15- Gorrand guards the portal to the Darkfall and any soul that passes through



to the afterlife must go through him first, with non-evil souls being tortured into madness first.

Knowledge (religion) DC 20- Gorrand's followers are a secret group, but can be identified by the holy symbol defaced into their flesh in one way or another. They are also believed to be in various places of power within any given Lord's power structure.

Knowledge (religion) DC 25- It is believed that, very soon, Gorrand will be able to walk free from his bonds for one night, and that he will wreck havoc upon the face of Thallorand.

The Dark Core

Since being trapped within the planet's core, Gorrand has created passage ways under the earth, some small enough to crawl through, others big enough for a flock of dragons to pass through without curling their wings. The twisting maze of rock, caves and tunnels has become home to all manner of creature, mostly J'choral's "children" who have formed underground cities and civilizations. Adventurers seeking to make a name for themselves tend to wander below ground, looking to bring back a trophy or two from whatever beast they can find. Quite often, the only thing that returns is the story about how they died along with their possessions. There are many entrances to the Dark Core, some hidden and some in plain sight. The most notorious gateway is called The Demon's Cauldron and is the impact sight where Gorrand, while in energy form, struck the planet. The Cauldron is famous because of the constant plume of steam that rises up out of the center. The depth of the Cauldron is unknown and believed to go all the way to the core where Gorrand is trapped. There are frequent plateaus where hot springs are randomly located, and the deeper it goes, the hotter it gets, these are believed to be the combined sources of the steam. Along with the hot springs, many abominations that guard the decent into the Cauldron, which is why no physical mortal has ever made it to Gorrand's lair and back. There are four main entrances to the Dark Core at the Cauldron, other than the direct descent through the center. These entrances, each facing east, west, north and south, have open doors carved out of the stone. The carvings depict demonic faces with their mouths open wide for the doorways and each entrance leads to one of the temples known as The Points of Shadow. Only

followers of Gorrand use these entrances, all others are killed upon entry, sacrificed in Gorrand's name.

Gorrand has randomly placed portals throughout the Dark Core which lead to the Darkfall, where Gorrand's power emanates from. It's through these portals that all manner of creature is pulled to populate the Dark Core with horrors beyond imagination. These creatures, driven half mad by the transition from the Darkfall and the Dark Core, will attack anything in their paths, including anyone who may have summoned them. While they follow Gorrand's wishes, they secretly hate their master, some of the more powerful demons have been plotting to destroy him for centuries. Some of the high ranking members of The Sacred Order will be sent down into the Dark Core to seek out these demons and defeat them single handedly as a rite of passage within the church.



Threllion- Goddess of Balance



While Zorm and Gorrand have altered and manipulated the face of Thallorand to suit their needs, it is Threllion who is ultimately responsible for the existence of the world itself. Threllion has always been, knowing no beginning and seeing no end, she is a constant in the universe. Being the Goddess of Air, Artifice, Community, Healing, Knowledge, Magic, Plant, Protection and Water. Threllion watches over all things with both compassion and cruelty, mercy and retribution. While Zorm and Gorrand believe that everything is either good or evil, Threllion can see both ends and knows that balance is the true key to all things. The one true commonality between Zorm and Gorrand is their equal hatred of their imposed imprisonment by Threllion, something neither saw as fair.

After watching Zorm and Gorrand influence the face of Thallorand, Threllion decided to intervene only when things seemed to be on the verge of chaos. Summoning forth beings with her own moral compass, the ability to see good and evil as a choice, Threllion created the human race. However, to avoid influence, she created the humans in a primitive form, allowing them to grow and learn from the world around them. To watch over them without interfering with their evolution, other to ensure no other outside influence, Threllion created guardians for the humans called Dragons. These majestic creatures, made from the very elements of Thallorand itself, were to observe and protect the evolution. However, also given the choice of good or evil, some dragons saw this as a job beneath them and rejected Threllion's wishes. This betrayal ranged from minor influence in the lives of humans to turning tribes into slaves. Threllion, of course, did not intervene so as not to undermine the freedom of choice she defends all too often.

Unlike Gorrand and Zorm, Threllion is not bound to Braugh and may come and go as she pleases, including to and from the Wildwood and the Darkfall. Having no home plane of her own, Threllion travels the universe at will, sometimes occupying many places at once, and can be occasionally seen by astral travelers who have mastered planar magic. Since either one or all of the three moons can be seen, day or night, Threllion is believed to reside within the moons themselves, allowing her to watch over Braugh at all times. Threllion takes on many forms such as human, elf, dragon or mist, usually whatever she deems necessary when contacting mortals, which rarely

happens other than in times of dire need and the potential for imbalance.

While Threllion has no contact with Zorm or Gorrand due to their hatred for her, she does have another deity to contend with. A sister of sorts, J'choral is a mischievous and meddlesome being who simply loves to watch things unravel. Threllion had always known of J'choral's presence in the universe, but never paid any mind until Braugh had been created. J'choral's constant interference began to try Threllion's patience and, feeling like she had no choice, she confronted the troublesome deity. Pleading for mercy, J'choral convinced Threllion that they also created a balance, balance and chaos, as did Zorm and Gorrand. Threllion, could not set aside logic and argue against this fact, and such spared

J'choral, but banishing her from the surface of Thallorand warning her not to further interfere with the evolution of its inhabitants.

Knowledge (history) DC 15- Threllion is credited for the creation of Braugh and the human race.

Knowledge (history) DC 20- Threllion, in addition to creating the human race, also created the dragon races.

Knowledge (religion) DC 15- Threllion's followers make up little more than half of the religions of the known world, with the rest divided up among the other three deities.

Knowledge (religion) DC 20- Threllion promotes balance at all cost, which has become a controversial subject in recent years and has lost her some followers.

MORCHAN



TEHAL



BRITHLA



J'choral- Goddess of Chaos

J'choral is such an enigma, even she doesn't know when and where she came into being, just that one day, there she was. While Threllion was watching to ensure the balance was maintained between Zorm and Gorrand, J'choral was secretly entertaining herself with the ongoing confrontation. Angry at Threllion for "spoiling her fun", J'choral found new entertainment in tormenting Zorm's and Gorrand's creations as they began to spring forth across the face of Braugh. It was J'choral who turned some of the first of Threllion's dragons to a more evil nature, something Threllion had always assumed was a natural course of their evolution.

J'choral, while not directly connected to Gorrand, feels a small kinship with him which weighed in when taking creatures below ground to warp and twist them into the chaotic races that now inhabit the Dark Core. Favoring the Dark Elves above her other creations, she is the most directly involved in their culture and growth. Not content with building mere temples to J'choral, many underground cities and villages are dedicated in her honor with the hopes of being granted an appearance. J'choral is the Goddess of Chaos, Charm, Liberation, Luck, Maddness, Travel and Trickery.



Knowledge (history) DC 15- J'choral is credited as creating the Dark Races which dwell under the earth in the Dark Core.

Knowledge (religion) DC20- J'choral grants powers and power bonuses at random, Agents of Chaos often have to be resourceful in combat.

Knowledge (religion) DC 15- J'choral's followers are considered to be insane and follow no set rules or patterns. When dealing with Agents of Chaos, keep your guard up and do not extend much trust towards them.



GREAT TUN



ABOLAT

DRA

SHTON
TERRITORIES

GRABBLE
TERRITORIES

JOLANND
TERRITORIES

XENOR
TERRITORIES

VILLERAGG
TERRITORIES

TURBRAND
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DRANGLE
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CHAPTER THREE

THALLORAND AND BEYOND

THE EARLY DAYS OF THALLORAND

Villeragg Territories **Year 989 TOL- Year 436 WOL**

Drak Villeragg was a seventh generation blacksmith, learning from his father the ways of steel and iron that were handed down from his ancestors. Originally taught by the Dwarves, the first Villeragg to shape steel was also leader of the Tarrang Clan, some of the first nomads to settle into a fixed territory and establish trade. Because of the family might, in both strength and wisdom, no one questioned the authority of the Villeragg family as the leadership passed from generation to generation. Drak had finally established the town of Dormont Peak as a major location along the eastern part of Thallorand, despite not being a coastal port. Dormont Peak was rich with iron ore, something that was as valuable as gold at that time since more and more settled clans began forming militias and outfitting soldiers with swords and shields. Drak had expanded his family trade to include shipping out the extra ore pulled from the local mine. It was about this time that word of Donland Ashtroon declaring himself a “Lord” and claiming Gull’s Port as his capitol, reached Drak’s ears.

Without question from his fellow villagers, being the most powerful and wealthy man in the area, Drak Villeragg declared himself a “Lord” as well. Lord Villeragg immediately claimed Dormont Peak as his Lord’s Capitol and took the Tarrang Clan coat of arms as his family crest. Lord Villeragg then proceeded to declare that all lands in a 500 mile radius from Dormont Peak were part of his territories, despite the fact that other clans were currently in those areas. Any gold, silver, copper or platinum coins minted from that time forth would only be of value if it bore Lord Villeragg’s likeness, everything else was considered

half value and re-minted with his likeness. Letting ego get the best of him, Lord Villeragg had a large stone mansion build at the top of a series of plateaus that went up the side of Dormont Peak, he called it Remalar (Ancient for “Master Above”) Mansion. Over the many years since, as the village of Dormont Peak grew into a city, several wealthy members of the community built homes and business districts along the side of the mountain on the lower plateaus eventually connecting Remalar Mansion with the rest of the city.

Almost immediately after claiming Lordship, Lord Villeragg received word that his rival, Hem Jolannd, had also heard of Lord Ashtroon’s claims and followed suit. The Jolannd and Villeragg families had been at odds with each other since “the incident”. No one living could remember the reason why, but the families hated each other and tried to undermine each other at every turn. Many merchant traders built their businesses as buffers for trade between the families, since neither would deal with the other directly. Within a year, Lord Villeragg had set in motion three plots to have Lord Jolannd assassinated, to which Lord Jolannd responded in kind with five attempts of his own.

While the feud may have subsided on the surface, it was still there generation after generation. The Villeragg family became known as spoiled and greedy, claiming lands they hadn’t even set foot in and squabbling over border lines that were sometimes half a mile less than what they wanted. Making few friends and many enemies, the Villeragg family became the stereotype for wealthy Lords across Thallorand. Lord Drevin Villeragg, just two years after the formation of the Lord’s Chamber, became disgusted with the “unfair treatment” of his boundary claims and refused

to participate, being the first Lord to send a proxy in his stead. Within ten years, the other Lords followed Lord Villeragg's lead and The Lord's Chamber became a council of representatives, rather than the Lord's themselves.

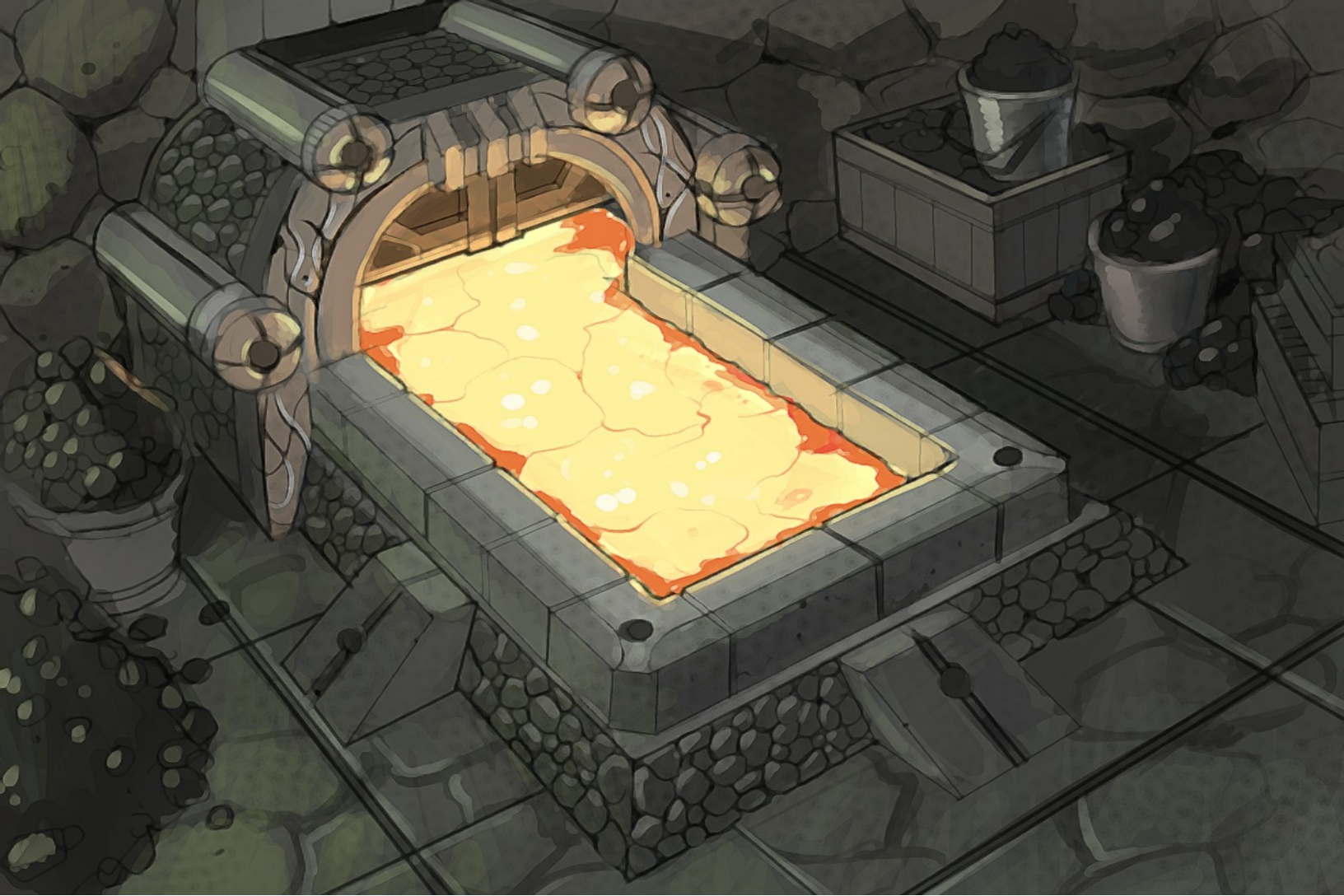
By the beginning of the Lord's War, Lord Humas Villeragg had already used the wealth of ore from Dormont Peak to outfit his militia with the best weapons and armor. Everyone knew that Thallorand was on the brink of war for some time, so preparation had begun several years before. Once the first battles had taken place and news of the fighting spread, Lord Villeragg made a bold move and attacked the borders to the Jolannd Territories, the Drangle Territories and the Xenor Territories, a move that would prove costly at an early stage in the war. While Lord Villeragg was able to hold the territory he invaded for the first few years, he slowly began to lose ground and supplies realizing he had cut himself off from the rest of Thallorand. Being backed into a corner, Lord Villeragg made an uneasy truce with Lord Turbrand against Lord Drangle and both armies began to press into the southeast corner of Thallorand.

During this time, Lord Humas Villeragg unknowingly etched his name into the history books by promoting through his ranks a young soldier named Vond Daggeroth. Vond Daggeroth, later known as

Lord Daggeroth The Slayer and The Landless Lord, became the greatest hero known to Thallorand on what became known as the Day of Despair. (See: Chapter * for more information) During a key battle to reclaim the border village of Kindland Grove, Commander Daggeroth and a team of personally trained soldiers circumvented the area controlled by Lord Drangle's Militia and coordinated an attack from both sides. Disguised as members of Lord Drangle's Militia, Daggeroth and his men infiltrated both the camp and the village, and sabotaged their defenses. During the main siege by Lord Villeragg's Militia, Commander Daggeroth and his team revealed their identities and signaled their allies across the battlefield. With their defenses down and being attacked from within, Lord Drangle's Militia has no choice but to surrender or retreat from Kindland Grove. This single battle weakened Lord Drangle's defenses on the border enough that it would remain under Lord Villeragg's control for many years.

The Villeragg family continued to maintain a decent amount of their original territories, but heavy losses and failed alliances with Lord Grabble and Lord Turbrand took their toll. Lord Jolannd's Militia made an alliance with both the Drangle and Xenor Territories to make a final invasion. The invasion by three militias, Lord Jolannd's being the largest, was more than the Villeragg's Territories could handle. On





the 12th day of Sprulan in Year 436 War of Lords, Lord Jolannd's Militia, lead by Commander Braddok Jolannd, Lord Franqua Jolannd's oldest son, attacked the Lord's Capitol of Dormont Peak. The siege took less than four hours, with most of the Villeragg Militia laying down arms and surrendering. Commander Jolannd led the march up the side of the mountain and took Remalar Mansion within minutes. Lord Corvand Villeragg VI confronted Commander Jolland, issuing a Challenge (a duel dating back to the Nomad Times) and fought him in armed combat. Lord Villeragg was defeated with honor and the territories were claimed by Commander Jolannd on behalf of his father.

Dormont Peak remained a thriving trade city, despite the new regime, the remaining merchants stayed and were able to make a suitable profit. Even before the fall of Dormont Peak, several merchants had taken over the management of the Villeragg mines and blacksmith business. As a show of good faith, Lord Jolannd allowed the controlling merchants to purchase the mines and business, for a reasonable fee of course, as long as they would only supply weapons and armor to the Joland Territories. While the merchants

appreciated this gesture, Lord Xenon and Lord Drangle did not and the temporary alliance that brought down Lord Villeragg was dissolved. Lord Jolannd gave control of the city to his son, Braddok, and from that day forth, the city was governed by the Lord's eldest son until the day he would replace his father as ruling Lord. At that time, until the new Lord's son (or son-in-law) was of age, leadership of Dormont Peak would fall to the next eldest male in the family.

For several years a group of renegades loyal to the Villeragg family calling themselves the Ringing Anvil would commit acts of sabotage against Lord Jolannd's Militia, including two attempts on two separate of Lord Jolannd's sons. While they never grew in strength, they were always present in Dormont Peak during the Lord's War, up until The Uprising when they disappeared. A group of Agents of Chaos have falsely taken up the banner of the Ringing Anvil and once again begun to spread panic and discourse throughout Dormont Peak. Having no real agenda, there have been no motives seen for the recent Anvil activity, other than to create disorder and fear.

Dormont Peak- Former Lord's Capitol, Villeragg Territories

Established: Year 1,202 Time of Light- village

Category: Minor City

Population: 32,346 (includes surrounding area)

Governor: Damda Jolannd, eldest son of Lord Crimbold Jolannd

Primary Export: Iron Ore

Secondary Export: Worked Steel (weapons, armor, ship and carriage parts)

Districts: Miner's District, Shop District, Hospitality District, Merchant's District, Trade District, Smithy District, Lord's Militia Camp, Nobles District, Commoners District

Religion: Primarily worshipers of Threllion who share their homes as places of worship rather than building a temple. There is also a temple to Zorm in the Noble District, build by the Villeragg family shortly before the Lord's war so that Zorm would bless the Lord's Militia in battle. While the temple is a large display, the following is small but consistent. Both the Acolytes of Blood and Agents of Chaos have followers in Dormont Peak, but they are hidden and secretive.

Places of Note:

Summoning Pit Arena- This medium sized arena is a recent addition to Dormont Peak, created due to the popularity of the tournaments. It can hold 10,000 spectators in the arena with a cost per seat ranging from 5 cp to 5 gp depending on the view. The pit can be seen from a lower plateau alongside Dormont Peak where the wood bleachers can hold another 20,000 people, but the view is poor, hence the 1 cp per person cost.

The Retired Anvil Pub and Grub- Owned by Kragg Bonebreaker, a Dwarven Blacksmith who retired several years ago. Kragg refuses to reveal his actual age, but the oldest member of the community's earliest memory of Kragg places him behind the bar as already retired for "many years". While the ale on tap, *Bell Ringer Brew*, is famous for its hearty and stout flavor (always served heated, even in summer), the novelty to the *Retired Anvil* is exactly that: Kragg's retired anvil. Twice the size of a standard anvil, Kragg's anvil is actually kept hot by magic infused within. No longer used for the shaping steel, Kragg now uses it to cook steaks on. When a customer orders the *Meat Special*, Kragg brings out a prime cut of the day's meat and cooks it to order in the center of the common room.

The Blushing Bride Inn- Converted from used to be a house of healing during both the Lord's War and The

Uprising, the *Blushing Bride Inn* is Dormont Peak's largest inn. At three stories tall, this U shaped building can house up to 300 guests and has a staff of 50 live-in servants. The primary draw for the *Bride* is the rear garden which has hosted weddings for both commoner and noble alike. The cost of a wedding includes a night in the Royal Room, the most lavish of all the available bedrooms. The common accommodations are not the best, nor is any of the food, but the prices are reasonable.

Other Locations:

The Dancing Stallion Tavern

Maurice's Magical Emporium

Drookit Trade House

The Demon Swarm Pit House (single size Summoning Pit)

Weary Traveler Inn

The Lingerin Patriot Arms & Armor

"Wonder What" Unusual Goods & Supplies

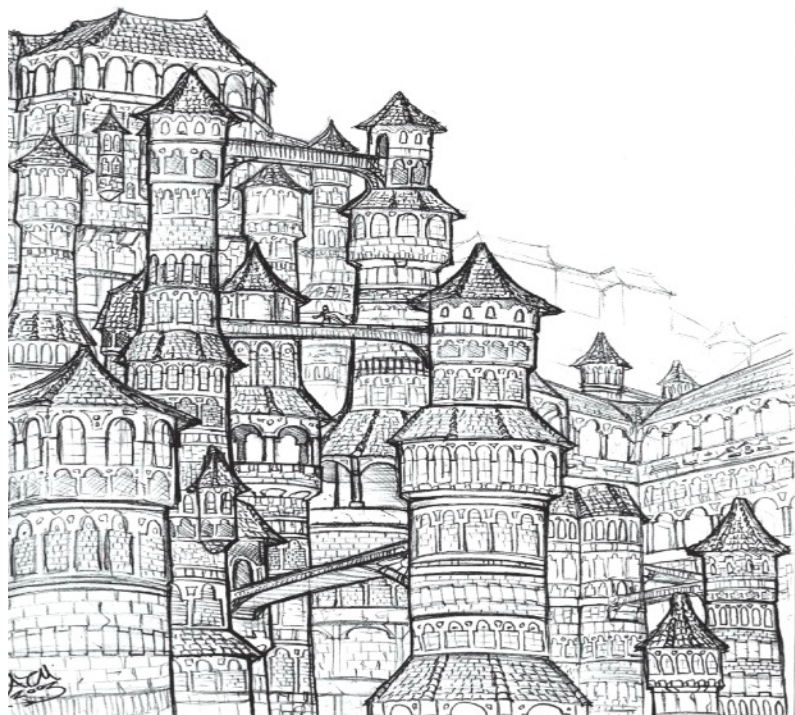
Other Information:

Local Magistrate: Commander Verast- Lord Jolannd's Militia

Merchant Guild Leader: Horice Bolduvall, owner of Drookit Trade House

Local Thieves Guild: The Gilded Rose- Britonia Songbringer (Female Elf) current Leader, 1,827

"known" members, unknown base of operations. The Gilded Rose has been around almost as long as Dormont Peak itself, and almost always has followed a matriarchal leadership. In addition to running the local gambling, the Gilded Rose is known for their ability to "import" almost any substance known to Thallorand.



Turbrand Territories

Year 989 Time of Light- Year 512 War of Lords

As original members of the Domskruid Clan, the Turbrand (Ter-brund) family took to farming when the nomadic clan finally decided to settle in Browden Valley. Self teaching themselves to plant and grow crops, the Turbrand family developed through trial and error many of the tools still used in the current farming community. Developing their expertise and tools quickly, the other families followed the Turbrand's lead and within a few years of settling the area, it was known as a large agricultural community. By deeding parcels of their land and a percentage of their crops, other smaller families were able to trade for the equipment and knowledge the Turbrand's possessed, thus increasing the Turbrand Family's land and wealth. This success soon elevated the Turbrand family to leadership of the Domskruid Clan. As the trade routes grew, so did Browden Valley, with merchants and agricultural traders coming into the area simply to benefit from the bounty of exports.

Jealous of this success, the Quarr Clan, led by Edmund Xenor, began to impede on lands openly claimed by the Turbrand family and Domskruid Clan. This touched off a horrible quarrel that was carried out by weapon and word for years to come. At the end of one of the most violent confrontations between the Quarr and Domskruid Clans, where the Domskruid forces managed to repel the Quarr invasion, Darvis Turbrand formally declares himself the Lord over the Domskruid Clan, and then disbands the clan. Lord Turbrand begins his reign by claiming the whole Browden Valley area as his Lord's Capitol and commissions a map of his territories with the boundaries declared by him. Once the map was completed to his satisfaction, Lord Turbrand had 11 copies created and sent them by personal messenger to each of the other main leaders. (only about half were calling themselves "Lord" at that time) This so infuriated Xenor that he placed a 10,000 gp bounty on the heads of Darvis Turbrand and his oldest son, Dominic Turbrand. Not wishing to hinder their open trade with the Turbrand Territories, the other leaders and Lords chose not to attempt to cash in on the bounty, leaving it unclaimed.



Fearing further conflicts, Lord Turbrand used the remaining warriors from the Domskridd Clan to recruit and train soldiers for the Lord's Militia. Almost in the nick of time, the Lord's Militia was outfitted and ready just as word began to reach Browden Valley that recently named Lord Xenor was planning an invasion. Seeing that he had underestimated his enemy, Lord Xenor withdrew the troops he had been massing near the border. While the hatred lingered between the Xenor and Turbrand Territories, the need for supplies pushed aside the conflict and trade relations were strained, but maintainable. With each new generation of Lord in the Turbrand family, public speculation as to whether the previous Lord's death was the doing of an agent of Lord Xenor or natural causes spread like wildfire.

Tales of conflicts in various parts of the world began to reach Browden Valley, and Lord Famir Turbrand rallied his Militia together and dispatched them to protect the borders. As predicted, as soon as war was declared among the Lords, Lord Tomrand Xenor chose to invade the Turbrand Territories with the bulk of his Militia. This attack became short-lived however due to the fact that Lord Villeragg had begun an invasion on the Xenor Territories eastern border. Being forced to divert a portion of his army to defend the eastern lands weakened Lord Xenor's Militia such that the Turbrand forces were able to push them back into their own lands. Lord Turbrand chose not to invade the Xenor Territories while they were vulnerable, a move that would cost them dearly in the end.

With the exception of the occasional alliance with both the Villeragg and Krism Territories, the Lord Turbrand's Militia took a defensive position throughout the war. Merely content to maintain what was already claimed by the Turbrand family, the Turbrand Territories were able to hold back the various invasions, not risking thin supply lines and support from the Lord's Capitol. Unable to keep alliances with other Territories, Lord James Turbrand was unable to repel the final push made by the allied forces of the Xenor, Jolannd and Ashtron Territories.

In Year 512 War of Lords, on the 21st day of Wenderling Lord Xenor's forces march into Browden Valley destroying what was left of Lord James Turbrand's Militia as they moved toward his mansion. Lord Grimeld Xenor III, wanting to gloat, personally

led his forces to the gates of the mansion and challenged Lord Turbrand to a duel. When Lord Turbrand refused, Lord Xenor set fire to the mansion and ordered his men to kill anyone leaving the premises who did not appear to be a servant or slave. The fire, despite the severe cold weather, raged for three days until there was nothing left but ashes. Neither Lord Turbrand's remains, nor that of his family, were ever recovered and they were all presumed dead. Lord Xenor claimed the lands as his, with the exception of the lands promised to the Astron Territories, and handed over control of Browden Valley to a group of merchants that were also close personal friends. They were allowed to maintain the trade and agricultural export from the former Turbrand Territories, as long as a percentage was sent back to the Xenor family. This consortium was called the Zentner Group, after the lead merchant Jockard Zentner.

Browden Valley- Former Lord's Capitol, Turbrand Territories

Established: 1,198 Time of Light- farming valley

Category: Medium Valley

Population: 10,672 (includes surrounding areas)

Governor: N/A

Primary Export: Agricultural Crops, primarily vegetables and fruits

Secondary Exports: Agricultural Equipment, Vegetable Dye

Districts: Trade District, Harvest District, Commoner District, Hospitality District, Vendor District, Noble District, Shipping District (due to the nature of the valley, most districts take on the appearance of small villages)

Religion: Worshipers of Threllion each District has a small shrine in the center, some followers of Zorm but no temple was ever built.

Places of Note:

The Pickled Beet- The main tavern in the Hospitality District, *The Pickled Beet* is most known for the variations of fermented alcohol. The owner, Mattmartigan James, has spent his whole life experimenting with different vegetables and the alcoholic result they provide. The one popular success was a byproduct of tomato fermentation that Mattmartigan named *Mornin' After* due to it being a "sure fire" cure for a hard night. The most popular beverage at *The Pickled Beet*, however, is a citrus malt Mattmartigan simply calls *Kick* due to both the sour aftertaste and the delayed intoxication effects that come minutes after consuming it.



The Zentner Group- A consortium of merchants originally from the Xenor Territories, these businessmen now control all that comes and goes from Browden Valley. Their buildings make up the majority of the Trade, Harvest and Shipping Districts and can be easily seen from anywhere in the valley. Much like the Lords, control of the group is handed down from one generation to another, with the few exceptions of members selling off their shares to new merchants. While the group originally had six board members, they are currently at four with only three of those being from the founding families.

The Turbrand Ruins- The ruins of the Turbrand family mansion have been left untouched for centuries. Under penalty of death, no one is allowed within the gates, which are under 24 hour guard, and the ruins can only be seen from a distance. Lord Grimeld Xenor III ordered the ruins sealed off and to be left as a symbol of his power to those who would stand against him, no other succeeding Lord has overturned this proclamation. It is believed that the ruins are haunted, but since no one has ever been allowed inside the gates, this remains a rumor.

Other Locations:

The Magic Garden Vendor District
The Bitter Mushroom Apothecary Vendor District
Quick Blade Weaponsmith Vendor District
The Place Hospitality District
Flatfoot Inn Hospitality District
The Flesh Farm Pit Tavern Hospitality District (specializes in anti-vegetarian meals and single sized Summoning Pit)
The Real Lantern Noble District (a member only pub and brothel)

Other Information

Local Magistrate: Commander Lindon Stonebreaker (Dwarf), Lord Xenor's Militia

Merchant Guild Leader: Tomil Zentner, President of the Zentner Group

Local Thieves Guild: The Sheathed Dagger, Dammitar the Razor (Male Halfling) current leader, estimated to have 600 or so members. A rumored base of operations is in the upstairs of the *The Flesh Farm Pit Tavern*, but this has yet to be confirmed.

Fulshten Territories

Year 987 Time of Light to Year 112

War of Lords

One of the most violent of the nomad clans, the Griddok Clan ruled their lands with an iron fist. Claiming the lands to the north, along the Border Mountains, the Griddok Clan learned to live and thrive in some of the harshest environments on all of Thallorand. Due to the proximity to The Great Tundra, the lands controlled by the Griddok Clan saw more winter than any other season, but was not constantly covered in snow. Blessed with dense forests, the Griddok lands were ideal for the harvest and processing of lumber, and as the clans began to settle, this key feature made trade with the Griddok Clan valuable. Putting aside their warmongering for a time, the Griddok Clan began to spread out and settle the land, forming small villages with the sole purpose of harvesting timber. The current leader at this time was Halva Fulshten, a true warrior who also had the gift of persuasion, knowing how to talk himself out of a bad fight as well as fight himself out of a bad talk. Choosing to settle in the very northern part of the territory, Fulshten chose the head of the Lombado River to make his home. Calling the area Blood Falls, after the giant waterfall jutting out from the Border Mountains that feeds the Lombado River, Fulshten built a village at the base of the falls, with his mansion

up on the plateau that overlooked the whole area. Fulshten then divided the clan and gave his trusted associates responsibility over the smaller villages, allowing them to use their last name as the name for each village. Small communities such as Silverbane, Oakbarrow and Blackbyrne rose from tents and huts to full fledge villages, with the center of the activity at the timber mills. Within a few decades, the Griddok Clan had made a name for themselves as the prime source for premium, structure grade timber. Even now, there isn't a village, city or town that doesn't have at least one structure build with timber from this area.

While the growth of timber was enough to satisfy some, the Fulshten family was not content with what they had and were constantly trying to stretch their boundaries by force. Making enemies with those who sought to trade with him, Corrand Fulshten sent raiding parties to the furthest reaches of his lands and began burning out villages that were not recognized by his clan. In Year 987 Time of Light, Corrand Fulshten took the moniker of Lord Fulshten and made Blood Falls his capitol city. This angered many of his neighbors, most notably was the recently accended Lord Doreon Grabble who publicly called Fulshten a "mindless brute unworthy of any title other than Chief Moron". The Grabble family, as well as the Kordak Clan, had been enemies of the Fulshtens and Griddok



Clan for many years. While the Griddok Clan pushed into other territories, it is with the Kordak Clan that they had the most conflict. It came as no surprise that one of the most violent and bloody battles, the one attributed to kicking off the Lord's War, came from these two warring territories.

In the days when The Chamber (a council of Lords and/or their representatives) was still in use, the most frequently argued topic was boundaries. These arguments between all twelve of the Lords would go on for days at a time, with only temporary and flimsy agreements made. In Year 1 Time of Light, a discovery was made in Haverd's Hole, a small mining community at the base of the Border Mountains just inside the boundary of the Grabble Territories. Haverd's Hole had been captured by the Fulshten Territories and forcibly reclaimed by the Grabble Territories many times. While digging out a new mine shaft that was believed to lead to a vein of silver, a series of natural tunnels were uncovered. Lord Grabble sent a team of adventurers into the tunnels to map and explore the possible Dark Core dangers that may intrude upon his lands. What was discovered was that the tunnels lead almost straight through to the other side of the Border Mountains, coming out on the Great Tundra. Even though it was known that the Great Tundra was basically a frozen wasteland, many cultures still called this area home. In addition, followers of Zorm believed that the deity's earthbound prison, the Valley of Life, was at the center of the Great Tundra. This single discovery took a small mining community up to a major trade port overnight.

Hearing of the discovery, Lord Corrang Fulshten IV took an older version of a surveyed map and ordered his Chamber representative, Baldur Frond, to argue a claim over the town and, if one could not be made, to make an offer of gold in trade. Frond was sent forth, with 2,000 gp as a down payment if needed, along with the map to meet with the other Chamber representatives. Meeting directly with Vernan Trimble, representative for Lord Comden Grabble II, Frond made the claim on behalf of his Lord for Haverd's Hole. Sensing a possible shift of power, a majority of the representatives backed Frond in his claim, putting Trimble in an unexpected defensive position. Without authorization, Trimble gave Frond an unknown amount of gold in return for him to rescind his claim and back off the issue of Haverd's Hole. Frond, now in possession of a large amount of gold, publically agreed to lift the claim and then was

never seen or heard from again. While under the table deals like this were commonplace, this was the biggest and most public of them all and, in response, the Lords disbanded The Chamber.

Lord Fulshten blamed Lord Grabble for this treachery, implying that Trimble was part of the deception, and gave the ultimatum to hand over Haverd's Hole "or else". When Lord Grabble refused and publically mocked Lord Fulshten, a large faction of soldiers were dispatched to claim Haverd's Hole by force. Under the cover of darkness, the soldiers entered the village and, in the most violent display anyone can remember, they killed every living soul. Lord Grabble had no alternative but to declare open war on the Fulshten Territories and dispatched the bulk of his troops to invade their lands. Called the Battle of Frozen Tears, this one event so horrified and divided the other Lords that the invasion of the Fulshten Territories was the excuse everyone was waiting for, and war was declared between all the Lords.



The Fulshten and the Grabble Territories spent the first part of the Lords War fighting between themselves, rarely getting involved in any other disputes. Both armies were evenly matched, so much that for the first hundred years of the war, the borders never really changed. Lord Darvis Grabble V decided to resort to alternative means in order to defeat his enemy and secretly contacted a member of the Agents of Chaos, looking for a spy and assassin.

Shiola Drumfeld, a powerful mage and thief, was given the task and spent several years disguised as a servant girl in the Fulshten mansion. During that time, spent gaining the trust of the entire household, the son of Lord Jhad Fulshten IV, Dak Fulshten, began to flirt with Shiola. Seeing this as a perfect opportunity, Shiola allowed Dak to continue his flirtation, but was soon swept up in his emotions. Against her original intentions, Shiola and Dak fell madly in love, with Dak asking for her to marry him. Lord Fulshten found out about the affair and ordered his son to leave her, which he did out of fear of his father's punishment. On the 30th day of Doknal, in Year 112 War of Lords, Shiola took her revenge and fulfilled her original assignment in one fatal night. Angered at the weakness of Dak to stand against his father, coupled with her painful heartbreak, Shiola used her magic and Dak's blood in a powerful new ritual, thus turning her into the first known Lovelorn Vampire. Feeding on joy and happiness, Shiola set out about the mansion killing everyone, including Lord Fulshten, with her new found powers. Only a handful of servants were able to escape, spreading the word about Shiola's destruction and the fall of the Fulshten family. Shiola's whereabouts are, as of yet, unknown, but tales of Lovelorn Vampires have spread across Thallorand in the years since.

Lord Grabble, hearing of the success of his assassin, was able to move into the Fulshten Territories with ease, converting or capturing Lord Fulshten's soldiers as he went. Lord Grabble's rather large extended family, took control of Blood Falls, as well as the larger villages in the former Fulshten Territories, maintaining the timber industry and adding more gold to the Grabble Family coffers. The citizens of the Fulshten Territories felt no love loss for their fallen leader, many had expressed outright disdain for the family's warmongering greed. This led Lord Grabble to easily sway their loyalty and prevent an interruption to the timber production which was so desperately need to build, and rebuild, in the wake of destruction the Lord's War brought to Thallorand. In the years since The Uprising, Blood Falls has been re-named Prosperity Falls and still remains under the control of a Grabble family member.

Prosperity Falls (formerly Blood Falls)- Former Lord's Capitol, Fulshten Territories

Established: Year 1,157 Time of Light- village

Category: Minor City

Population: 23,686 (includes surrounding areas)

Governor: Perceval Grabble II, cousin to Lord Hanif Grabble

Primary Export: Raw Timber

Secondary Exports: Processed Timber, Handmade Furniture

Districts: Noble District, Common District, Mill District, Merchant District, Hospitality District

Religion: During the Fulshten reign: Gorrand, Currently: Various, predominantly Threllion

Places of Note:

Dual Crest Lumber Mill- Named for the twin crests of the mountain, one on either side of the water fall, *Dual Crest* has been harvesting and processing timber for several generations of the Pakord family. Currently run by Josephina Pakord, who also is head of the Merchants Guild, the mill has been more prosperous than ever before. Exporting wood to every corner of Thallorand, the income *Dual Crest* brings to Prosperity Falls keeps the town's economy flowing. Almost every family in Prosperity Falls has currently or in the past worked for the mill.

The Knot Hole Tavern and Inn- Just down the street from the mill, the *Knot Hole* is almost always filled with mill workers either coming or going to their shift. Despite having many ales on tap to choose from, the *Knot Hole* is well known for its revitalizing *Javard Brew*, a hot drink made from the roasted berries of the Javard plant that grows only in the forest around Prosperity Falls. Michael Blanchard, and his wife (who's baked goods are well known for hundreds of miles), are the fourth generation to manage the *Knot Hole* and, as each generation before them, managed to maintain the traditions that have made their business a success. In addition to the great food, the *Knot Hole* can accommodate up to 30 travelers in their 15 room inn, located in a separate building to the rear of the tavern. These rooms are considered basic accommodation, and since Prosperity Falls is accustomed to trade caravans and barges, there are no real "luxury" services available in any of the inns.

McLean Exports- Shane McLean is truly a master at his craft, which happens to be handmade furniture. Gracing the halls and mansions across Thallorand, *McLean Exports* has made one of a kind tables, chairs

and other pieces for Lords and Nobles alike. Using the beautiful local timber, McLean can turn an ordinary piece of wood into a work of art, and there is a two year waiting list just to commission a piece.

Other Locations:

Portis Transportation- Mill District, maker of carts and barges for shipping

Redstone Smithy- Merchant District, blacksmith and horse shoe repair

Catchall's Satchel- Merchant District, general store with some magical items

Stone and Hearth- Hospitality District, bakery and eatery

Torrin's Folly- Hospitality District, Summoning Pit (single) tavern

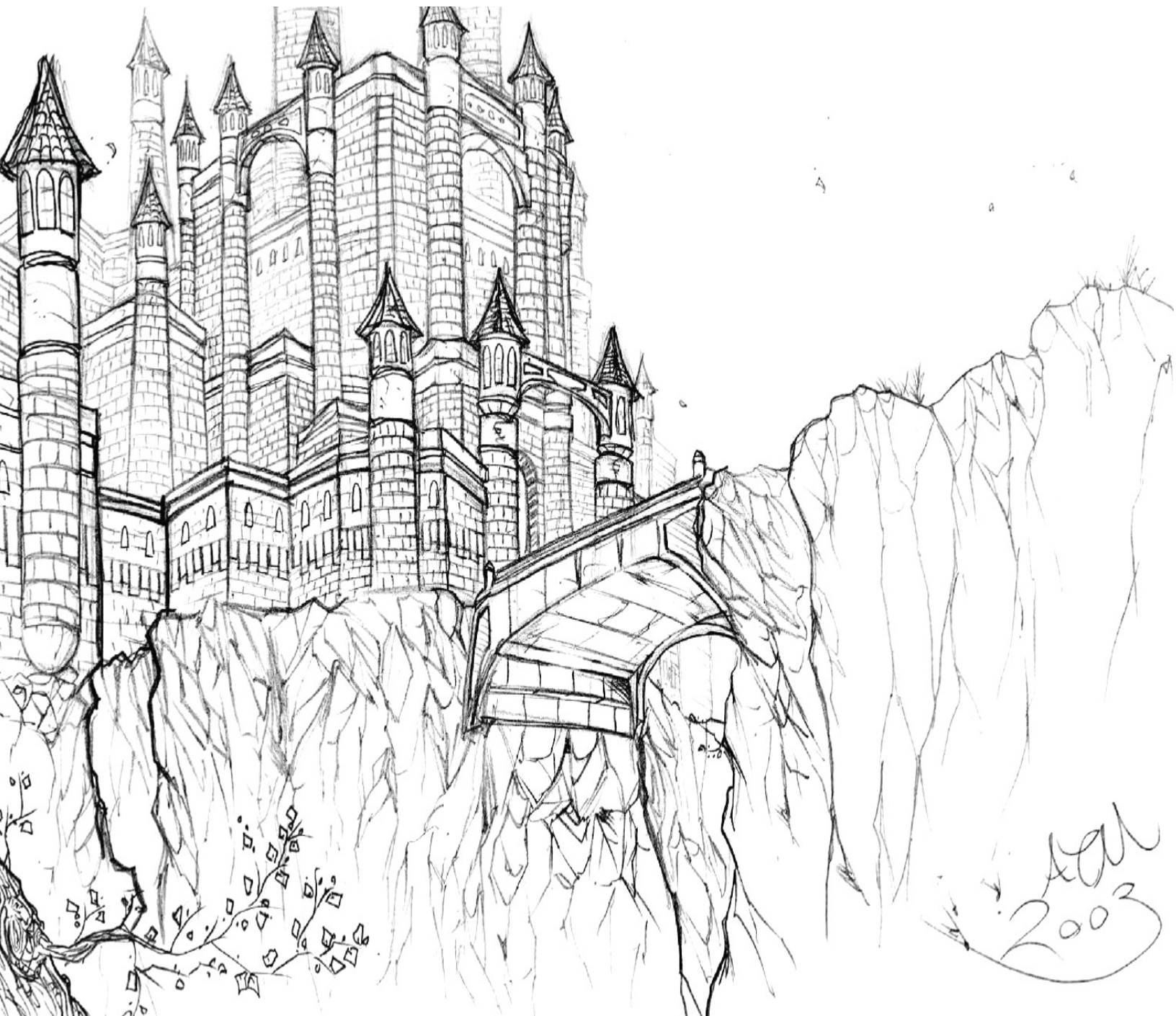
Offering Stone- Outside of the city on the edge of Raggamond Forest, symbolically used to make offerings to the Circle of Druids who permit the timber harvests.

Other Information-

Lord Magistrate: Commodore Brand Fasion

Merchant Guild Leader: Josephina Pakord, *Dual Crest Lumber Mill*

Local Thieves Guild: The Shroud, (NPC) current leader, around 1,100 estimated members, base of operations is believed to be a hidden cave outside of town (unconfirmed).



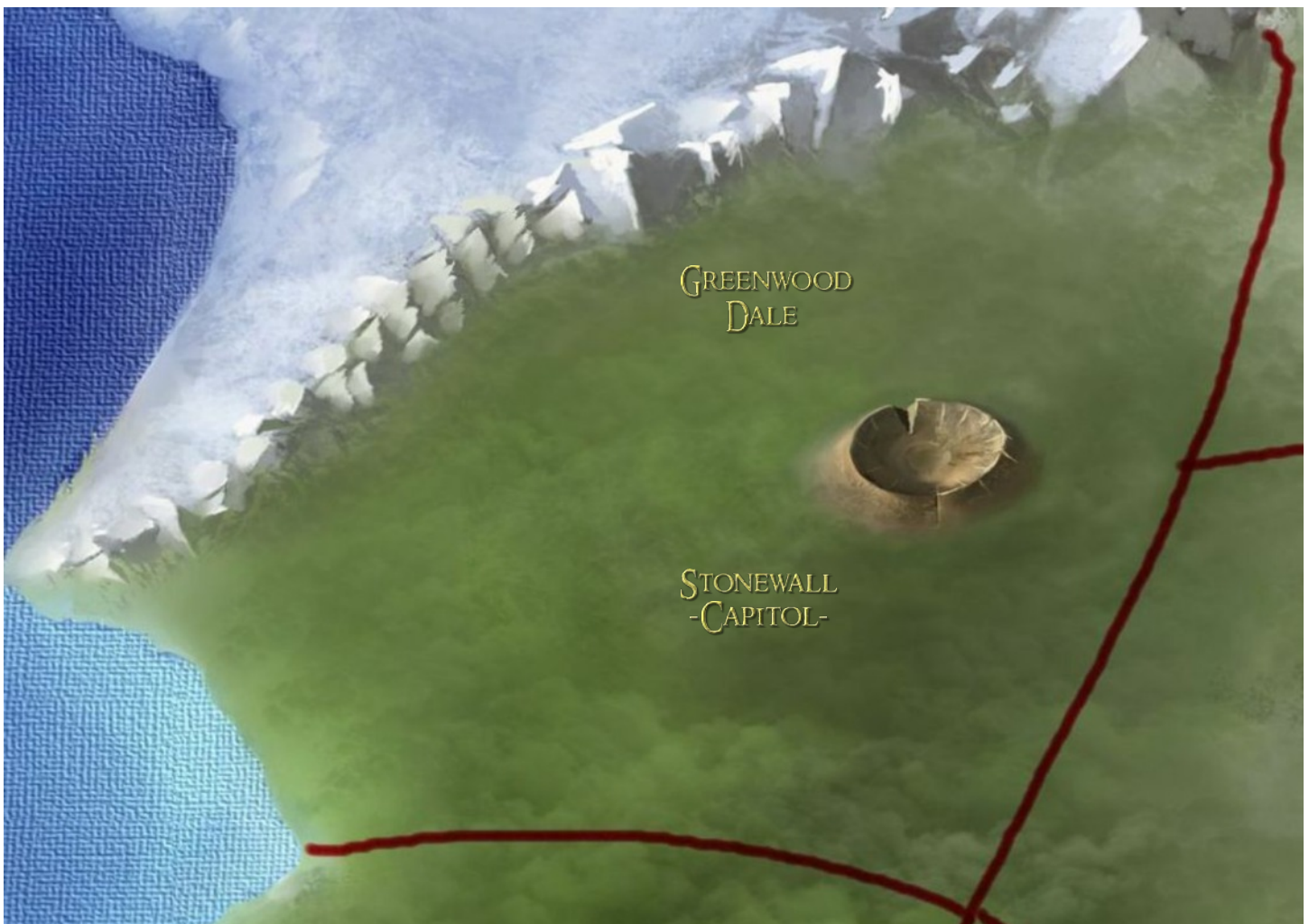
Hammord Territories

Year 987 Time of Light- Year 399 War of Lords

The Verdekk Clan was one of the most cunning and tactical of all the warring clans, using hit-and-run tactics to disorientate and defeat their enemies. Originally from the forests south of the western edge of the Boarder Mountains, The Verdekk Clan began to migrate north towards the mountains. Using the series of caverns they discovered in the mountains as an underground city, the clan was able to repel intruders using the tunnels as a way to sneak around and flank attackers. While exploring the mountains, the Verdekk Clan, led at the time by Romero Hammord, discovered a strange type of stone, deep blue with flecks of silver. The stone itself was considered beautiful when polished, but they accidentally discovered that when the stone is heated and cooled, it became stronger than any other known substance. This discovery came when the clan began using the special stone rocks as a border for their fires. Through trial and error, the clan discovered the secrets of the stone, named "Borgtite"

by Romero Hammord. They found that the stone could be easily carved and shaped, but when heated and cooled, became almost indestructible, but only at certain thicknesses. The attempts to shape the stone into weapons and shields were unsuccessful. Even used as the head of a mace or warhammer proved futile due to comparative fragility of the handles which could not handle the stress of impact.

Soon the Verdekk Clan began moving their tribes and communities back out into the world from the caves and began the first of many Borgtite mines in the area. Building fortresses of Borgtite along the claimed borders, the clan was able to secure and maintain a wider region than originally anticipated. Once word of the impregnable structures began to spread across Thallorand, many of the other clans tried to barter for this fantastic substance. Not wanting to outfit their rivals with their greatest discovery, the Verdekk Clan limited the export of Borgtite to other clans, forcing them to build secure rooms rather than entire structures from the stone. Not a single fortress was built on Thallorand that did not have a vault or safe room built from pure Borgtite. The leadership of Verdekk Clan



was passed from generation to generation of the Hammord clan, due in large part for the original discovery of Borgtite's value by Romero. Controlling the mining operations, as well as the outlying villages, was given to members of the Hammord family, with the eldest son of each firstborn being the clan leader. Romero's other contribution to the clan was establishing the capitol city of Stonewall in the center of the claimed territories. From there, the Hammord family was able to branch out in equal directions and control both the borders and mining operations. Both the wall surrounding the city and the Hammord castle were made from treated Borgtite, making Stonewall one of the most secure cities in the entire region.

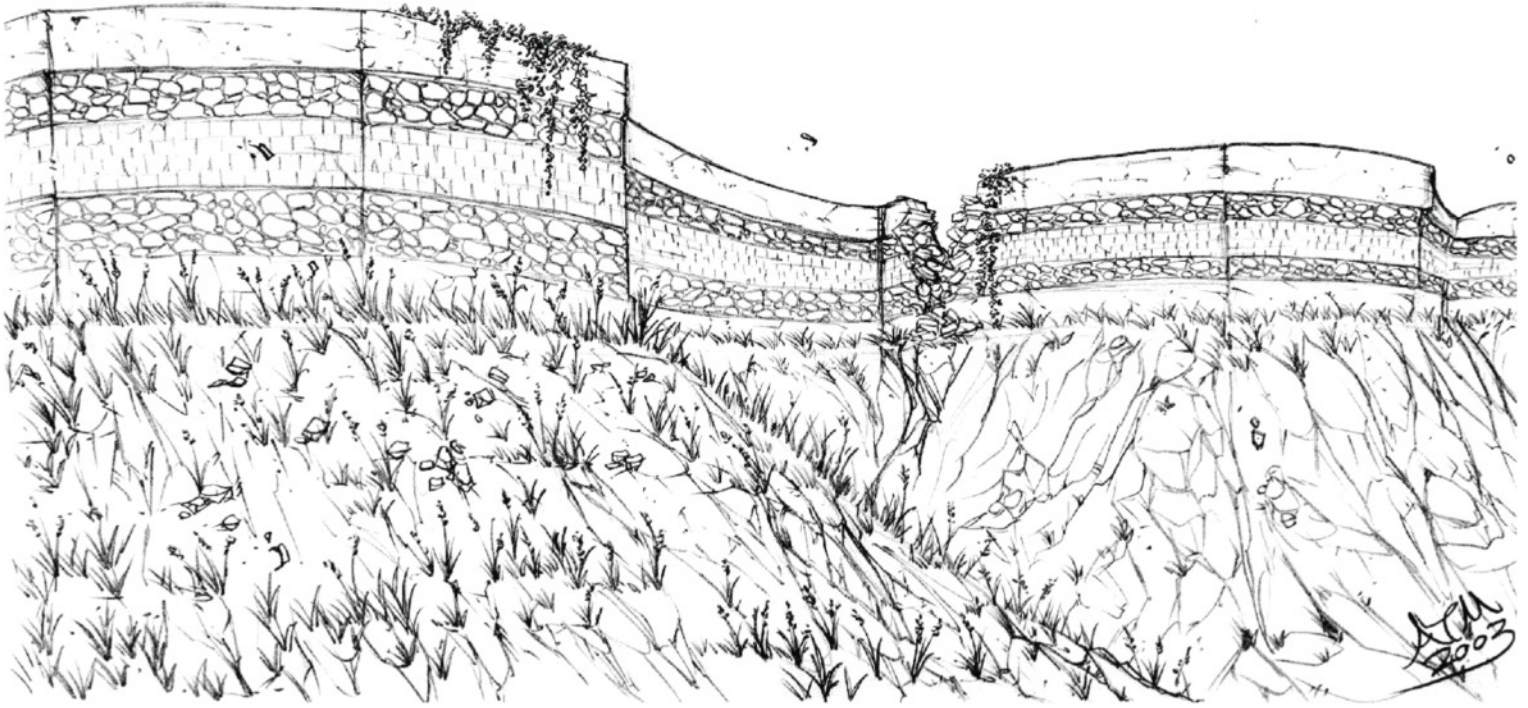
In Year 987 Time of Light, Jorvin Hammord as the current head of the Vordekk Clan claimed Lordship for himself and declared Stonewall as his Lord's Capitol. By this time Borgtite's value had almost tripled since its discovery and the export of the stone was being strictly controlled. Borgtite was sold in such small quantities that even a secure room was unattainable, so it began to be used for statues, fountains and other decorative art due to the longevity against the elements. This control over the quantities was not well accepted by the other Lords of the time and resentment began to set in against the Hammord family. For the years leading up to the Lords War, many of the other Lords would send factions into Hammord territories to test themselves against the Borgtite fortresses only to return home in frustration and failure. This led to the arrogance and overconfidence that became the Hammord family's downfall.

At the beginning of the Lords War, an army from the Brigland Territories, later reinforced by members of the Astron Militia, marched into the Hammord Territories and began attacking the fortresses along the border. While this effort was futile at first, it gave the armies a chance to test new weapons, mundane and alchemical, against the Borgtite walls. By the Year 276 War of Lords, a volatile form of acid was discovered by Lord Brigland's wizards that was able to weaken parts of the Borgtite walls, but not completely penetrate them. This changed the tides in the attack on the Hammord territories and allowed Lord Brigland's army to slowly invade the area, ultimately surrounding the Lord's Capitol Stonewall. Since Stonewall was far more fortified than the outlying fortresses, the acid did not prove itself as effective in attacking the city, so other means of conquest were implemented: patience. Surrounding the city, there was no means for the

people of Stonewall to resupply themselves, forcing them to rely on the existing supplies within the walls. Stonewall, however, was built with this type of embargo in mind, and in the beginning of the occupation the Brigland forces had little impact on the citizens. In Year 344 War of Lords, Lord Horatio Brigland sent his youngest son, Torrence, to personally oversee the army surrounding Stonewall. Torrence, without seeking approval from his father, hired a group of mercenaries to infiltrate the city and begin a series of sabotage that would damage and then eliminate the available supplies within the city. Over the next fifty years, the slow sabotage proved itself invaluable and the Brigland forces were able to finally breach the walls of the city without any means of resistance. With the Hammord palace completely surrounded by Brigland forces, the Lord Drial Hammord VI had no choice but to surrender, but still not willing to admit defeat, he did not. It was another five years before Lord Hammord's own servants, hungry, sick and scared, opened the gates and welcomed the Brigland forces in. On the 43rd day of Qurrad in the Year 399 War of Lords, Lord Hammord was captured, but died of malnutrition and poor health shortly after. Lord Jor Brigland II claimed the existing territories as his and placed his nephew, Grant Brigland V, in charge of Stonewall.

As a backlash against hiring the mercenaries, Grant Brigland was unable to persuade them to leave and reluctant to confront them over the humiliation that would befall him from his father's decision to use them. The mercenaries remained in Stonewall and evolved into the thief's guild known as the Daggerstones, which still exists to this day. The Daggerstones are the only guild in Thallorand who are recognized openly and truly do not fear local law enforcement from Lord Brigland. In return for the "free reign" policy, the Daggerstones keep their involvement with the fall of Stonewall a closely guarded secret.

The only piece of land that had never been claimed is the Demon's Cauldron, believed to be the impact location and entrance to Gorrard's domain: The Dark Core. This area has been intentionally left alone due to both the superstition it carries and the fact that it is a haven for the endless amount of Gorrard followers that are drawn to it. Because it has never fallen under the jurisdiction of a Lord, it has never been surveyed or mapped by anyone outside Gorrard's church.



Stonewall- Former Lord's Capitol Hammord

Territories

Established: Around Year 1,163 Time of Light

Category: Major Walled City

Population: 26,395 (including surrounding areas)

Governor: Tomland Brigland (Lord's youngest nephew by tradition)

Primary Export: Borgtite Stone

Secondary Exports: Borgtite artwork, silver mines

Districts: Noble District, Commoner District, Artisan District, Trade District, Merchant District, Hospitality District, Agricultural District, Banking District

Religion: All religions are represented, with Zorm being the most predominant

Places of Note:

The Spire- (Hospitality District) Originally build for visiting members of the Hammord family, *The Spire* was gifted to one of Grant Brigland's closest advisors, Tramil Drumar. The only other structure within the walls of Stonewall made of pure Borgtite, *The Spire* boasts four stories and a total of 15 luxury rooms. On the fourth floor is the pride of Stonewall, a tavern with a 360 degree view of the whole area. Nobles from all over Thallorand come to Stonewall just to stay at *The Spire* and enjoy fine dining and exotic wine in the tavern. Rooms are occasionally available for travelers who wish to spend good gold on the experience, but

for the most part a three month waiting list is in place. Guests can expect to pay up to 50% more for the food and lodgings at *The Spire* but the bragging rights are considered priceless.

Banner of Verdekk Tavern- (Commoner District)

Claiming to be one of the last true decedents of the original Verdekk Clan, Wiglaf Strengfarm, a human Barbarian from the territory near the Border Mountains, is the current owner of the *Banner of Verdekk Tavern*. Strengfarm inherited the tavern from his father, who in turn inherited the bar from his father, and so on back (the story goes) to Romero Hammord's right hand man and the first leader of his army, Blord Strengfarm. The original structure is still intact from the time of Stonewall's founding, and has been decorated with the livery, battle standards, weapons and shields of the original Verdekk clansmen. Located in the Commoner District, the *BoV*, as it has become known, caters to the locals of that district and frowns upon the occasional visit from a passing noble looking to get a glimpse of the "culture" in Stonewall. Fights rarely break out in the *BoV* since it has come under the protection of the Daggerstones who have been holding the more "public" meetings in the back room recently. The ale on tap is called "*Fortress*" (2 cp per pint) due to its stout flavor and high alcohol content, and the mixed drink of choice is "*Storming the Castle*" which

is made by dropping a small glass of “*Dwarfblood Wiskey*” (1 sp per shot) into a pint of “*Fortress*”. Strengfarm has a chalk board behind the bar that ranks the patrons with the most “*Storming the Castle*” drinks consumed in one hour (and still be conscious at the end of the hour), the current ranking champion is Orion McCloud, a local hunter and explorer, with 8. McCloud used to have the title with 7 drinks, but a recent challenge to the tanned skinned, thick-bearded fellow forced him to drink 8.

Brick and Mortar Inn (Trade District) This plain looking, two story structure has only one purpose, selling a bed for the night. The simplest accommodations can be found at the *Brick and Mortar* making it a beacon to the common traveler and caravan escort. With twenty rooms upstairs, and two large barracks with filled with bunk beds, anyone with a couple of silver (or less) in their pockets can find a bed and a hot meal. Run by widow Haggitha Grapthwart, the *Brick and Mortar Inn* has been in business for many years. Grapthwart, a female Dwarf, was a soldier alongside her husband, Brooder, escorting the delivery of Dwarven made weapons and armor to the various armies during the War of Lords. When The Uprising broke out, the Grapthwarts were making a delivery to Stonewall and became trapped inside. Once it was known that The Uprising had ended the War of Lords, the Grapthwarts remained in Stonewall and helped defend it from the hordes of

under-creatures. Brooder died while defending the city during the last months of the fighting, and was buried in the cemetery with the other honored soldiers. Not wanting to leave him, Haggitha bought the former military building from the Brigland Militia and converted it to a basic hotel.

(Bunk bed: 4 cp, 6 cp with “hot meal”, Room with single bed: 11 cp, 15 cp with “hot meal”)

Other Locations:

Stone Garden (Artisan District) Art gallery featuring local artists’ work with Borgtite run by Patricia Graves.

Hard Six (Hospitality District) Tavern, gambling house and brothel, run by Jamal Clorthon

Maddigan Masons (Trade District) Main broker in Borgtite for all of Thallorand

Mine Guild (Noble District) The headquarters for all the mines in the area, run by Tomland Brigland

Other Information-

Lord Magistrate: Commodore Malard Klorvis

Merchant Guild Leader: Tomland Brigland, controller of the Mine Guild

Local Thieves Guild: The Daggerstones, Corvin Ringlord (male human) current leader, estimated 2,500 members in the area, the headquarters is not publicly known despite the “openness” of the guild, however it is believed to be controlled through the *Hard Six* tavern.



Krism Territories

Year 987 Time of Light-Year 272 War of Lords

The Balderan Clan was almost the complete opposite of the Griddok Clan during the time of the Nomads. Whereas the Griddok Clan fought and conquered other clans for their land, the Balderan Clan simply bartered for theirs. Learning early on how to tame and train horses for a multitude of uses, the Balderan Clan gained the reputation of Horse Masters. Using this reputation, it was simply easier to barter and trade for land and goods rather than fight over them. While some clans felt it was easier to simply take from the Balderan Clan, others knew the value of a trained horse and defended the Balderan lands with said horses as payment. Around the Year 1,197 Time of Light, the Balderan Clan began to fragment and establish many villages and towns dedicated to raising horses, pack animals and some consumable livestock. The largest of these settlements was Calmerand Pass, nestled at the base of a small mountain range in the center of the Balderan lands. The leaders of each

community were responsible for the transactions with other clans and territories, along with management of the community affairs. After a few years, these leaders decided to form a merchant guild, The Balderan Council, in place of the traditional clan, with the head of the guild being the leader from Calmerand Pass. Each individual leader is chosen based on how successful he or she has been over the previous year, however it is a rare occasion when leadership is passed on to another family.

It was in Year 987 Time of Light that the current head of the Balderan Council, Lars Krism, persuaded his fellow council members to unite under one leader: him. Based on the pattern of events on Thallorand, the council voted to make Lord Lars Krism the controller of the territories and disbanded the Balderan Council. Lord Krism, however, maintained the leaders as a consortium of advisors and allowed them to frequently weigh in on certain issues. Taking Calmerand Pass as his Lord's Capitol, Lord Krism also formed the Lord's Mounted Militia and used generations of experience in horses to maintain his borders with a smaller force than would normally have been needed. While they



lacked in ground and hand to hand combat, Lord Krism's soldiers were well trained in mounted combat and able to cover larger areas than a foot patrol.

In the early days of the Lords War, the Krism Territories were primarily left untouched. The mounted soldiers had some occasional skirmishes over borders, but no serious threats were ever witnessed. This was due to many factors, the foremost one being that the Krism Territories were in control of the largest herd of horses on the continent, something every militia valued. Secondly, the age old allies of the Fulshten and Hammord Territories had no intentions of invading the Krism Territories and swore to defend against any militia that did invade. However, the Fulshten and Hammord Territories suffered heavy losses in both land and soldiers. With the Fulshten Territories falling in Year 112 War of Lords and the Hammord Territories losing their southern border to Lord Brigland's Militia, Lord Prigmore Krism found himself surrounded without a true ally in sight. On 10th day of Forlanta in Year 272 War of Lords, Lord Krism called a meeting between himself, Lord Francis Brigland II, Lord David Ashtron, Lord Jorval Xenor and Lord Mavis Grabble VI to discuss terms of surrender. Lord Krism divided his territories up equally among the other Lords in exchange for the safety of his people and his freedom. While amnesty was granted to the people of the Krism Territories, Lord Krism was captured by Lord Ashtron, who did not feel mercy was appropriate, and taken as a prisoner of war. Prigmore Krism was held in the Lord's Capitol of Gull's Port for a total of 34 years, but granted freedom on his 70th birthday and released to what remained of his family. The Krism family line was dispersed over the years since the surrender at Calmerand Pass, with most of them changing their last name to avoid the dishonor that came with Prigmore's surrender. Many citizens feel that Lord Krism should not have surrendered before even being threatened, and that it was a pure act of cowardice to do so. But many of Krism's supporters knew that the Lord's Militia would have been no match for any of the other territories, let alone a combined assault. However history played out, the Krism Territories were spared some of the same fate as other Lord's Territories and were essentially able to maintain their way of life throughout the Lords War.

Even with the agreed upon surrender of the Krism Territories, the size of the divided parcels was fought

over for a large part of the Lords War. Eventually, the former Lord's Capitol of Calmerand Pass came under control of the Ashtron Territories with the Krism Estate becoming a vacation home for the Ashtron family. The merchant leaders were allowed to maintain control over their villages and towns, but were heavily taxed by their new masters, only able to maintain a part of the previous lifestyle. With relatively equal parts of the Krism Territory, the four Lords were able to improve their mounted soldier regiments and gain the advantage over the other Lords, changing the tide of the war in some cases.

While spared the violent invasions associated with the Lords War, the former Krism Territories did suffer massive casualties during The Uprising. Knowing that the horses provided a tactical advantage in battle, the hordes of Orcs, Goblins and "lesser beings" that rose up during this time attacked the horse farms to both provide food for themselves and cripple the human forces. Reinforcements were sent to cover the area and protect the horses, but it would take years to rebuild the size of the herd. After the end of The Uprising, the need for horses had shifted from military use to pack and transportation use. The lessened need allowed the area to rebuild itself as well as the livestock herd and within a decade, the trade lanes were open and horses, pack animals and edible livestock was being sent all over the continent once again.

Calmerand Pass- Former Lord's Capitol, Krism Territories

Established: Around Year 1,197 Time of Light

Category: Major City

Population: 36,640 (including surrounding areas)

Governor: None

Primary Export: Trained horses

Secondary Exports: Trained pack animals, Edible livestock

Districts: Noble District, Commoner District, Caravan District, Livestock District, Trade District, Merchant District, Entertainment District, Hospitality District, Banking District, Summoning Pit District, Temple District

Religion: All religions are represented, with Threllion being the most predominant

Places of Note:

Broken Stallion Tavern- (Hospitality District) One of the largest taverns in Calmerand Pass, the *Broken Stallion Tavern* is busy almost every night, with the

exception of a nighttime Summoning Pit Game. With a wide variety of spirits on tap from breweries and stills all over Thallorand, the *Broken Stallion* does not have a signature ale or spirit of its own, instead boasting its variety as a selling point. The owner is a Dark Elf named Dom Tribrand who was a sword for hire during the Lords War, but quickly took to defending the area around Clamerand Pass during The Uprising. Taking his proceeds from years as a merchant, Dom settled in Calmerand Pass and bought the *Broken Stallion* from the previous owner's widow at a discounted price. It is said that anything that could be bought or sold can be haggled over in the *Broken Stallion* as long as it's ok with Dom.

Bottomless Pit- (Summoning Pit District) One of the more well known, single occupant Summoning Pits, the *Bottomless Pit* is often used as an auditioning point for the larger games held in the actual stadium. Located in the shadow of the *Calmerand Auditorium* the tavern is also known for its "Bottomless Mug" hour right before the weekly games. While the ale at the *Bottomless Pit* is mediocre at best, the low cost and bottomless mug offer keeps the customers coming in every week. The owner, Nathaniel Havershat, is also one of the mage judges for the regular games, which is why the auditions are commonly held at the *Bottomless Pit*.

The Weary Rider Inn (Hospitality District) The largest inn in Calmerand Pass, *The Weary Rider* also boasts the largest set of stables. Included in the cost of the room, a customer may also stable their horse, or other riding/pack animal, in the stables where it will be fed and cared for. With the large amount of travelers coming through the area, this added feature keeps the inn fully booked almost year round. The inn is owned by Corranders Livery and Tack, which is owned in turn by Milner Corranders. Corranders does not directly oversee the daily business of the inn, but has appointed his brother Grant Corranders as the manager. The cost of a room at *The Weary Rider* is 20% higher than a normal night's stay, due to the added bonus of use of the stables. Whether or not the stables are used, the cost of the room remains the same.

Other Locations:

Temple of Zorm (Temple District) The largest and most visible temple to a deity in Calmerand Pass, the other temples are either demure in stature, held in secret or at random locations throughout the city.

The Ranch Hand (Hospitality District) Specializes in local meat dishes

Bard's Tale (Entertainment District) Local theater for traveling performers

Calmerand Auditorium (Summoning Pit District) Large, multi-participant summoning pit build by the Ashtron Family five years ago.

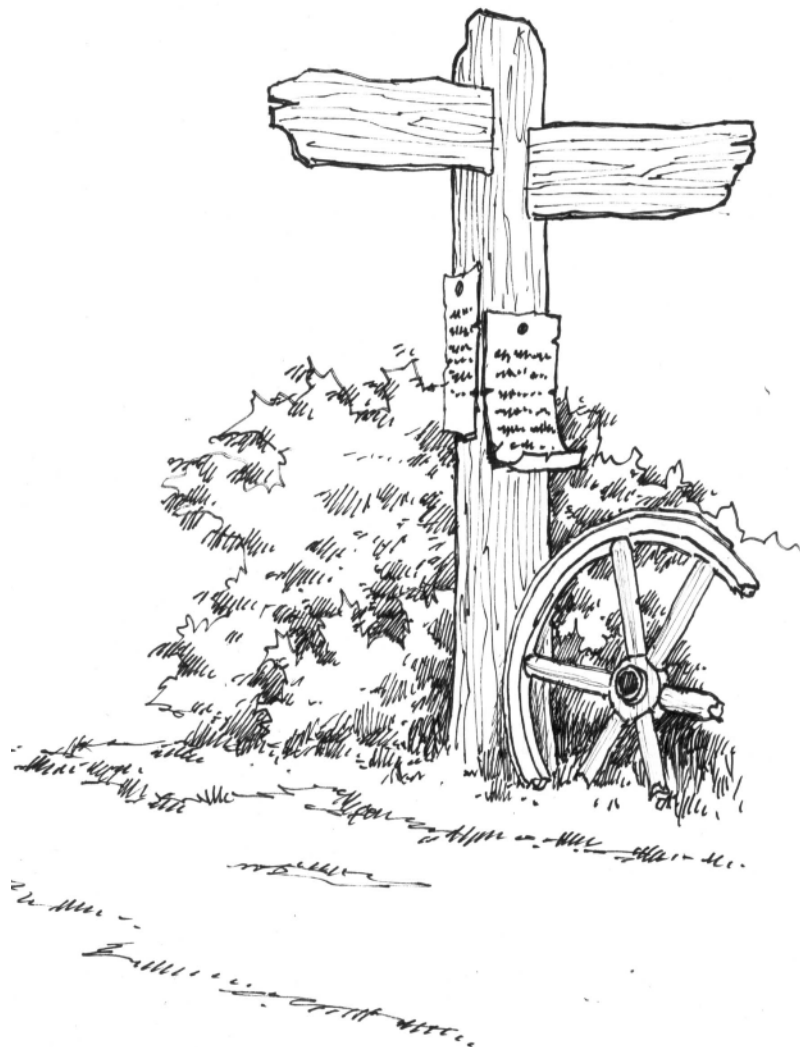
Skye's The Limit (Merchant District) Magical emporium ran by a Gnome named Skye Brightfoot

Other Information-

Lord Magistrate: Commodore Rebrant Vissard

Merchant Guild Leader: Milner Corranders, owner of Corranders Livery and Tack

Local Thieves Guild: Shadow Riders, Dom Tribrand (Male Dark Elf) current leader, estimated over 2,000 members, with another 5,000 "associates", base of operations is rumored to be a series of natural caverns that run under most of the city and into the mountain. Access to these tunnels is known only to the Shadow Riders, but the main entrance is a secret door in the basement of the *Broken Stallion Tavern*.



Drangle Territories

Year 986 Time of Light- Year 512 War of Lords

More hunters than warriors, the Bravda Clan enjoyed a more peaceful life in the southeastern part of Thallorand. Even as the other clans were still migratory, the Bravda Clan decided to settle down along the southern coast where the winters were less harsh, but the summers were humid and, at times, too much to handle. The earliest known settlement was called Kalderan Bay, after the first leader of the Bravda Clan, Torin Kalderan. The Kalderan family held control over the clan off and on for many years, especially during the growth of Kalderan Bay and the Bravda Territories. Experienced hunters and fishermen, the Bravda Clan made itself know for exotic and migratory fish that came up from the southern part of the Abolate Sea. The various species of fish were highly sought after, and remain a delicacy even to this day. There were also more common, and more abundant, species of fish and sea life that the

clan were able to catch and trade in much larger quantities. With no major quarrels against any of the other clans in the area, the Bravda Clan was able to flourish in the southeastern region and were the favored clan to trade with. With this newfound success, the Kalderan family soon rose to the top and took leadership of the clan uncontested.

In Year 986 Time of Light, Cambrund Kalderan became deathly ill and, with no male heir, hastily married off his oldest daughter Marietta to one of his closest advisors, Thomas Drangle. Initially, Drangle agreed to take the last name of Kalderan in order to maintain the bloodline, but Cambrund's health was so poor that he died just after the wedding and Drangle used his new found authority to back out of his agreement. Within hours of Cambrund's passing, Thomas Drangle followed the pattern of other clan leaders and declared himself Lord Drangle, renaming the area as the Drangle Territories. While most of the citizens did not mind the change, there was a small group of soldiers who were very loyal to Cambrund



and formed the CK Alliance (CKA). The CKA remained in the shadows of the new regime, never really gaining much support, and made several futile attempts to assassinate Lord Drangle. Kalderan Bay retained its name out of respect for the family, but became the Lord's Capitol for the Drangle Territories. Despite the failed attempts of the CKA, Lord Drangle became paranoid and commissioned a new mansion to be built on an uninhabited island just inside the bay. Due to the difficulty getting enough supplies out to the island, the mansion was not as lavish as Lord Drangle had previously anticipated, but was large enough to house his extended family.

Very little trouble occurred within the Drangle Territories over the years, minor disputes over border lands were quickly resolved either through gold or trade. The Drangle family, however, were eager to align with anyone who asked and that created unease with the other Lords. At the time the War of Lords broke out, Lord Kimsle Drangle felt safe enough not to dispatch his Militia to the borders immediately. This mistake allowed Lord Villeragg to easily walk across the northern border and claim a third of the territory as his own. Too little, too late, Lord Drangle sent out his troops to repel Lord Villeragg's Militia, but due to their tactical advantage, this took years to accomplish. Retaking the land to the north was a costly endeavor, one that weakened the Drangle Territories. However, with other territories fighting each other ruthlessly, the Drangle Territories were not seen as a tactical gain and, for the most part, were left unaffected by the bulk of the war. Not long after the fall of the Villeragg Territories to Lord Jolannd's Militia, Lord Lord Braddok Jolannd orders his army to begin invading the Drangle Territories. As Lord Drangle's Militia is slowly pushed back towards the Lord's Capitol, word reached Lord Simon Drangle that the Turbrand Territories have fallen to Lord Xenor's militia. Fearing the worst, Lord Drangle withdrew the bulk of his forces and ordered them to guard Kalderan Bay while he fortified himself in his mansion.

An uneasy alliance was made between Lord Grimeld Xenor and Lord Braddok Jolaand as they both invaded Kalderan Bay. For ten days straight, the armies laid siege against the fortified city, finally dispatching the last of the Drangle Militia around dawn of the 11th day. Moving quickly through the city, the Jolaand army took control of the fishing vessels and surrounded the island mansion of Lord

Simon Drangle. Without any act of aggression, the armies waited on the boats for two days. The stress of the invasion and imprisonment in his own house was too much. On the 21st day of Sprulan in Year 512 War of Lords, Lord Simon Drangle ordered a white flag to be raised and all inhabitants of the island were to surrender to Lord Jolannd's forces. Lord Drangle then went up to the top floor and hung himself in his bedroom. In an act of mercy, Lord Jolannd had given prior orders to his army to release Lord Drangle's family, but they were to leave Kalderan Bay forever and any claim to land or title were removed. The Drangle family relocated themselves to Gull's Port in the Ashtron Territories and continued to survive in the fishing trade.

In the aftermath of the Drangle Territories fall, Lord Jolannd granted control of Kalderan Bay to the highest merchant bidder, in this case it was a co-op of fishermen who had been saving their earnings for just such an occasion. Control over the fishing trade was turned over to the co-op, who called themselves the Kalderan Co-op, with 10% of all transactions going to the Jolannd family as a fee for doing business. The Drangle mansion was initially granted as a bonus to the highest ranking officer in the Lord's Militia, and was a central location for all military strategy throughout the Lord's War and The Uprising. Since the end of hostilities, Kalderan Bay has become more of a hub for culture, art, music and good food (exotic fish). While there is still a military presence, including an officer training camp, the days of soldiers on every street corner are over. Since it was hardly ever used by the Commanding Officer of the Lord's Militia, the Drangle mansion was converted to the Warlord Academy for Lord Jolannd's Militia only twenty years before The Uprising. All potential Warlords recruited from the ranks of his army are sent to the island for training due to its isolation.

Kalderan Bay- Former Lord's Capitol, Drangle Territories

Established: Year 1,116 Time of Light- fishing village

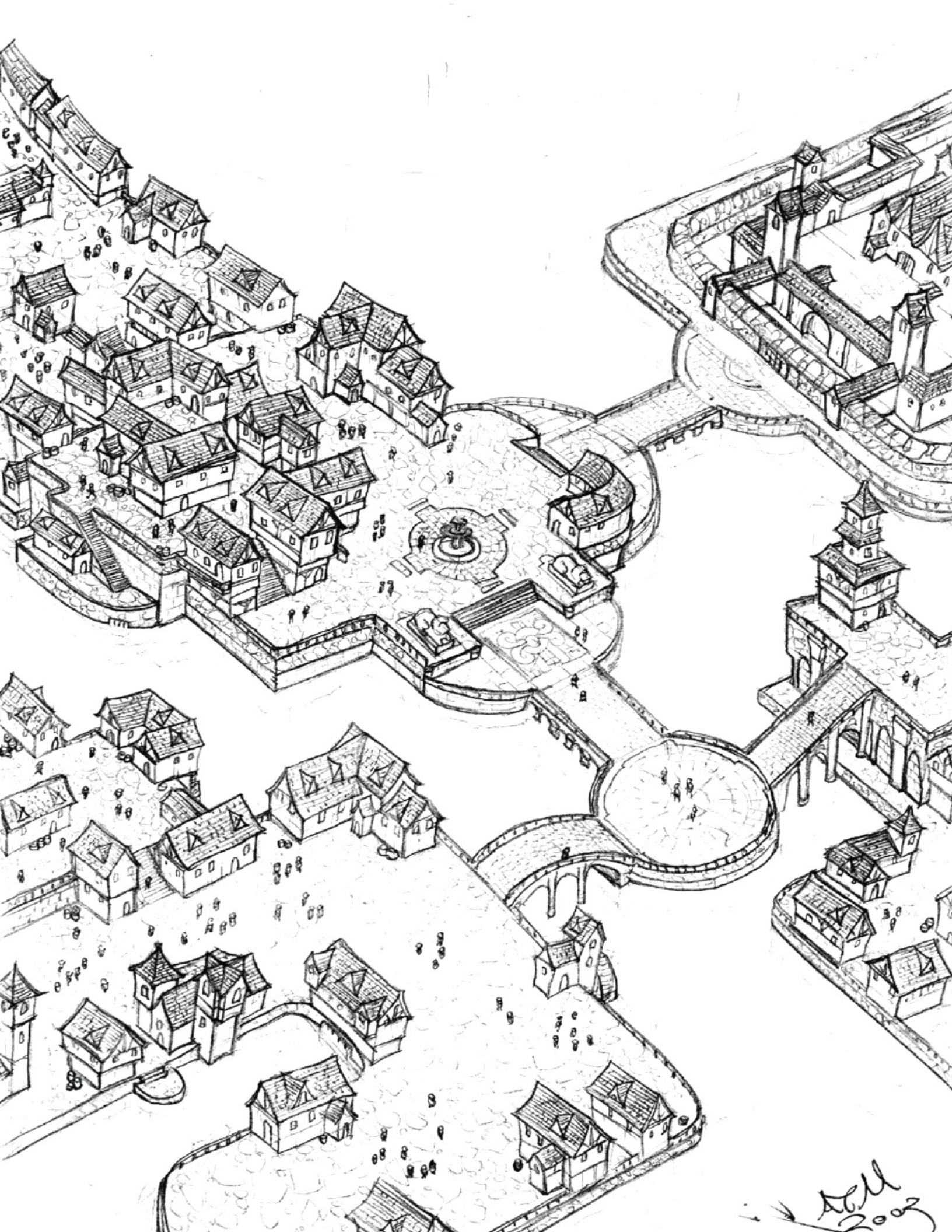
Category: Medium Coastal City

Population: 14,256

Governor: N/A

Primary Export: Fish- various common species

Secondary Exports: Fish- various exotic species, Fishing equipment, Ship builders



Districts: Artisan District, Noble District, Commoner District, Warf District, Military Training District & Barracks, Merchant District, Hospitality District, Trade District

Religion: No chosen Deity for this area, equal representation for all four

Places of Note:

Sou'Wester Tavern and Grill : Named for the strong southwestern wind that blows though Kalderan Bay just before a winter storm, the *Sou'Wester* is a staple to the community. One of the largest taverns in the area, it can seat 100 people at any given time. David Anthony has been the owner since his father died 10 years ago. Anthony also bought a warehouse in the Trade District where he brews and ships out his signature beer: *Sea Air Pale Ale*. Known for its sharp bite, which is due to the use of sea water during the brewing process, and mellow aftertaste, from the secret blend of hops and barley, *Sea Air Pale Ale* is known all across Thallorand. To throw a party with a keg or two of *Sea Air* is to put yourself on the social map. The *Sou'Wester* is also known for its excellent selection of fresh fish and poultry. While the choices on the menu are from the staple of species available in the local waters, the special of the day all depends on which exotic type of fish was brought into port that morning.

Caressing Breeze Inn: The *Caressing Breeze Inn* is a more recent addition to Kalderan Bay, an icon of the rise of artistic culture in the wake of The Uprising. Built on the site of ocean front townhouses that were burned to the ground by the last wave of Goblin invaders, this five story inn boasts 60 standard rooms, 10 deluxe rooms and for those with the gold to spend, the entire top floor suite. The kitchen and dining area can accommodate 40 seated guests and room service for all four floors, even though the top floor has its own kitchen. The cost of the services offered are about 20% higher than more common inns and restaurants.

Jolannd Officer Academy: The converted mansion of the Drangle family has been home to the *Jolannd Officer Academy* since just before The Uprising. No matter what part of the Jolannd territory they came from, every officer passed through the academy in Kalderan Bay. Use of the island mansion was perfect, there were more than enough rooms, it was isolated so there would be no distractions, and it was designed to be self sufficient for days at a time. The current trainer is a retired Commander herself, named Brinara

Thorask. While highly disliked by her recruits at first, every officer who graduates from the academy has earned her respect and each of them would die in battle by her side. She has been given the nickname “Domva Rictner” which in the Ancient language means “Iron Fortress”.

Other Locations:

Parlance Guides Hospitality District, provides fishing guides and equipment for visitors

Gull Drop Inn Hospitality District, low cost inn and food hall

Crimalt's Specialties Merchant District, focuses on anything magical including supplies

Kalderan Co-op Warf District, main vendor of fresh fish

Sunken Titan Warf District, a tavern located inside an old ship located at the edge of the docks, the cargo hold has been gutted and converted to the common room, with the remainder of the ship as storage and “meeting” rooms.

Kalderan Community Stage Artisan District, a free to use stage for local performers, with the occasional traveling show

Roland Gallery Artisan District, showcasing local and out of the area artists, *Roland Gallery* has sold artwork to every Lord in Thallorand.

Other Information

Local Magistrate: Commandant Fucian Nilblade, Eladrin Warlord

Merchant Guild Leader: Gravis Mandolay, *East/West Trade Corp.*

Local Thieves Guild: The Bloody Hook, Thorn Cascade (Male Dark Elf) current leader, estimated to have over 800 members, including soldiers in the Lord's Militia, base of operations is believed to be the *Sunken Titan*.



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THALLORAND TODAY

Ashtron Territories Year 993 Time of Light

Considered the standard by which other clans should follow, the Simvald Clan was the first to settle down and civilize. Originally following the seasons up and down the Lombado River, the Simvald Clan taught themselves to use as many of the natural resources as possible. This diversity gained them favor with the other clans as a valuable trade resource. Being located along the river, clans from the eastern portion of Thallorand could, by way of the Simvald Clan, gain access to good produced in the western portion of Thallorand. While most of the towns within the purview of the Simvald Clan were more communities than towns, without official names, the city of Gull's Port was the first city established. Gull's Port was later known as the "Gateway to the Abolate Sea", but in the early days most shipping vessels were limited to running up and down the coasts going from port to port picking up and dropping off. The clan also made use of the Lombado River, but it wasn't until the incorporation of bound water elementals to the freight barges that travel up the river was as quick and easy as shipping down river, thus making early trades difficult.



Most of the families within the clan branched off creating their own community of trade connections, but knowing the value of commerce, all the families kept in contact with each other in the even their contacts could not get what their clients wanted. One of the largest families, and original founders of Gull's Port was the Ashtron family. Creating the largest network of commerce within the clan, the Ashtrons were setting the example for the remainder of the Simvald Clan, despite the reduction of the clan's unity to a series of trade merchants. With trading and commerce at an all time high, there were no real rules or standards being enforced and bad trades caused spilled blood on more than one occasion. Fearing that the lack of disciplined guidelines could undo everything the clan had worked for, Donland Ashtron called a meeting with the largest of the trade families to discuss the future of the clan. Simply wanting a quorum of ideas, Ashtron did not realize that he was ushering in a new beginning to the face of Braugh. At the suggestion of Toram Brigg, one of Ashtron's closest associates, it was agreed upon by those present that Donland Ashtron should take up the mantle of leader. Wanting to ensure consistency in the region, Ashtron agreed to this on the condition that leadership stay within his family in the hopes of a universal enforcement of fair trade. It was then that Donland took the title of Lord Ashtron and disbanded the clan in favor of a family monarchy controlled territory.

Word was sent all over the formerly Simvald Clan controlled lands that Lord Donland Ashtron was the new leader of what would be known as the Ashtron Territories. Establishing Gull's Port as the Lord's Capitol, Lord Ashtron worked closely with the same trade families and established a set of rules governing fair trade within the region, known as the Lord's Laws. Fearing possible retaliation or an attempt to overthrow this new development, Lord Ashtron began construction of a new, fortified mansion that would overlook Gull's Port and dubbed it "Bladebearer Keep". The keep was to become the most recognizable structure in Gull's Port as it loomed over the city below. With Lord Ashtron securely in place as leader of the Ashtron Territories, it came as no surprise that the other clan leaders began to follow suit. Much to his prediction, Lord Ashtron was the victim of many assassination attempts. While the assassins were

caught before completing their task, the culprits behind the plots were never discovered but it was assumed that the plans came from outside the Ashtron Territories. Wishing to keep the violence at a minimum, Lord Ashtron formed the Bladebearers, a group of handpicked soldiers and other skilled people who were to publicly shun their loyalty in order to become a trusted part of the underworld within Gull's Port. This special group would then monitor the goings on in the "lower elements" and report back any information to Lord Ashtron and his advisors through a secret channel of informants. While the Bladebearers began as a local organization, as other Lord Territories cropped up, the need for information from outside the borders increased and the group was expanded into other lands.

At the request of Lord Krand Jolannd II, Lord John Ashtron II hosted a meeting including Lord Timothy Polmond V to discuss the expansion of the Lord's Territories outside the continent of Thallorand. While believing it was a good idea, Lord Ashtron was wary of what was to be found out in the Abolate Sea. Believing in caution above greed, Lord Ashtron suggested that proper exploration of the new found lands be done before establishing ports and colonies. Ignoring this advice, Lord Jolannd forced colonization on the Torrakk Wastes, discovered by his ships roughly a year after sending them forth, a move that cost Thallorand dearly later on. In Year 462 Time of Light, the *Lucky Lady* returns to Gull's Port with news of a series of islands they had discovered and mapped. Seeing the unique geographical pattern of the islands, Lord Ashtron dubs them "The Spider Islands". It is learned that the indigenous populations are reptilian in nature consisting of various species of Lizardfolk and snake-like creatures. On the reports from Captain Renalt that the inhabitants are located on the southern portion of the island, Lord Ashtron approves colonization of the islands.

Six ships, four trade ships and two naval ships, set out from Gull's Port with the intention of setting up a new port on the Spider Islands and claiming the territory for Lord Ashtron. The port town of Vrinn's Paradise, named after the leading merchant Thomas Vrinn, is quickly established and armed groups of explorers trek out into the jungle to survey the land and determine what natural resources can be valuable back in Thallorand. While they discovered many fruit and vegetation that would be a valuable and exotic item back home, many of the original colonists

discovered the hard way one of the islands' most dangerous inhabitants: the Red Belly Spider. Growing to enormous size, the Red Belly Spider venom could kill a grown half-giant within seconds, let alone a normal sized humanoid. Trade on the black market of Gull's Port took a gigantic leap forward when news of this reached the underground. The Red Right Hand thieves guild was the first to import and use the deadly venom. Soon after, it was learned that the venom from a younger spider was not as potent and simply caused paralysis, making it more valuable to the guild than the lethal version. Some members of the underworld also discovered the hallucinogenic properties when the venom was either burned or boiled into a broth. Despite the large market for the vegetation and fruit crops being imported from the islands, it was the demand for the venom of the Red Belly Spider that kept the trade with Vrinn's Paradise thriving. Lord John Ashtron II eventually banned the use of the venom for any purpose and imposed stiff penalties on anyone caught in possession, other than the Bladebearers of course.

While the initial settlement was unhindered by the locals, as the expeditions went deeper and deeper into the jungle, the Snake-Folk began attacking the explorers. Guarding their territory at first, the Snake-Folk eventually began to push into the established area of the colonists, raiding their crops and warning them to leave the island. Lord John Ashtron II sent a fleet of ships with a third of his army on board, their orders were to secure the colony and eliminate the Snake-Folk threat. Outnumbered and overwhelmed, the Snake-Folk retreated into the deepest part of the jungle, later to become legend rather than fact. While the northern portion of the island became secure for the colonists once again, the settlers did not dare to move into the jungle and maintained villages along the northern coast of the main island.

The Bladebearers played a significant role at the beginning of the Lord's War, providing information on what each of the Lords planned as their first move. When the fighting broke out, Lord Jordon Ashtron IV not to invade unless his lands were being threatened and made alliances with those Lords who, based on his spies' information, were in the best place to survive the wars. It was this theoretical neutrality that prevented the Ashtron Territories from being directly attacked from any one Lord. While some of the alliances were met with betrayal and several cities within the territories were claimed by other Lords who

were supposed to be allies, the Ashtron Militia was able to recover and maintain their borders. Through negotiation and diplomacy, rather than a full show of arms, the Ashtron Territories were able to expand during the Lord's War, but it became more and more costly to maintain the larger borders. In Year 778 War of Lords, the strain of securing his borders from other Lords' militias, as well as a rebellion by the colonists of the Spider Island, caused Lord Almont Ashtron reluctantly grants sovereignty to the Spider Islands and pulls his regiment from the island and back to the mainland.

As the Lord's War began to wane, the Ashtron Territories became less and less of a target, mostly due to the need to maintain commerce through the area from one rival Lord to another. This caused a lax in border patrols and thinning of military presence in the outer area, the one factor the under-races had been waiting for. The stories of attacks along the eastern coast in the Jolannd territories began to reach Gull's Port and, trying to maintain a neutral stance, Lord Grabold Ashtron VI decided not to render aid. As with the other Lords of the time, the question to unite became clear as attacks from within their borders sprang up almost overnight. Areas that may have been untouched by the Lord's War were now in ruins at the hands of the hordes. The Ashtron Territories quickly opened up the borders allowing other militias to travel freely from one land to another in the hopes of quelling The Uprising quickly. With the increased use of magic in battle against the under-races, the arcane academies of the Ashtron Territories were overcome with initiates and began to produce some of the largest amount of Wizards and Sorcerers Thallorand had ever seen. Once the tides turned and the hordes had been pushed back from civilization, many of those living in the Ashtron Territories feared that the Lord's War would resume and braced themselves for the battles that never came. Sensing the tension in his people, Lord John Ashtron IV called a meeting with the remaining five Lords in Gull's Port. Wanting to put aside the previous differences, Lord Ashtron convinced the other Lord's to sign a treaty preventing the Lord's War from happening again. Exhausted from the toll The Uprising had taken on their lands, the six remaining Lords agreed on a new map of Thallorand and were all satisfied at the proportion of land each of them received. On the 17th day of Komon, Year 1,032 Age of Lords, the Lord's Treaty was signed and the day became known as The Day of Signing, currently celebrated by the Festival of Signing.



Present

Still leading the way in Thallorand, the Ashtron Territories is the main hub of trade, almost every legitimate trade passes through at one point or another. With Gull's Port being the largest city in Thallorand, many adventurers head to this coastal port in search of work, above the table or below. Either through the Summoning Pit games or the Lord's Challenge Games, held during the days-long celebration during The Festival of Signing, anyone wanting to be a "hero" is more than willing to step up to the challenge. Lord John Ashtron IV has been known to recruit explorers from the ranks of losing competitors, if they performed in a respect worthy manner, but the expeditions they are assigned to are dangerous and often lethal. Having no predominant natural resource of their own, the Ashtron Territories contains the largest number of trade merchants and cargo transports than any other territory, with many of those companies owning branches in other cities all over Thallorand.

It is well known that Lord Ashtron's generosity is a smoke screen to attempt to overturn his selfish and lavish lifestyle. Throwing parties where the invited guests are all gushing supporters of Lord Ashtron is just one of the ways he feeds his ego. Lord Ashtron's advisors, however, tend to keep him sheltered from the fact that everyone knows what he is like and lead him to believe he has more support from his people than Lady Polmond. It is in this way that the advisors, specifically Horrund Mathazar his most trusted associate, control the true politics of the Ashtron Territories. In the rare event of a meeting, the other Lords of Thallorand have often attempted to warn Lord Ashtron of the treachery that looms around Mathazar, but seeing as Lord Ashtron is never without Mathazar, this has proven to be difficult. It has even reached the point that the current roster of Bladebearers now answer to Mathazar instead of Lord Ashtron, but no one knows this other than Mathazar.

Gull's Port- Lord's Capitol Ashtron Territories

Established: Year 1,198 Time of Light

Category: Major Port City

Population: 50,693 (including the surrounding areas)

Governor: Lord John Ashtron IV

Primary Export: Traded goods

Secondary Export/Trade: Goods transport, personnel transport

Districts: Lord's District, Summoning Pit Arena, Harbor District, Trade Merchant District, Transportation District, Shoppe District, Academy District, Common Housing District, Noble Housing District, Hospitality District, Artisan District

Religion: All religions are equally represented with temples to each deity located around the city

Places of Note:

Bladebearer Keep (Lord's District) Home to the Astron family, the keep has stood watch over Gull's Port for over a millennia. Able to repel even the strongest forces, the keep has one vulnerability, the tunnels. Originally build as a means to escape in the event the keep fell, the Bladebearers use the tunnels to move about the keep freely and unseen. The knowledge of the tunnels has been lost to the Ashtron family over the years leaving them at the mercy of those who know of their existence.

Ashtron Arena (Summoning Pit Arena) Built on the bluffs opposite from Bladebearer Keep, the arena was built with the ability to hold half the population of Gull's Port. It is said, on a clear night during one of the larger events, you can see the glow of the arena many miles out to sea. The Ashtron Territories has not had a winning, inter-territory team in many years, something they hope to achieve soon.

Tomwrath Shipping (Harbor District) With the recent loss of Nastavnik Trading, Jarvis Tomwrath has increased his business twofold. Having to hire sailors in a hurry, Tomwrath reluctantly took on Captain Pricilla Santos to run the cargo ship *The Veiled Lass*. Having earned herself a reputation in Vrinn's Paradise, Tomwrath is hoping that her background will protect his cargo from the expected surge of piracy following the wake of the Red Death Pirate downfall. Unbeknownst to Tomwrath, Santos has spent her life as a pirate for hire and is hoping to use *The Veiled Lass* as a means to begin her own criminal enterprise.

Trent's Magic Menagerie (Shoppe District) One of the largest magical retailers in Gull's Port, Tomas Dunkelwald prides himself with an inventory that

creates envy in other wizards. Most patrons are in awe at the goods within the shop, but are also taken aback by the tall, dark and hairy man that is Dunkelwald. Dunkelwald spends most of his time in the shop pouring over tomes imported from all over Braugh, usually from his former teacher, Dalacore Smythe who runs the *Silver Dust Emporium*. When meeting an arcane traveler from abroad, Dunkelwald often strikes up a lengthy conversation about sights seen and places traveled, but always winding around to the topic of shape-changing curses. This has led to the local rumor that Dunkelwald is a werebeast of some kind, a rumor that has not hampered his business one bit.

Bottled Cutter Tavern (Artisan District) Bordering both the Artisan District and the Harbor District, the *Bottled Cutter* caters to both the art and ocean crowd providing a comfortable and respectable place to enjoy *Calico Brown*, the tavern's signature ale. Calico Kelly greets everyone as they come through the door, by name if you are a regular, and enjoys a hearty conversation with almost all the travelers that come through. While his striking blonde hair is almost as captivating as his pale grey eyes, Calico gives off an air of mystery and mischievousness, always changing the topic when asked about his roguish past.

Nothil Inn (Noble Housing District) Despite being located in the Noble Housing District, the *Nothil Inn* has accommodations for every budget. Borell Nothil opened the inn during the end of the Lord's War, believing that prosperity would turn around once the fighting was over, but The Uprising delayed that for a while longer. Able to keep his business open, Nothil survived the harsh days of The Uprising and soon found the prosperity he had hoped for. Looking ahead to retirement, Nothil is looking to his son, Virgil, to take over the run of the inn.

Other Locations:

Treland Academy of the Arcane (Academy District) The largest school for magical studies in Thallorand, focused on Wizards and Sorcerers, there are classes for Blade Conjurors as well.

Dorram Martial Dojo (Academy District) While the Lord's Militia trains their soldiers well, graduates from the dojo are quick to rise through the ranks as well as be recruited for other details.

Pelican Pit (Harbor District) A favorite local hangout for both fishermen and merchant sailors, they do not favor outsiders well and fights are known to break out from time to time.

Silver Dust Emporium (Shoppe District) Hardly ever open, this little shop is known for the most unusual magic items and tomes known to Thallorand.

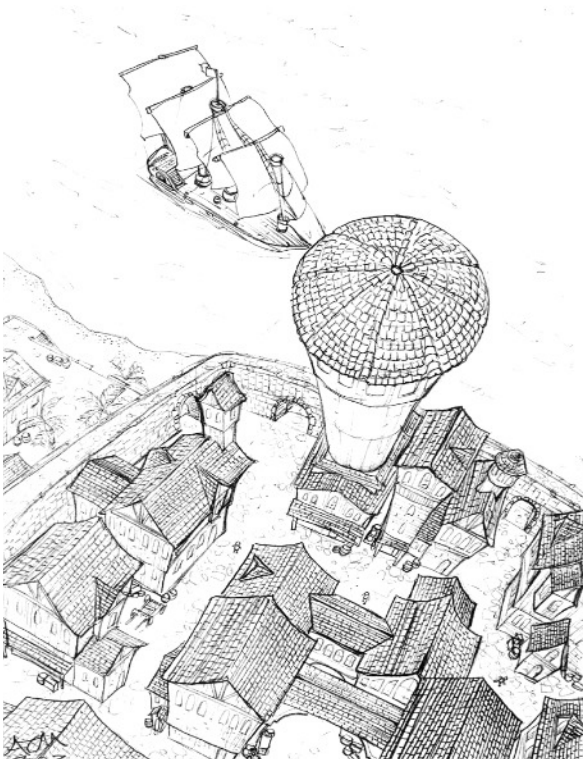
Portsmith Transportation (Transportation District) While focusing on personnel transportation across Thallorand, they have a small cargo transport division as well.

Other Information-

Local Magistrate: The Commodore (real name unknown)

Merchant Guild Leader: Horrund Mathazar, by appointment of Lord Ashtron IV

Local Thieves Guild: The Red Right Hand, Horrund Mathazar (Human male) current leader (NOT PUBLIC KNOWLEDGE), estimated over 7,500 members throughout the city and Ashtron Territories. While most thieves guilds tend to be overlooked by the local magistrate, the Red Right Hand guild incorporates political slander into its criminal activity, often using crude graffiti to draw attention to the Lord's self-indulgent pleasures. This has made any mention of the guild a dangerous proposition, you will either be looked at closely by law enforcement or turn up missing, believed to be with law enforcement. Using a series of false fronts, the Hand maintains control of the gambling circuit that revolves around the Summoning Pit games and the Lord's Challenge Games. Mathazar runs the guild through a shadow network, hiding his true identity from the guild itself, and is only spoken of as "Crimson" within the guild.



Dormdale Pass- Ashtron Territories

Established: 1,123 Time of Light

Category: Major Border City

Population: 26,052 (includes surrounding area)

Governor: Bram Dorvian, cousin to Lord John Ashtron IV

Primary Export: River transport of goods

Secondary Export/Trade: Elemental bound river barges

Districts: Trade District, Transportation/Dock District, Common District, Noble District, Shipyard District, Hospitality District

Religion: Threllion has the largest following, with Zorm also having a presence

Places of Note:

Temple of Threllion (Various locations) The temple, as with most things associated to Threllion, does not reside in one location over another. Instead, followers of Threllion share their homes as a place of worship, usually a month at a time. Obadyus of the Brotherhood of Light (part of the Church of Blessed Balance) is the resident Cleric of Threllion who presides over the local rituals and celebrations. Obadyus spent some of his youth wandering Thallorand looking to spread the word of Threllion while seeking adventure.

Unfortunately, his zeal was not matched by his agility and on many occasions Obadyus found himself flat on his back, even when not in a fight. Deciding it would be more prudent to settle down, he chose the city of Dormdale to spread his message on behalf of the Goddess.

Touch of Green Herbs and Potions (Common District)

About one hundred years ago, a local Elven Druid by the name of Ceraduil wandered out of the forest and into Dormdale. This unusually short and plump Elf brought with him many herbs and brews that he had discovered and created while a member of a local Druid Circle. Having more of a sense for business than nature, Ceraduil was encouraged to leave the circle and seek his fortune in civilization and Dormdale was the first city he happened upon. Setting up shop in the Common District, Ceraduil has made a good living providing herbal remedies and ingredients to the locals and travelers alike.

Ebb Tide Tavern & Inn (Hospitality District) As the current generation of innkeeper for the *Ebb Tide Tavern & Inn*, Averam McDowd works hard to maintain the level of comfort that the inn has become known for. While the inn caters to the traveling caravans and barges, the tavern is certainly considered

the main local hangout. Almost every night, groups of merchants, traders and dock workers gather around the fire in the common room, talking up the day's events over a mug of *Swirl* an ale brewed from the local Burrong berry and McDowd's trademark drink.

Catskul Barges (Shipyard and Dock District) Featuring both the production of and transportation with elemental bound barges, Mithland Catskul has used the best of his Elven heritage to make a good living. With two warehouses, Catskul builds the barges for both his use and for sale in the Shipyard District, and also transports cargo on consignment down the Lombado River from the Dock District. Mithland was not the first to bind a water elemental to a barge in order to speed up transport, but he has used his innate talent for magic to perfect the process. Anyone looking for Catskul has an equal chance at finding him at either warehouse, since he refuses to keep any specific schedule.

Other Locations:

Plathos Tradehouse North (Trade District) The most northern branch of *Plathos Trading*, based out of Gull's Port.

Locke and Stock Security (Dock District) Offering security for the dock-side warehouses for a modest fee.

Mindle's Gameroom (Common District) A local tavern featuring games of chance, as well as "friendly" games among the locals.

Broken Blade Smithy (Shipyard District) While aimed at arms and armor, *Broken Blade* also smiths metal bindings and other pieces of equipment for both river and road cargo transports.

Hal's General Merchandise (Noble District) An all purpose store, *Hal's* carries almost everything from mundane to magical.

Other Information-

Local Magistrate: Captain Gregory Fallomund

Merchant Guild Leader: Averam McDowd, *Ebb Tide Tavern & Inn*

Local Thieves Guild: The River Rats, Cos Vagerband (Eladrin Male) current leader, estimated 1,200 members. The River Rats are in true control of the Transportation/Dock District, acting as "security" in the area through the false front of *Locke and Stock Security*, for those willing to pay for it. Most items traveling down the Lombado River to Boarland Falls or Gull's Port are granted passage by Vagerband or his associates. Since Captain Fallomund is a vain and arrogant man, he refuses to believe that there would be thieves guild under his watch and dismisses all allegations as treacherous rumors designed to get him fired. The River Rats, while considered autonomous, are connected to the Red Right Hand from Gull's Port, often sharing members and resources.



Jolannd Territories

Year 989 Time of Light

History

The only thing that ever divided the Tomerad Clan was their love for either fishing on the ocean, or living among the trees. It was often joked about that the Tomerad Clan were descended from Elves due to these two passions. One faction of the clan chose to settle along the coast and brave the northeastern waters of the Abolate Sea, making their living catching and trading the numerous fish along the coast. The other faction chose to live further inland as part of the huge forests that ran all the way up to the edge of the Border Mountains. Working closely with several of the Druid Circles that existed in the vast forests, the Tomerad Clan was able to harvest the trees for timber without doing damage to the precious land. Despite the division within the clan, they worked together very well, trading processed timber to be built into ships for fresh and preserved fish. It wasn't long that the other clans began trading with the Tomerand Clan as well, but even with this cooperation, there were still hostilities between the Tomerand Clan and the Tarrang Clan to the south.

One of the leading families within the Tomerand Clan, the Jolannd family, were originally on good terms with the Villeragg family in the Tarrang Clan. One day during a trade meet up along the borders of the two clans' lands, a fight broke out in the communal camp and much blood was shed. Only a few survived the encounter and managed to return to the families reporting what had happened. While no one outside the families ever discovered the truth, both the Jolannd family and Villeragg family were bitter rivals from then on. It came as no surprise when Donland Ashtron declares that he is Lord over his territories, Drak Villeragg would do the same. Lord Villeragg sent word to Hem Jolannd that, while the trade merchants may continue to do business between the two borders, the Jolannd family was officially banned from setting foot inside the Villeragg Territories.

Outraged at the insult, Jolannd took on the title of Lord with the approval of the rest of the Tomerad Clan, and used his home city of Kalmner Glade as his own capitol. One of Jolannd's biggest supporters for Lordship was Handal Ericsson, considered to be the leader of the coastal faction of the Tomerad Clan. The Ericsson family began building simple fishing vessels, but as tensions with other clans grew, the business

expanded into the building of warships and long distance ocean vessels. Ericsson, who had enough



respect and wealth to have easily challenged Jolannd for Lordship, decided it was simpler to lead in the shadows than out in the open. Once Ericsson pledged his open support for Lord Jolannd, he and his family line were guaranteed governorship over his hometown of Raven Port.

Not wanting to share the same title as his rival, Lord Villeragg set in motion three separate assassination plots against Lord Jolannd in the first two years of Lordship. Being well prepared for such treachery, Lord Jolannd was able to foil the plots easily and chose to respond in kind with no less than five attempts by his network of spies. Lord Jolannd unofficially formed the Silent Blades, a group of spies and assassins willing to carry out whichever dangerous task their Lord set to them. Without direct oversight from Lord Jolannd, the Silent Blades were able to grow in size and power, eventually branching off from the limited Lord's control. It was only a few decades before the Lord's War broke out that the Silent Blades had completed control of the underworld within Kalmner Glade and finally considered a Thieves Guild.

In Year 463 Time of Light, Lord Krاند Jolannd II met with Lord John Ashtron II and Lord Timothy Polmond V to discuss the expansion of the Lord's Territories outside of the continent of Thallorand. With the three biggest ports on Thallorand being Raven Port, Gull's Port and Port Dunlance, the Lords decided to send forth their best long distance ships in search of new lands to explore. Upon Lord Jolannd's return to Kalmner Glade, message was dispatched to Jaccob Ericsson to send out his two best ships and head east across the Abolate Sea in search of new lands. The *Sly Cutter* and the *Warden's Pride* set sail that same year, one on a heading of northeast and the other southeast. It was the *Sly Cutter* that made the first, and only discovery for the Jolannd Territories. What became known as the Torrakk Wastes, was originally thought to be a great discovery for Lord Jolannd. Sadly, the Wastes became nothing more than a tragic series of events leading up to The Uprising. (see Torrakk Wastes)

When the confrontation between Lord Fulshten and Lord Grabble occurred and open war was declared, Lord Humas Villeragg made a bold move and not only invaded the Jolannd Territories as was expected, but also took on the borders of the Drangle

Territories and Xenor Territories. Fully expecting an attack, Lord Grant Jolannd II had his borders to the south heavily protected. However, the Villeragg militia was better armed and armored than the Jolannd army initially was and they were able to make an aggressive push into the Jolannd Territories. Lord Jolannd's militia was pushed back, but were able to finally make a stand when reinforcements arrived from Kalmner Glade. With his army divided into three fronts, Lord Villeragg was unable to maintain the seized land and retreated back within his original borders.

The Jolannd Territories originally intended to maintain their borders during the war, but as it continued on it was evident that some Lords would not survive and the decision to invade the Villeragg Territories was finally made. With the Drangle and Xenor Territories also victims of Lord Villeragg's greedy invasions, the three Lords joined forces and, with the Jolannd militia in the lead, invaded and took control of the Villeragg Territories. Lord Franqua Jolannd claimed the majority of the lands as his own, with agreed portions going to both the Xenor and Drangle Territories.

Many years after the fall of the Villeragg Territories, Lord Braddok Jolannd chose to break the alliance with the Drangle Territories sensing their weakness due to many years of war. The Xenor Territories had recently taken control of the Turbrand Territories and also sensing the weakness within their borders, aligned with Lord Jolannd to invade the Drangle Territories. The true weakness of Lord Simon Drangle was much worse than originally rumored and the territories fell quickly to the combined armies. Lord Jolannd took the bulk of the territory, much to the dismay of Lord Xenor, but with the Xenor militia outnumbered by the Jolannd army, the issue was not pursued at that time. As with most of the alliances during the Lord's War, the truce between the Xenor and Jolannd Territories fell apart and the borders between their lands erupted in conflict.

With Jolannd in control of the entire eastern coastline of Thallorand, the other Lords continued to push the issue of boundaries, but not with any real aggression. It was during this time that the first wave of The Uprising began, and the Jolannd Territories were Ground Zero. While the bulk of the first attack happened in less than a week all along the eastern seaboard, it was the port village of Prioria that was the first victim. Prioria was a medium sized village nestled on the most eastern point of the Thalloran continent. In

the dead of night, Orcs, Goblins, Ogres and Trolls using stolen ships from the original occupation of the Torrakk Wastes, attacked and killed all 12,000 villagers and burned every building to the ground. It was said that the fire could be seen for miles in every direction and was the signal for the other “under races” to strike.

The Jolannd Territories suffered many losses along the eastern coast, but not every village suffered the fate of Prioria. As resistance grew against the hordes, Lord Gregoria Jolannd III reached out to the other Lords asking for help. While his original request was ignored by all but the Polmond Territories, once the other territories came under attack from within their own borders by the same under-races, the decision to unify became all too obvious. Having lost most of his fleet during the original occupation of the Torrakk Wastes, and focusing on land armies rather than ocean vessels, Lord Jolannd could not immediately wage a war at sea with the hordes. Turning the tactics to capture rather than destroy, the Jolannd militia was able to reclaim many of their own ships and defend the coastline once again. By the end of The Uprising, the Jolannd Territories had reclaimed its ocean coast and were able to look to rebuilding their lands. Due to the severity of the attack, it was decided that Prioria was to remain untouched as a memorial to the tragedy that occurred there. Every year on the Day of Signing, surviving members of the people who lost their lives in the night raid return for a candlelight vigil.

Present

With the rebuilding of the territories, the shipyards are back in full swing and fishermen, rather than soldiers, make up the bulk of the crews on the waters. Raven Port, while not very successful in producing Summoning Pit adventurers recently, has become the most successful of the original Jolannd Territory ports. With almost all of Thallorand rebuilding bigger and better than before, demand for timber and other supplies have reached an all time high. The close relationship with the Druid Circles was tested for a bit, but new reforms in tree harvest have maintained the forest’s natural levels despite the high demand. Lord Crimbold Jolannd has chosen to focus his efforts within his own borders and has not placed much emphasis on the Summoning Pit Games, other than to give his people something to rally behind. Although he does use the winner of the pit games for more “high profile” expeditions, Lord Jolannd keeps

tabs on non-contestant adventurers for more covert and secretive missions into other territories, living up to the Jolannd family tradition as set by Lord Hem Jolannd.

Kalmner Glade has now become the jewel of the Jolannd Territories, being one of the largest cities in Thallorand, other than Gull’s Port of course. With an influx of artists, performers and creative merchants, it is said that there is a shop for everything in Kalmner Glade. During The Uprising, the original Jolannd mansion was destroyed by a covert attack from the under-races. The new Jolannd mansion is truly a spectacle to be seen, rising up above the tallest of the ancient trees of Kalmner Forrest. The ever lit torch that adorns the top of the mansion’s tower was made a symbol of hope that war will never touch Thallorand again, and can be seen on a clear night for miles in every direction, much like the fires that destroyed Prioria.

Kalmner Glade- Lord’s Capitol Jolannd Territories

Established: 1,142 Time of Light

Category: Major City

Population: 48,692

Governor: Lord Crimbold Jolannd

Primary Export: Processed timber

Secondary Exports/Trades: Raw timber, steel ore

Districts: Timber District, Trade/Caravan District, Merchant District, Lord’s District, Housing District, Noble District, Artisan District, Hospitality District, Banking District, Militia District

Religion: Zorm is the predominant religion within most of the districts, however Threllion followers populate both the Timber and Housing District.

Places of Note:

Two Arrows Tavern and Inn (Hospitality District)
Adam Wodrich was a valuable member of the Lord’s Militia during The Uprising, using his natural talents as a Ranger to seek out the hiding places of the under-races before they could attack. Since then, Adam has enjoyed his retirement as the proprietor of the *Two Arrows Tavern and Inn*, thus called because that was all he had left in his quiver at the end of his last battle. Presiding over the bar is Adam’s closest friend, Forinx, a giant eagle that he rescued from a poacher’s trap when he was just a boy. Forinx has the easy job of bouncer and enforcer when things get out of hand, one screech from him and the room goes silent.

Jolannd Warlord Academy (Militia District) The *Jolannd Warlord Academy* has stood since before the Lord's War and even when Jolannd Mansion was devastated, the academy was still intact. The academy's current headmaster is a mysterious Warlord by the name of Suk-loo Wei Yuan. Not many know of Yuan's past, and those that do will not speak of it, adding to the fear and respect he commands from his cadets when he walks in the room. Rumors of the origins of the scar across his right cheek pale in comparison to the rumors as to how he lost his right pinky finger. While some feel that Yuan's tactics and training are rather harsh, he boasts some of the most decorated Warlords ever to leave his academy..

Low Places Tavern (Banking District) Catering to the Halfling bankers that live and control the Banking District, *Low Places* features the best of Halfling cuisine and ales from all over Thallorand. While they do not turn away "full sized folk", most of the tables and booths are built with Halflings in mind. Rosetta and Cimnal Whistlestop have been the proud proprietors for many years, claiming it was their lack of a "head for numbers" that kept them away from the banks and into hospitality.

Forest's Garden Timber (Timber District) One of the oldest and largest lumber companies in Kalmner Glade, the *Forest's Garden Timber* company prides itself on the best timber produced. One of the first timber families to deal with the Druid Circles of the area, the Havershamps have been the example by which all other companies set their standards. With maintaining the forest as a top priority, the *Forest's Garden* has stayed open, not just with the blessing of the Druids, but with their direct help as well.

Kalmner Distribution (Trade/Caravan District) Ranger and Fighters alike comprise the roster for this transportation guild specializing in protection on the trade roads for any merchant who can afford them. A man of few words, the Elven Ranger Auric founded *Kalmner Distribution* during the Lord's War to ensure timber and other goods were able to reach all areas of the Jolannd Territories. Auric is not above leading a caravan himself, gaining and maintaining the respect of his crew. Often mistaken as an Eladrin, one of the few times Auric speaks to non-clients is to tell them that, despite the whitish-blond hair and piercing green eyes, he is not a "dandy".

The Plane Sight (Merchant District) A coop of Wizards and Sorcerers led by Zetheria Greenbush, an Elven Wizard in her own right, *The Plane Sight* features magical wonders from all over the world, and from worlds beyond. Zetheria has earned a reputation among her peers as an expert traveler of the planes, bringing back treasures exotic and bizarre. When Zetheria is actually in the shop and not searching for new merchandise, most customers are startled by her attractive, yet unusual, black hair and red eyes, which is only enhanced by her pale white skin. Many magic users have traveled from all over just to see what treasures she might have to offer them, some to seek her guidance in the realm of planner travel, but all will be turned away if the gold is not sufficient.

Other Locations:

The Lord's Table (Lord's District) Once a month, Lord Jolannd invites about 30 members of the community, chosen at random, to join him and his family for a feast he calls "dinner and discussion". This allows him, or current Lord, to hear directly from his people as to what they need or want within their city. While the people are chosen at random, they are screened by the local magistrate in order to ensure security of Lord Jolannd.

Kalmner Security (Banking District) One of the largest banks in Kalmner Glade, with magical communication with other branches in every major city of Thallorand.

Kalmner Arena (Lord's District) Built next to the Jolannd Mansion, this is the largest arena in the northern Jolannd Territories

Halfax Tap Room (Housing District) A popular tavern with the common folk of Kalmner Glade and home to the only solo-occupant summoning pit

Melong Message Service (Merchant District) Specializing in sending and delivering messages and parcels to and from all over Thallorand.

Other Information-

Lord Magistrate: Commander Somersby Briandle

Merchant Guild Leader: David Havershamp,

Forest's Garden Timber

Local Thieves Guild: The Silent Blades, Riddok Camsdale (Dragonborn Male) current leader, estimated over 6,000 members, rumored to be using *Halfax Tap Room* as a front for the guild. Camsdale did not intend

to become leader of the secret guild, once sanctioned by Lord Hem Jolannd, but circumstances presented him the opportunity. Following his Dragonborn code of honor, Camsdale is trying to change the tactics and reputation of The Silent Blades to something more reputable, but is getting resistance from within the guild. Fearing assassination, Riddok has kept to himself recently and only allowed trusted associates near him.

Raven Port- Jolannd Territories

Established: 1,136 Time of Light

Category: Large Port Town

Population: 17,501 (including surrounding areas)

Governor: Ragnar Ericsson

Primary Export: Merchant ships

Secondary Exports/Trades: Fishing, timber, worked metal

Districts: Shipping/Fishing District, Merchant District, Carriage District, Noble District, Common District

Religion: Both Zorm and Threllion have sizable followings

Places of Note:

The 25 ½ Tree Farm (Outside Raven Port) The residents of Raven Port were shipbuilders for centuries before the town was established. Their ancestors would winter in a secluded bay and cut down the nearby trees to repair damage to existing ships and replace those lost the previous year. If more time was required to build a larger ship a temporary settlement would be built. With the establishment of Raven Port a change was required. 250 years ago half-elves successfully explained to the Magistrate of Raven Port that they could grow trees needed for shipbuilding industries with minimal impact to the surrounding forest faster than waiting for natural growth and in the process prevent possible future conflict with the elves by not recklessly cutting down the great forests so dear to their people. Druids and Wardens tend and protect the forest, nurture the tree farm and provide an early warning to the town if hostile creatures are in the area. The tree farm's name (25 ½) comes from the age; a resident must be to become a protector of the tree farm.

Akie's Merchant House (Merchant District) Akie's is a combination general store, apothecary and pawnshop. Its owner, Akie Miller is a dark complexioned man with a charismatic gift of voice that converts a skeptical shopper into a "sky's the limit" shopaholic.

His motto, "If I don't have it, no one else does" holds true for almost all manner of items. If it's in Raven Port, Akie has the item or will by the end of the next business day. Although Akie does not deal in major magic items, he usually knows someone who does for a suitable price of course.

The Calvary's Way (All Districts) This wide roadway was originally designed to allow the Magistrates cavalry to travel in formation to the town square and then turn northward and charge out the town gate. The reality is that the Magistrates Calvary has never exceeded its original 20 armored knights and horses, which can easily be accommodated in existing roadways. *The Cavalry's Way* is currently only used as a parade ground between the keep and the town square on festive occasions.

Silverbeard Smithy (Carriage District) Bron Silverbeard traveled far and wide before settling down to a safe profession and establishing a smithy in Raven Port. As any respectable dwarf knows it takes decades to hone their craft and Bron has done just that. Time to produce, along with a suitable down payment, is required prior to Bron agreeing to make armor.

Other Locations:

The Fancy Rock Shoppe (Merchant District)

Fishmongers Market (Shipping/Fishing District)

Ironside Tavern (Common District)

Gentle Breeze Inn (Shipping District)

Gressith's Sauna (Noble District)

Other Information-

Lord Magistrate: Commander Jacob Maximillian Valentin

Merchant Guild Leader: Akie Miller, *Akie's Merchant House*

Local Thieves Guild: Formerly The Dagger Bandits, recently disbanded. While most of the guild were disbanded or arrested by the Magistrate's Vaktare, the remaining guild members are believed to be regrouping under the leadership of a shadowy individual known only as "Spoke".



Xenor Territories

Year 988 Time of Light

History

The Quarr Clan was one of the first clans to herd and domesticate livestock rather than continue to follow the migration patterns. Huge herds of Kras, a large, four-legged animal with spiral horns and thick hides, roamed freely around the central parts of Thallorand. Quickly valued for their edible flesh and hides that could easily be worked into leather, Kras were a commodity easily traded with other clans, despite any hostilities that may have existed. The faction leaders of the Quarr Clan began to settle down in areas heavily populated by Kras, fencing the herds in slowly to get them tamed to the idea. These farm settlements soon became communities and villages, with multiple families working a single herd together. One such family, the Xenor family who helped found the city of Branor Pass in the southern territories, brought forth some new and innovative ways to raise and perpetuate their herd, and eagerly shared them with the other villages. This created a certain amount of respect and trust with the Xenor family, believing that they had the clan's best interest.

As the trade routes grew, and precious metals and gems became currency, the Quarr Clan territory grew as new herds and new villages cropped up. Wishing to expand the territory, Edmund Xenor took his clan faction and pushed south into the territory claimed by the Dormskrid Clan. Believing that they were simple agricultural farmers, Xenor thought there would be little resistance to his invasion, but he was wrong. Over the course of a year, the Quarr Clan fought with the newly formed Turbrand Territories over the border rights, eventually pulling back into their own land. During that time, Lord Turbrand commissioned a new map of his territory, including the area the Quarr Clan was disputing as theirs, and sent a copy directly to Edmund Xenor. This so infuriated Xenor that he placed a 10.000 gold piece bounty on both the head of Lord Turbrand and his only son. Other clan leaders and Lords, wishing to maintain good trade with both territories, chose to ignore the bounty and continue their trade. Shortly after this defeat, Edmund Xenor takes the initiative to lead the clan into the future and, following other clan leaders, declares himself Lord Xenor. Making the city of Branor Pass his Lord's Capitol, Lord Xenor begins fortification of his mansion to protect himself from any retaliation, either from within the former clan or from Turbrand Territories.



For over 600 years, things progress as expected for the Xenor Territories, minor border disputes with their enemies from the south happen from time to time but are quickly resolved. With other Lords disputing their borders as well, Lord Frennik Xenor II suggests the founding of a council of Lords and thus, The Chamber is formed. Made up of either Lords or their representatives, The Chamber attempts to settle border claims through a forum rather than fighting, but proves too unstable to maintain diplomacy. With the outbreak of the Lord's War, Lord Tomrand Xenor predictably began a mass invasion into the Turbrand Territories. Believing this was to be a swift victory, Lord Xenor dedicated the bulk of his militia to the task of invasion, leaving smaller troops to cover the other borders. Without provocation or prediction, Lord Villeragg invaded the eastern borders of the Xenor Territories forcing Lord Xenor to divert half of his invading army to protect the eastern lands. With the reduction of his forces, Lord Xenor's planned invasion of the Turbrand Territories did not go as well as anticipated and the Turbrand militia was able to drive them back and hold their borders. Since Lord Villeragg had also chose to invade the Jolaand and Drangle Territories, Lord

Xenor made the decision to focus on repelling Lord Villeragg's army before attempting to retake the Turbrand Territories. With the reluctant help of both the Drangle and Jolaand Territories, the Xenor militia was able to help defeat the Villeragg Territories and was able to turn its attention back to the south.

In Year 512 War of Lords, the Xenor militia not only completed their invasion of the Turbrand Territories, claiming them for Lord Grimeld Xenor III, but also helped the Jolaand militia take control of the Drangle Territories as well. In just a short time, the Xenor Territories had grown considerably. The only land not claimed by Lord Xenor was the newly formed Desert of Despair, created during the fateful conflict between Lord Daggeroth and Death's Veil during the early days of the Lord's War. The Desert of Despair was declared "No Lord's Land", a fact that no other Lord disputed out of either respect or fear of the area. Ironically, the Desert of Despair was the one region untouched by The Uprising as well, even the under-races feared to enter its borders.

The Xenor Territories were smack dab in the middle of the war zone for The Uprising, being hit from all sides and from within. Entire cities and villages were wiped out by the horde of under-races, leaving nothing behind. With the sizable herds of Kras, the under-races knew that the Xenor Territories would be a strategic location to strike, cutting off food supply for the humans and gaining the food for themselves. Most of the resistance effort was focused on the fighting in the Xenor Territories and became the perfect example of unification among the Lords. In the wake of The Uprising, the rebuilding of the Xenor Territories was slow and difficult. Many of the Kras herds were lost or slaughtered, causing food shortages and some looting. Lord Desheld Xenor IV reached out to the other Lords at a time of great vulnerability, before the Final Alliance, seeking help to stabilize his region. The other Lords assisted, with Lord Polmond leading the way, and the Xenor Territories were rebuilt.

Present

Since the rebuilding of the Xenor Territories, prosperity has flourished in the region, the herds of Kras have been restored to pre-war levels and the Xenor Territories have the most inter-territory wins for the Summoning Pit Games. This last point is due in no small part to the fact that, in order to boost morale in

the region, Lord Desheld Xenor IV was the first to suggest elevation of the summoning pit events from small taverns to large arenas. While the winning streak did not take place until later, all of the Xenor teams did impressively well from the beginning. Enthusiasm around the Summoning Pit Games is at an all time high, on most nights it is all anyone can talk about over ale at the local tavern. Adventurers from all over the countryside flock to the cities and larger villages to compete in the local games with dreams of being on one of the top teams. While not everyone makes it to the larger arenas, many friendships and bonds are made in these lower games.

With many trade routes passing through the heart of the Xenor Territories, as well as the continuing threat of some residual under-race factions still on the offensive, there is plenty of work to be found for the wayward adventurer who does not compete well in the games. The amount of pride and community in the Xenor Territories in the present day is only surpassed by that of the Polmond Territories. While Lord Horace Xenor VII is not as generous or humble as Lady Evergail Polmond, he has still gained and kept the respect of his people.

Branor Pass- Lord's Capitol Xenor Territories

Established: Year 1,062 Time of Light

Category: Major City

Population: 38,456 (including surrounding areas)

Governor: Lord Horace Xenor VII

Primary Export: Livestock, Kras

Secondary Exports/Trades: Processes Kras beef, tanned leather

Districts: Trade/Merchant District, Caravan District, Hospitality District, Commoner District, Butcher/Tanner District, Summoning Pit Arena

Religion: Primarily Zorm, however Threllion has a strong following in the outer areas

Places of Note:

Edmund Xenor Memorial Arena- (Summoning Pit Arena). One of the first Summoning Pit Arenas to be built, the *Edmund Xenor Memorial Arena* was, and still is, the pride of the Xenor Territories. The honor of management of the arena falls upon the oldest member of the Xenor family not claiming the Lord title. This is to ensure the original values and ethics of the pit are maintained from the time it was first built.

Belly of the Beast (Common District) Featuring some of the best Kras steaks in all of the Xenor Territories, Nerma and Vorgo Tasslestem have been the owners of

Belly of the Beast since before The Uprising.

Originally, it was simple a great place to get a fantastic steak, but with the inception of the Summoning Pit Games, the Tasslestems remodeled and added a solo summoning pit to the center of the restaurant. While the meals draw in the customers on a regular basis, it is on Amateur Night in the pit that packs them to the ceiling, just to see if some fool who dreams they are an adventurer gets themselves killed.

Branor Hides(Tanner District). On the very edge of the Butcher District, *Branor Hides* works closely with the local butchers to ensure that every part of the Kras doesn't go to waste. Processing the hides into bulk leather has been the job of the Drago family since the founding of Branor Pass. Lux Drago recently took over for his father, Torrell, when he decided it was time to retire. Many of the tents, backpacks and other leather gear used in the Xenor Territories, as well as the eastern portion of Thallorand, are made from hides processed at *Branor Hide*.

Avalon Galleria (Merchant District) At first glance, the owner of *Avalon Galleria*, Shelby Umbrage, can be rather intimidating. Despite being over six feet tall, Umbrage carries herself with a sense of grace normally thought to belong to the Elves leading some

to believe that she has Elven ancestry. As a brilliant artist, this quick witted and generous soul opened the *Avalon Galleria* when she was still very young, originally only featuring her own art. Soon Umbrage saw the beauty in other local artwork and began featuring special showings focused on one artist at a time. Now, many years later, Umbrage ships her and other local art to mansions and homes all over Thallorand.

Other Locations:

Brighem Luck Oddities (Merchant District) Featuring magical and unique items from all over Braugh.

Block and Stock (Butcher District) The largest of the local butcher shops, also has an attached restaurant featuring a variety of soups and stews.

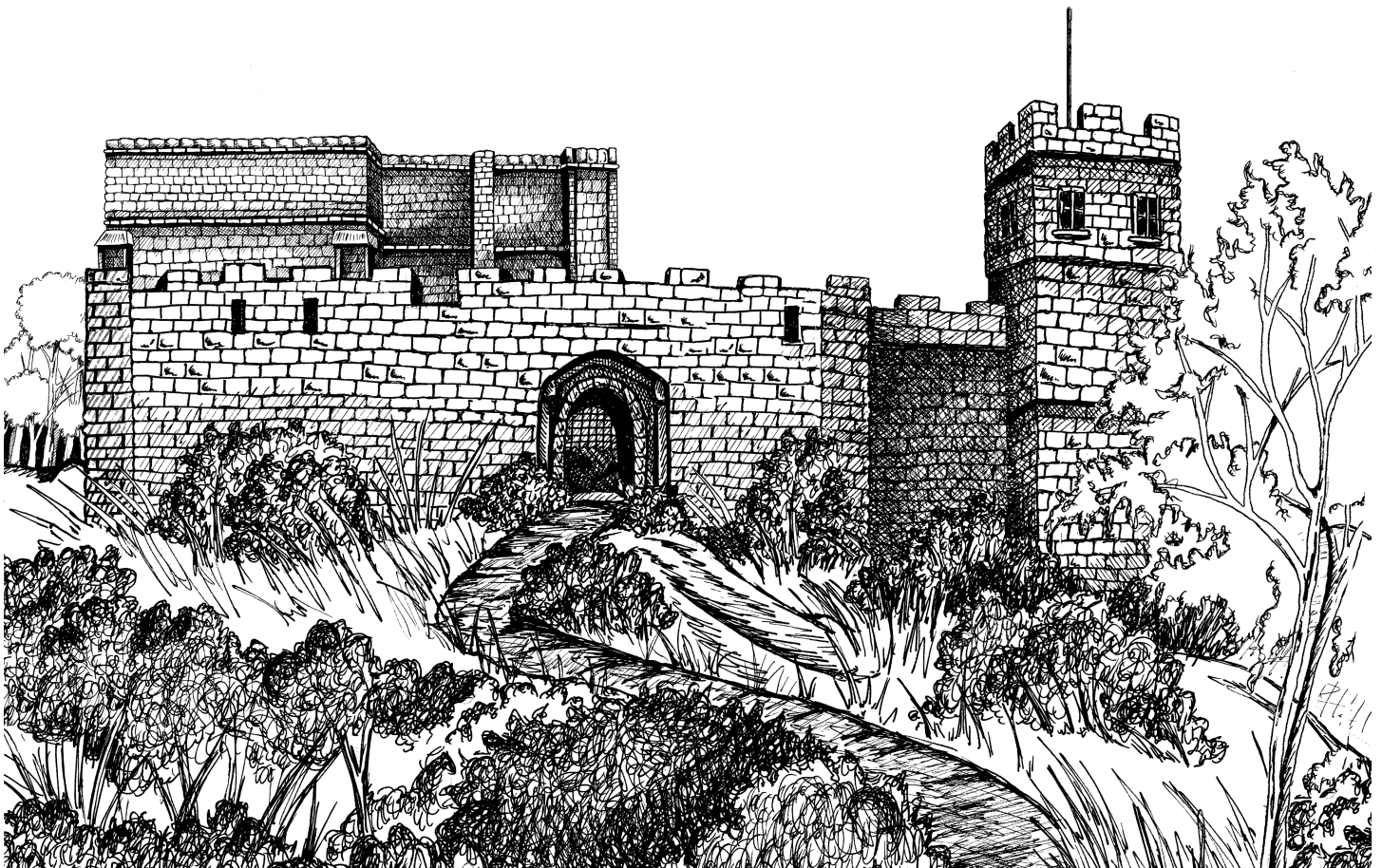
Thraden's Armory (Merchant District) The most popular and well stocked shop for magical and mundane arms and armor.

Frock and Willian Transport (Caravan District) Specializing in quick, safe passage of cargo or personell.

Other Information-

Lord Magistrate: Commander Luthian Shamm

Merchant Guild Leader: Lux Drago, owner of *Branor Hides*



Local Thieves Guild: The Night Watchers, Wilcoxon Silentblade (male elf) current leader, estimated over 1,500 members including the outlying areas. Silentblade and the Watchers, while controlling all criminal activity in and around the city, also act as an alternative, moral enforcement of any clandestine business that is outside their permitted scope. It is a way to gain favor with the commoners, whether they fully agree with it or not, and keep out unwanted competition. Their headquarters is unknown publically, but rumored to be hidden in the Butcher District.

Holden's Vale- Xenor Territories

Established: Year 1,043 Time of Light

Category: Medium City

Population: 24,626 (including surrounding areas)

Governor: Dom Xenor (Lord Xenor's Nephew)

Primary Export: Live Kras

Secondary Exports/Trades: Processed Kras meat, Kras hides

Districts: Livestock District, Shipping District, Noble District, Commoner District, Hospitality District

Religion: Threllion has the primary following, with a minor Zorm temple in the Noble District

Places of Note:

Hope Tavern (Hospitality District) The Elf sisters, Irsa and Lorven Goldenleaf, have been running the *Hope Tavern* since just before The Uprising. Using their knowledge of nature, the sisters have created a unique and pleasant roster of ales and wines that can only be found in Holden's Vale. The one key feature about *Hope Tavern*, named in because of the "hope for peace" in Thallorand, is that there are no weapons or magic allowed inside the tavern. Despite their passive ways, Irsa and Lorven are trained Druids and will strictly enforce this rule, preventing an unsavory crowd within the tavern.

Wonders of Nature (Commoner District) Elizabeth Stormraven, a rather mysterious and reclusive Elven Sorceress, tries to carry a wide variety of magical items and supplies. Disappearing for weeks on end, with no notice or sign of her departure, Stormraven scours the continent for exotic and hard to find items for her shop. *Wonders of Nature* opened the very day it was declared that The Uprising was over, leading to suspicions and rumors as to where Stormraven came from, not being seen in town prior to opening the shop.

Holdencrest Inn and Tavern (Hospitality District) Run by the same family that founded Holden's Vale, the Holden family prides themselves on a reputation of service and quality for all walks of life. Originally a bunker for the single ranch hands, the *Holdencrest Inn* was converted over around the time the area went from a communal ranch into a small village. No matter what the economic background, a good meal and a good night's rest can be found at the inn.

Draven Pens (Livestock District). Norvik Draven took over the livestock pens from his uncle Argil when he was only 18 years old. Since that time, Draven has expanded the business, by absorbing smaller livestock pens that were not going to survive years of war. Draven made a generous and respectable choice by keeping on the previous owners and employees of each company he took on, thus making him the Merchant Guild Leader for several years in a row.

Other Locations:

By the Horns (Noble District) A rather upscale restaurant offering imported spirits and foreign cooking.

Singing Hammer (Livestock District) The local blacksmith shop featuring weapons, armor and horseshoeing.

The Hive Tavern (Commoner District) The only public gambling house, severely regulated by the local magistrate, offering cheap ale and edible food.

The Peg House (Shipping District) Specializing in horse, cart and other livestock tack such as saddles and carts.

Other Information-

Lord Magistrate: Captain Grim Stonebreaker

Merchant Guild Leader: Norik Draven, *Draven Pens*

Local Thieves Guild: The Whispering Eyes, Hardok Backcutter (Male Dwarf) current leader, estimated over 900 members including the outlying areas. Using *The Hive Tavern* as a front for illegal gambling and other vices, Backcutter rules the streets of Holden's Vale with an iron fist. Backcutter also fears no legal repercussions since his cousin is Captain Grim Stonebreaker, a fact only the two of them know. The Whispering Eyes are always watching the local summoning pit "talent" for new recruits and, while a complete secret, the initiation into the Eyes is rumored to be quite brutal.

Grabble Territories

Est. Year 987 Time of Light

History

The Kordak Clan was always nomadic, hardly staying in one place for too long. This might have been due to the colder climate in the central northeast of Thallorand, but it might have been something deeper, something primal. Trade with the Kordak Clan was difficult since finding the main clan in the same place twice was unheard of. The original wealth of the region the Kordak Clan controlled were animal pelts, since they were skilled hunters. Able to work the pelts into armor and shelter (tents), the Kordak Clan were able to trade with the other clans for goods not native to their region. The clan eventually splintered into smaller groups with the idea that a smaller group would be easier to shelter and feed during the harsh northeastern winters. This also enabled the Kordak Clan to control and claim a larger region than before, instead of covering the whole territory with one clan, it could branch out and secure it with multiple factions. It was the northern factions that made first contact with the deep dwelling Dwarves, who came down from the mountains they originally called home. Believing the humans to be friendly, the Dwarven Clan of Brakhold offered gold, silver and gems as trade for hide and leather armor. Shunning the “stupid rocks” as payment, the Kordak Clan drove off the Dwarves, eventually escalating to violence to rid them from the land.



As the world around them began to evolve, trade routes were being established, goods were being exchanged and the clans began to settle into permanent locations. The Kordak Clan, however, was not content to settle down and continued to move their villages with the seasons. It was around the time that gold, silver, platinum and gems were being accepted as currency that the leader of the northern faction of the Kordak Clan, Brug Grabble, had the idea to settle. Not wanting to waste an opportunity, Grabble contacted the Dwarves in the northern mountain range under a banner of trade. After winning the Dwarves' trust, Grabble discovered the true horde of gold and silver the Dwarves had been mining for centuries. Despite the fact the Dwarves, being wary of most humans, would have made a profitable agreement for trading with the outside races, Brug decided to take the horde, and the mines, by force. Calling up reinforcements from other factions, Grabble tricked his way inside the Dwarven stronghold and attacked the Dwarves. Sparing the elders and children, Brug Grabble destroyed the Brakhold Clan and took control of the mines. Grabble build established the town of Hollowvale at the base of the mountain and declared himself the governing ruler of the area, using his newly acquired wealth to back this claim up.

News of the mine, as well as the Dwarves' defeat, spread across the area and Grabble had earned the respect of the other faction leaders. The rest of the Kordak Clan began looking to Hollowvale as a guide and began settling down in permanent towns and villages. The search for more veins of precious metals and gems began and the region was quickly known for its gold and silver export. Over the years, the wealth found under the ground turned towns into cities and villages to towns. However, with great wealth often comes great resentment and both neighboring clans such as the Griddok Clan and extended family members of the Brakhold Clan did what they could, violent or otherwise, to weaken the Grabble family's power. It was during this time of growth that the largest population of Halflings who had also shared the land with the Kordak Clan, saw and filled the need for a unified system of barter and established the true value of the precious metals. It was these same Halflings that created the first of many banks and institution for the care and distribution of wealth.

Around the time the other clans began following Lords and territories were established, Doreon Grabble was the head of the family and most likely to become

Lord of the territory. Other faction leaders, however, felt they had a right to rule. Rondal Craighorn from the southern city of Hoppton Peak openly challenged Doreon Grabble for the right to be Lord of the Kordak territory. Craighorn and Grabble agreed to meet in Hammdale, the closest village to the center of the territory. Attempting to find a peaceful resolution to the conflict, Grabble met with Craighorn over several days, but Craighorn insisted upon a duel to the death. At dawn on the fourth day, Doreon Grabble and Rondal Craighorn met just outside of Hammdale and drew swords against each other. They fought until past midday, with Craighorn finally surrendering to Grabble. Doreon declared himself Lord Grabble and chose Hallowvale as the Lord's Capitol. In an act of mercy, Lord Grabble not only spared Craighorn's life, but appointed him General of his Lord's Militia. Ironically, General Craighorn served Lord Grabble faithfully and loyally for many years.

Upon returning to Hallowvale, Lord Grabble commissioned a fortress to be build at the opening to the former Dwarven stronghold and mine. Calling it Takora (Ancient word for "Of the mountain") Keep, the Grabble family sat overlooking Hallowvale for several generations. While minor conflicts broke out along the borders, the only true threat to the Grabble Territories was from the Fulshten family to the west. Starting as simple greed, it wasn't until the discovery of an underground passage leading through the mountain to the Great Tundra that the Fulshten Territories became aggressive about control of Haverd's Hole. A more recent settlement than previous mines, Haverd's Hole had only just begun to mine the area looking for a vein of silver. It was during one of the expansions into the mountain that a natural cavern was discovered. Sending forth a team of explorers, it was eventually discovered that the natural cavern stretched through the Dark Core and emerged on the other side of Mount Haverd. Learning that there were settlements of various races in the Great Tundra, a trade route was established since it was much easier, and far less dangerous, to go under the mountain than over it.

Despite the efforts of The Chamber (a council of Lord's and/or their representatives) the Fulshten Territories argued over and took by force Haverd's Hole, only to have it taken back by Lord Grabble's militia. It was widely known, but not openly spoken of, that the representatives of The Chamber could not be trusted and would betray their own Lords for a fair

price. Deals were made and reneged on over and over again. Lord Corrang Fulshten IV, using an older version map of the territories, claimed ownership of Haverd's Hole during a meeting of The Chamber through his representative, Baldur Frond. Lord Comeden Grabble II, through his representative, Vernan Trimble, disputed this and said any attempt to take the town would result in open war. Trimble, however, made a deal behind closed doors with Frond for a large sum of gold. Once the deal was made, Trimble disappeared with the gold and was never heard from again. Using the phony agreement, Lord Fulshten sent his militia to take control of Haverd's Hole. News of the false agreement reached Hallowvale and Lord Grabble dispatched his militia to protect the town. Lord Fulshten argued that the agreement was legal and voted on by The Chamber and could not be countered by "Lord Grabble's lies". Before Lord Grabble's militia could reach Haverd's Hole, Lord Fulshten's militia, under direct orders from him, killed every man, woman and child at Haverd's Hole. The slaughter, known as the Battle of Frozen Tears, was the worst act of violence since the beginning of recorded history. Seeing what they had done, and knowing that the Grabble Territories' militia was on its way, Lord Fulshten's army in its final act of cowardice retreated back across the border into Fulshten Territory. Haverd's Hole still exists as a mining town and every year, there is a memorial for the fallen souls on the anniversary of the Battle of Frozen Tears.

Once Lord Grabble heard of the massacre, he dispatched the bulk of his force into the Fulshten Territories and openly declared war against them. The other recognized Lords, who had their own quarrels among each other, used this final act of aggression as an excuse to disband the useless Chamber and declare war on each other, thus beginning the Lord's War. Being evenly matched in combat, the Grabble and Fulshten militias fought back and forth over the border for several years. Seeing no ground to be gained by direct warfare, Lord Darvis Grabble V turned to more covert plans to undermine and overthrow the Fulshten Territories. Hiring a spy from the Agents of Chaos by the name of Shiola Drumfeld, Lord Grabble set in motion a plot that would bring down the Fulshten Territories and bring final justice for the Battle of Frozen Tears. Once word reached Lord Grabble that Shiola had succeeded in her mission, a final push was made by his army into the Fulshten territories and due to the chaos over losing the Fulshten family leaders, it was an easy victory. Lord Grabble took control over

the Fulshen Territories in one campaign and extended his rule to the west.

During the course of the Lord's War, the Grabble Territories did not take on the role of aggressor since it was justice that originally motivated their involvement. Uneasy and failed alliances with the Villeragg Territories became costly and future alliances became few and far between. During the surrender of the Krism Territories, Lord Jaxmond Grabble III readily agreed to the division of land with the Ashtron, Brigland, and Xenor Territories. Later in the war, the other Lords began to dispute the agreed borders, continuing the war for many more years, but the Grabble Territories did their best to remain neutral and not get involved. Toward the end of the Lord's War, the Jolannd Territories began to push against the eastern borders of the Grabble Territories, but the Lord's Militia pushed back and were able to extend their borders eastward.

When The Uprising broke out, it was Lord Comden Grabble IV that was first to suggest a united front against the "under races". Lord Grabble's soldiers were overwhelmed at first by the use of the horde's guerilla tactics, but soon learned ways to counter their attacks and taught other armies how to fight them. Despite being quick to learn, the soldiers, like much of the armies of Thallorand, were still at a disadvantage with the under-races seeming like they "pop" up from underground without a moment's notice. It was when word of the successful use of magic on the battlefield reached the Grabble Territories that the tide began to turn.

Present

Rebuilding the territories in the aftermath of The Uprising was no easier for Lord Jaxmond Grabble V than it was for any of the other Lords, but he was very glad the fighting had ended. Seeing a renewed faith in his people, Lord Grabble set to work on not only repairing the damage, but improving the cities, towns and villages under his rule. Out of respect for this, many of his people were also eager to pitch in and bring things back to better than they were. Having both a successful mining and timber commerce located within his lands was a boon to Lord Grabble and made the repairs easier to fulfill. Trade routes began to open up again, slow and under guard at first, but soon trade

was as fruitful as it was before the Lord's War even began.

But Lord Grabble knew that old habits die hard and concern for espionage and treachery from his fellow Lords was still present on his mind. Being one of the first to send "expeditions" into other territories, Lord Grabble simply wanted reconnaissance regarding what previous enemies may be up to. This tactic ultimately backfired and soon all of the other Lords were doing much the same thing under the guise of "exploration". The need for spies soon waned and simply acquiring lost treasures was the forefront of all expeditions. With the onset in popularity of the Summoning Pit games, adventurers became the new heroes of the common folk, and the Grabble Territories had their share of heroes. Out of all the other territories, however, it is within the Grabble Territories that the harshest punishments are handed out for the forgery, or possession of forged, Papers of Exploration. Fearing another treacherous incident like that of The Chamber which led to the Battle of Frozen Tears, the citizens of the Grabble Territories are wary of outsiders and wish to ensure their safety within their borders.

Hallowvale- Lord's Capitol Grabble Territories

Established: Year 1,008 Time of Light

Category: Major City

Population: 41,256 (includes surrounding area)

Governor: Lord Jaxmond Grabble V

Primary Export: Precious metals, primarily silver and gold

Secondary Exports/Trades: Banking (Halfling controlled)

Districts: Noble District, Miner/Commoner District, Banking District, Market District, Hospitality District

Religion: Primarily Zorm, but all religions have a presence

Places of Note:

Hallowvale Trust (Banking District) One of the oldest banks in Thallorand, the *Hallowvale Trust* has been serving the community with the same tradition and pride since the beginning. It was the *Hallowvale Trust* that originated the first financial papers allowing their customers to leave their wealth in one secure place. The current Overseer, Brindle Fleetfoot, is now the 10th generation of Fleetfoot to manage the *Hallowvale Trust* and is teaching his son Varn to take over.



Starlight Falls Inn (Hospitality District) Set in the middle of the Hospitality District, and thus in the middle of Hollowvale, the *Starlight Falls Inn* is home to comfort and relaxation. Set within a walled estate, the inn caters to both the upper class traveler and locals alike, offering luxury and pampering like no other inn around. Janice and Brad Tomil are the proprietors of the inn and personally greet each guest and customer, with Brad handling the overnight guests and Janice doting on the day spa customers. Hot baths, massage, acupuncture and other such treatments can be obtained for a nominal fee at any time throughout the year at the *Starlight Falls Inn*.

The Silent Pick (Miner/Commoner District) Boasting the largest common room in all the area, *The Silent Pick* is where everyone meets at the end of the day. With his trademark brew, *Liquid Gold*, Kohler Markinson has earned a reputation as a true brew master. While most patrons say they frequent “The Pick” for the ale and company, it’s no secret that the half elf barmaid Elyce has a rather large group of infatuated followers. The tall, slender beauty with long dark hair and deep blue eyes will often take over the

room just by walking into it and many a second and third round of *Liquid Gold* will be ordered just to have Elyce come back to the table. Kohler is over protective of Elyce, more than a father than an employer, which is why most patrons keep their admiration secret.

Other Locations:

Hollowvale Playhouse (Hospitality District) A dinner theater for traveling bards which offers room and board for those who perform on their way through town.

Shelby’s Gallery (Merchant District) (Shelby) has been a local artist for many years and worked up to owning her own shop. Featuring many different styles and mediums, *Shelby’s Gallery* will have something for even the most picky lover of art.

Jewel of the Mountain (Merchant District) Specialising in jewelry and sculpted art from the precious metal and gems mined locally, *Jewel of the Mountain* carries some of the most sought after treasures in all of Thallorand.

Other Information-

Lord Magistrate: Commander Liam Charles

Merchant Guild Leader: Brindle Fleetfoot, *Hallowvale Trust*

Local Thief's Guild: Known only as "The Organization", Sasha "Orcslayer" (Female Human) current leader, unknown membership but estimated over 2,000. Originally an assassin for the Icy Grasp Guild, Sasha gained a reputation during The Uprising as a deadly foe with her anger toward Orcs very apparent. When The Uprising ended, Sasha quickly moved up the ranks within the guild and eventually made a successful coup, assassinating the leader and taking the guild for herself. Disbanding the name, it is now only known as "The Organization" and membership is a closely guarded secret. Known only to Sasha, Elyce the bartender from *The Silent Pick* is her personal spy and her greatest rogue, bringing Sasha information overheard in the tavern and on the street.

Hoppton Peak- Grabble Territories

Established: Year 1,007 Time of Light

Category: Major City

Population: 27,046

Governor: Darvis Craighorn II

Primary Export: Gemstones, primarily Emeralds

Secondary Export/Trade: Masonry/Mining equipment

Districts: Merchant District, Housing District, Trade District, Common District, Noble District

Religion: All religions are represented with Threllion being the most common

Places of Note:

Emerald Emporium (Merchant District) The leading export in gemstones for Hoppton Peak, the *Emerald Emporium* has been in business almost since the mine was opened. Trading in both polished and unpolished gems, Shane Calibre and Dolmont McLean have contacts and associates all over Thallorand allowing them to travel with ease. Calibre and McLean have considered changing the name since they no longer specialize in emeralds, but cannot bring themselves to break with tradition.

The Wilde Toadstool Tavern (Common District) Considered by most nobles as the "underbelly" of Hoppton Peak, *The Wilde Toadstool Tavern* is not the place to conduct respectable business. Josk Wildeberry has only been the owner of the tavern for a year, inheriting it from his father continuing the tradition of ownership within the Wildeberry's Halfling bloodline. Specializing in a hearty mead made from mushroom stock called *Toadstool Tap*, the tavern does a great

deal of business despite its seedy reputation. It has been said, anything can be (and has been) bought and sold in the backrooms of *The Wilde Toadstool Tavern*, and this isn't far from the truth.

The Bountiful Hearth (Noble District) Where the nobles of Hoppton Peak come to rub elbows and snob with each other, *The Bountiful Hearth* is the complete opposite of *The Wilde Toadstool Tavern* in atmosphere alone. Shady deals are done in the *Hearth* as well, just with far more discretion that comes with being upper class. Donald Grabble (distant relation to Lord Grabble) has been the proprietor of *The Bountiful Hearth* since the end of The Uprising. Renovating the building into an upscale tavern and restaurant has brought great joy and success to Grabble, who has been in the shadow of his distant family since birth. High end meals and imported spirits await anyone with enough gold to afford them.

Other Locations:

Hoppton Peak Bazaar (Merchant District) This ever-changing marketplace is home to many permanent and traveling merchants. The Bazaar has never been set up the same way from one day to the next, you never know what you will find.

The Memorial (Common District) As a tribute to the soldiers and citizens who perished during The Uprising, this Borgtite statue of a Grabble Militia soldier stands watch at the gates to Hoppton Peak.

The Quarry Pit (Trade District) Larger than a normal Summoning Pit tavern, but smaller than a standard arena, *The Quarry Pit* hosts frequent games for teams of adventurers looking to make a reputation for themselves.

Other Information-

Lord Magistrate: Lieutenant Harvand Kilmner

Merchant Guild Leader: Donald Grabble, *The Bountiful Hearth*

Local Thieves Guild: The Shifted Stones, Tam Baneblade (Half-Dark Elf Male) current leader, estimated over 1,000 members. Primarily dealing with smuggling gemstones out and illicit substances into Hoppton Peak, the Shifted Stones work out of the back rooms of both *The Wilde Toadstool Tavern* and *The Bountiful Hearth*. Keeping their dealings secret is a serious business, but the Shifted Stones do not like getting their hands dirty and therefore hire out any "unsavory" jobs to more bloodthirsty folk.

Brigland Territories

Est. Year 987 Time of Light

History

The Sumdar Clan showed themselves early on that greed was the prime motivator for all they did. At the time when the Dwarves first made contact with man, introducing gems and precious metals, it was the Sumdar Clan that were first entranced with the potential value of such items. It was not until many years later, when other clans began to appreciate their value, did the wealth of the Sumdar Clan increase. When other clans were learning to make do with what natural resources they possessed, the Sumdar Clan was busy trying to steal and copy what others were doing. Along the coast, factions of the clan saw what the Hikord Clan was doing to the north and began building their own fishing vessels based on the Hikord's design. To the northeast, other factions began stealing the trained horses and livestock from the Balderan Clan to train and breed their own. This quickly gained the Sumdar Clan a reputation as greedy, dishonest people and outside trade became limited in their territories. At first, the reputation did not concern the Sumdar Clan, if no one would trade with them, they took what they needed by force. While the Hikord Clan did not outright attack the Sumdar Clan, they did well to secure their borders against them. The Balderan Clan however, did not like their hard work to be simply stolen and several skirmishes happened throughout the early days of both clans' history.

Eventually, the Sumdar Clan took their stolen ideas and resources and maintained them to where theft was no longer needed. Ships were being built in the south, forests being cut down for wood and horses being bred to the north. As the clan evolved, calmer tempers emerged and trade negotiations were reopened with the other clans again. Sadly, ships were being built at an alarming rate, and sold or traded for a lower value than their neighbors, the Hikord Clan. The shoddy workmanship and substandard materials allowed the Sumdar Clan to make a larger profit than the Hikord Clan, despite the lower price. News quickly spread of the worthless ships and the Sumdar Clan quickly changed their standards to maintain a reliable trade. Another problem arose during that time, due to the high demand of cheap ships, trees were being harvested without cause or concern for the forests' future survival. This raised the ire of several Druid Circles which had been living off the lands long before the Sumdar Clan arrived and soon the Sumdar Clan was

being attacked and sabotaged from within their own borders. After decades of conflict with the Druids, the clan was able to negotiate a means of tree harvest with a reduced impact on the forests themselves and began to replenish the land they destroyed.

One of the main families during the surge of ship building was the Brigland family. Neumor Brigland opened one of the first ship building factories along the coast in the town of Haven. While Neumor was not considered the leader of the Sumdar Clan, he was influential in many of the clan's decisions. Neumor was also one of the first to accept gems as well as, gold, silver and platinum nuggets as payment for the ships and supplies sold to the Dwarves. Although the other clans, and some other tradesmen within his clan, did not accept that the stones had value, Neumor knew that would change in time. Hording all they could, when Neumor's prediction came to pass, the Brigland family's value increased tenfold sending them to the forefront as leaders of the clan.



It was around this time that the other clan leaders began their Lordship over the lands they protected and in Year 987 Time of Light, Lord Horace Brigland rose to power. As his first act as ruler, Lord Brigland declared the port of Haven to be his Lord's Capitol and requisitioned a wall to be built around the city, including the harbor. Lord Brigland was not a stupid man, but he was on the paranoid side of things and felt that he was a prime target for attack from either the other noble families of the Sumdar Clan, or previous enemies made outside their borders. Letters of trade or passage were needed to gain access to the city of Haven, but they were easy to forge and cheap to obtain. From generation to generation, each of the Brigland Lords spoke of removing the walls and opening up the city, but none of them ever made good on their speeches.

Tensions over the past transgressions of the Sumdar Clan, as well as the strict passage at the borders of the Brigland Territories, began to build up over time and when war was openly declared, Lord Grond Brigland II immediately locked down the borders and made plans for invasion of both the Polmond and Hammord Territories. With the Polmond Territories as his first priority target, Lord Brigland made a play for control of the southern part of the Polmond Territory. To his surprise, not only the Lord's Militia, but the citizens of the Polmond Territories took up arms and successfully defended their homeland. Embarrassed by the quick defeat of his militia at the hands of commoners, Lord Brigland pulled back his forces and declared the Polmond Territory "off-limits. Learning from his mistakes, Lord Brigland regrouped his army and made smaller, more tactical attacks into the Krism Territories. This allowed the Lord's Militia to take, and hold, the northern borders of their lands. This action opened an opportunity for an alliance with the Ashtron Territories, putting added pressure on the Krism Territories that led ultimately to the surrender of Lord Prigmore Krism. In addition to the fall of the Krism Territories, the combined forces of the Ashtron and Brigland militias invaded and eventually defeated the militia in the Hammord Territories, claiming Stonewall as the Second Capitol of the Brigland Territories.

The original division of the Krism Territories had been settled on at the time of the surrender, however subsequent generations of the Brigland, Astron and Grabble families argued over border rights thus fueling the Lord's War for many more years. The "official" map of the divided Krism Territories was not accepted

until Year 1,047 Age of Lords, 15 years after the end of The Uprising. The only time the division was not argued over, was during The Uprising when it really didn't matter who controlled what land, they were all in danger of falling to the hordes.

At the start of The Uprising, Lord Graham Brigland IV was leading his army into the northeaster portion of his territory in an attempt to claim a region granted to the Ashtron Territories during the surrender of Krism. Lord Brigland inadvertently caught a legion of Orks, Ogres, Goblins and Trolls emerging from an underground cavern. Seriously outnumbered, Lord Brigland's Militia was overrun in a matter of hours and his son, Torrel Brigland II ascended by default to Lordship at only 16 years of age. Torrel remained Lord during the duration of The Uprising and was succeeded by his grandson, Torrel Brigland III, having lost his son in one of the final battles of The Uprising.

Present

Stretching from the southwestern coast and curving around the Polmond Territories up to the northwestern coast, the Brigland Territories covers a vast array of regions. With the rebuilding of the world in the ashes of The Uprising, the Brigland Territories shed some of its reputation as greedy, self-serving people. The nobles, once focused on expanding their wealth, now began to spend more to rebuild the ruined nation. Lord Torrel Brigland III did what no other Lord before could do: he tore down the walls around Haven as a sign of confidence to his subjects that there would be no more danger. This event took place on the First Anniversary of the Day of Signing in Year 1,033 Age of Lords. Apart from the original ship building enterprise, and the mining operations gained from the fall of the Hammord territories, Brigland Territories became known mostly for their magical academies. First specializing in basic arcane knowledge, during The Uprising the academies trained some of the best Blade Conjurors ever to fight in battle. Most of the Blade Conjurors who retired after the war began to teach at academies all over Thallorand, expanding their combination of magic and tactics to each new generation of warrior.

For a time, during the early days of the Summoning Pit games, having access to some of the best trained Blade Conjurors gave the Brigland Territories an unprecedented advantage during the inter-territory games. With the training being spread out over all the

territories, this advantage soon diminished and every competing team seemed to have a competent Blade Conjuror on its roster. The current ruler, Lord Horace Brigland IIX, has become secretly obsessed with treasures he believes rightfully belong to his family, but are in the former Krism Territories now controlled by the Grabble Territories. Sending multiple Expedition Teams into the region has gained the attention of Lord Frandle Grabble IV, who has hired many spies to infiltrate Haven and the Lord's Mansion there. What specifically Lord Brigland is looking for, no one really knows, and those who do have been sworn to secrecy.

Haven- Lord's Capitol Brigland Territories

Established: Year 1,242 Time of Light

Category: Major Port City

Population: 43,382 (including surrounding areas)

Governor: Lord Horace Brigland IIX

Primary Export: Long-range and short-range sea vessels

Secondary Exports/Trades: Fish export and ocean trade port

Districts: Warf District, Factory District, Trade/Merchant District, Hospitality District, Common District, Summoning Pit District, Noble District

Religion: All religions are represented equally

Places of Note:

Brigland's Haven Arena- (Summoning Pit District) Originally designed as a glass domed arena for year-round games, the roof was poorly designed and had to be reverted back to an open top arena. The part of the roof covering the spectators, however, was left intact

and only the game space is left open to the weather. One of the first Wizards ever to compete for Brigland in the inter-territory games, Reto Refeik, is now the senior judge for all the games that take place in the arena.

The Hanging Goblin Tavern (Common District) (formerly *The Hanging Crow*) Recently purchased by Maird Vrom, a retired Lieutenant from the Brigland Militia, *The Hanging Goblin Tavern* has become a shrine of sorts to those lost during The Uprising. The walls are adorned with names and placards of soldiers and citizens alike who lost their lives at the blade of the hordes. Vrom was a vicious soldier during his time and evidence to this decorates the wall behind the bar. Goblin, Ork and Ogre heads are eerily mounted on the wall next to sword, shield and spear. To anyone with proof of their service during The Uprising, the first round of *Patriot's Blood* wine is on the house.

Cozy Comfort Inn (Hospitality District) This inn is very popular among travelers, not just for its reasonable price, but for the "secondary" comforts offered to lonely patrons, male or female. When questioned about the abundance of younger men and women on his staff, owner Albert Harmond simply dismisses it as economics, young people work longer for less. The local magistrate has long since given up on busting up the secondary business at the *Cozy Comfort Inn* due to the lack of substantial evidence or credible witnesses. Truth is, the inn is a front for the Crystal Dagger Thief's Guild which runs its operation from a secret labyrinth built under the inn.



Art of the Stone (Merchant District) While some locals dismiss the business as simply “the rock shop”, Siarra Ladenfoot has built her reputation as a master artisan in stone carvings. The Halfling spent many days in her youth collecting rocks with no rhyme or reason. It was later in life that she began to see the “shapes” within the stone of the rocks she’d collected. Carefully carving them by following the natural patterns in the rock, beautiful works of art began to emerge. From holy symbols to arcane sigils, Ladenfoot’s work is known all across Thallorand and inquires from all over pour in by parcel every month. Some of the most famous clerics in Thallorand’s recent history have worn a Ladenfoot carved holy symbol around their necks.

Other Locations:

Haven Tradehouse (Warf District) A series of dock front warehouses where trade merchants may temporarily store their goods until they can shipped off to their destinations.

The Broken Beak (Warf District) Known as the “elder hangout” this tavern caters to the older citizens of Haven.

This Side of Haven (Noble District) An upscale restaurant and tavern that caters to the upper class of Haven, most meals are a month’s wages to a commoner.

Spyder’s Loft (Common District) A common room tavern that serves family style meals at a reasonable price. A favorite among the commoners, *The Loft’s* menu features such items as *Merchant Munchies* and *Noble Meatballs*, each with an anti-noble class theme.

Other Information-

Lord Magistrate: Commander Randal Pruitt

Merchant Guild Leader: Siarra Ladenfoot (*Art of the Stone*)

Local Thieves Guild: The Crystal Dagger, Mishra Thimbleleaf (female elf) current leader, estimated over 2,000 members including the outlying areas. Mishra allows Albert Harmond to operate the *Cozy Comfort Inn* as a front for the guild letting people speculate that he is the leader. During the time of the city walls, the Crystal Dagger Guild built a series of tunnels under the entire city to smuggle in or out contraband. Some of the tunnels have collapsed or been flooded by rising water tables, but most of them are intact and continue to provide freedom of movement for the guild members. Only a handful of members in the inner circle know all the passages, preventing lesser members from betraying the guild or staging a coup.

Kragmore- Brigland Territories

Established: Year 1,198 Time of Light

Category: Major Town

Population: 20,690 (including surrounding areas)

Primary Export: Trained Livestock (equine)

Secondary Exports/Trade: Leather-worked goods, merchant carts/carriages

Districts: Livestock District, Production District, Merchant District, Hospitality District, Common District

Religion: All religions are represented, with Zorm being the most predominant

Places of Note:

No Brand Horse Traders (Livestock District) Owned by the Halvord family since the settling of Kragmore, *No Brand* has been the dominant horse trainer in the area. Originally re-selling stolen horses from the Krism Territories, *No Brand* eventually changed to selling horses they trained themselves and then slowly incorporated other ranchers from the fallen Krism Territories. Currently run by Robert Halvord, *No Brand* horses are sought all over Thallorand and used from military to transportation.

Dream Cave Inn (Hospitality District) With Kragmore being built along the base of Krag Mountain, it was not hard for the founders of *Dream Cave* to create their perfect gimmick: an inn within a secure cave structure. Established before the Lord’s War, the *Dream Cave* was the wonder of Kragmore, offering “rustic” underground accommodations. Naturally warm during winter, this is the favorite “hot spot” for caravan travelers from all over the continent. Although it was closed towards the end of The Uprising, mostly as a precaution against attacks from underground, the *Dream Cave* was re-opened shortly after the Day of Signing and the new owner, Doris Haggglebone, has been prospering ever since.

The Sagging Steed (Livestock District) Run by the former owner of the *Dream Cave Inn*, Darvis Mandrall, the *Steed* is considered the true town square. Most nights the common room is filled with drinkers and talkers from all walks of life. The side rooms offer a place for more private conversations and it is often speculated that the political actions of the community are determined over a pint of *Pale Stallion Ale*. Darvis does his best to keep out the “riff-raff” such as members of the Falling Stone Thief’s Guild, but since no one is sure who is or isn’t a member, it’s a difficult task.



Other Locations:

Hide in Plain Sight (Livestock District) Corvallis Brander and his son have become known as master craftsmen in tanning and working of leather goods. From saddles to custom armor, *Hide in Plain Sight* will have, or can make, what you need.

Kragmore Livery (Livestock District) Located in the center of town, on the edge of the Livestock District, the livery hosts both stables and horse shoe repair, as well as care and maintenance of livestock. Almost all merchants and travelers will board their animals at *Kragmore Livery*.

Stone Pit Tavern (Common District) *Stone Pit Tavern* is the only summoning pit tavern for 300 miles in any direction. Boasting some of the more famous heroes of the *Brigland's Haven Arena*, the *Stone Pit* has been a proving ground for many wide eyed adventurer looking to make it big. Kraam Bladehammer is the distant and often argumentative Dwarf owner of the *Stone Pit* since

it opened 40 years ago. He is best known for the one and only beverage served at the pit that he calls *Courage*, a spicy ale served warm, even in summertime.

Other Information-

Lord Magistrate: Sergeant Arguld Kracken

Merchant Guild Leader: Robert Halvord, owner of *No Brand Horse Traders*

Local Thieves Guild: The Falling Stone, Timothy Lorvand (male human) current leader, estimated 800 or more members including the surrounding area. It is not known exactly where the guild holds its base of operations, but the rumors point toward a secret set of caves joined to the *Dream Cave Inn*. Considered one of the most secretive guilds in Thallorand, it is often dismissed by the commoners as a myth that they even exist. Persistent inquiries into the guild and their whereabouts will gain unwanted, and often fatal, attention from the members.

Polmond Territories

Est. Year 984 Time of Light

History

The Hikord Clan was always one of peace with the other clans, preferring to hunt, fish and live off the land rather than fight and war over who possesses it. While some clans saw this as weakness, others treated it with respect and left the Hikord Clan to its simple life. Staying mostly to the western coast, the Hikord Clan developed a knack for fishing and venturing out into the ocean. Becoming master ship builders and fishermen earned them even more respect than before, allowing them to maintain a useful trade line with the other clans in the hopes to avoid conflict. Davis Polmond was a well respected member of his clan, and was considered the leader of his people. Many times Davis was quoted as saying, "I'm not their leader, they just seem to follow my ideas". It was this humble nature that gained him the most admiration from his fellow clansmen, but not the respect from other clan leaders. Davis was shunned by other leaders for his lack of command, they felt that power and control were the real qualities of leadership, not making his people "happy". While the leaders of other clans may have resented Davis' personality, the members of the other clans did not and hoped that their leaders may one day follow his example. When these feelings came to light publicly, they were quickly forced down by the clan leaders out of fear of a rebellion. This only added fuel to the fire in the animosity towards the Hikord Clan, specifically Davis Polmond.

Contrary to the hopes of the other clan leaders, the humble nature of Davis Polmond was a trait inherited by his offspring, and was nurtured and flourished with each new generation. With a successful fishing export and the ship building business seeing a new growth, the Hikord Territories were beginning to see new growth and prosperity for its people. The other clans along the western coast, and a few clans from the east, were traveling to the port town of Port Dunlance to barter for a custom built sailing ship. Dunlance was one of the first ports to develop and perfect a ocean worthy ship that could travel longer distances than the normal fishing vessels they had become known for. It was this original design that has been copied and inspired for all long range ocean vessels to this day. The Polmond family continued to guide the Hikord Clan by example, all the while reluctantly accepting the role of leadership. When word of the other clans disbanding in favor of new "Lordships", the Hikord Clan began to speak openly about making the Polmond family their permanent leaders. For several years this topic was discussed, from the taverns of Dunlance to the town squares of Archmand, the people were unanimous about wanting the Polmond family to lead them into the next evolution of Thallorand.

It finally came to pass that Abernathy Polmond was voted by the people of the Hikord Clan to be their leader. With all the other clans disbanding and the other leaders claiming Lordship, Abernathy felt it was the only way to protect his people from the inevitable war that he knew was coming. On the 28th day of Vrantia in Year 984, Lord Abernathy Polmond was sworn in as Lord Polmond refused, however, to build a monstrosity of a palace or mansion, and insisted on remaining on his family homestead at the northern edge of the city. At the insistence of his people, a wall was built around the property and a division of the Lord's Militia (formerly the Citizen Guard) was stationed to ensure the safety of him and his family. With each new generation, the Polmond family insisted on accepting the new Lordship at the vote of the people. And with each new generation, the people confirmed their support of the family by unanimously accepting the new Lord.

In Year 463 Time of Light, Lord Timothy Polmond V is approached by Lord John Ashtron II and Lord Krاند Jolannd III and a meet was set up in the city of Gull's Port. The two Lords discuss with Lord Polmond the need for expansion and exploration outside the continent of Thallorand. While Lord



Polmond did not agree with the need, he was excited to see what else was out there making up the world of Braugh and committed three ships of his own to the project. Setting forth from Port Dunlance on the 15th day of Komon that same year, the *Tearful Maiden*, the *Wake Rider* and the *Righteous Angel* left Port Dunlance with orders to seek new continents and make peaceful contact with the inhabitants. It wasn't until Year 459 Time of Light that the ships were declared "Lost at Sea", seeing as the other ships from Gull's Port and Raven Port had already returned with news of new land. A memorial service was held on the third anniversary of the ships' launch and a memorial was erected on a small rock island just outside the harbor of Port Dunlance. Every year since, no matter what the status of the territories is, a service is held in the harbor at the memorial, and it is always led by the current Lord Polmond.

As predicted by Lord Abernathy Polmond, tensions among the other Lords grew steadily until open war was declared. With no intention of conquering other territories, Lord Abernathy Polmond VI closed the borders and sent his Lord's Militia out to protect the people in the outer areas. Some of the old animosity regarding the Polmond family trait of humility was brought to bear. Lord Grond Brigland II, who was considered to be one of the greediest of all the current Lords, launched an attack against the Polmond Territories. While the Brigland Militia could easily defeat the Polmond Militia, no one anticipated the respond of the citizens of the territory. Taking up arms, almost every man woman and child over the age of 14 not only defended the Polmond Territories, but forced back every attack brought against them for the duration of the war. The humility and passive leadership provided by the Polmond family had earned a deep respect and an even fiercer loyalty from the people they led. Seeing the response from the people of the Polmond Territories, the other Lords changed their tactics and made it clear that the Polmond Territories were "off limits". This provided a safe haven from the war to the people of the Polmond Territories, but soon garnered an influx of refugees from territories that had fallen to rival Lords. Not wanting to turn anyone away, Lord Polmond granted amnesty to several members of the fallen lands and offered citizenship in return for help defending the territory. For many years, the area was spared the ravages of war; it was not until the first signs of The Uprising did the Polmond Territories feel the first pangs of loss.

Escaping the destruction of the Lords War did not properly prepare the Polmond Territories for the brutality of The Uprising. While the first waves of the invasion came from random locations along the coast, the true attacks were from within the heart of the territories. The "under races" were said to have literally sprung up from the ground and showed no mercy as they spread reckless destruction across the land. Focused on protecting the borders, the Lord's Militia was slow to respond to the new threat and thousands of lives were lost in the first year. After the unification of the remaining six Lords, Lord Jaccob Polmond IV was able to stop the onslaught against his people and maintain a defense against the invading horde. When the tides began to change during The Uprising, the Polmond Territories began to rekindle hope of returning to their old lives. When the final battles were over, and the treaty of the Lords was ratified, the celebration in Port Dunlance lasted for several days. With an even stronger loyalty than before, the people of the Polmond Territories joined efforts and rebuilt much of what was lost during the time of war. As Lords in other territories built monuments to their achievements and grand structures to boast their success, the Polmond family continued to build new schools, libraries and community centers in the hopes to enrich their people's lives. Again, the other Lords saw this as a blatant undermining of their power and prestige, but were forced to keep their resentment to themselves in the wake of the new peace.

Present

In the wake of both the Lords War and The Uprising, the Polmond Territories found a new prosperity with the need to replace ships lost during the ensuing battles. A time of change was flowing across the land, new ideas and philosophies were beginning to emerge, things would not be the same, they would be better. On the 8th day of Sprulan Year 1,105 Age of Lords, Lord Corrandor Polmond II died of an unexpected illness, it was believed to be the result of an allergic reaction to an insect bite of unknown origin. This brought a great sadness to the people of the Polmond Territories, Lord Polmond was a well respected man and believed to be the leader who will bring great things to their land. At the time, Lord Polmond had not taken a new wife, due to the loss of his first wife during the birth of his daughter, Evergail Polmond, twenty three years earlier. With no male heir, it was suggested that Evergail take her father's

place as leader of the territories. By an overwhelming vote, the people elected Lady Evergail Polmond as the new leader of the Polmond Territories.



This caused quite a stir in Thalloradn for two reasons. First, this was the first time ever a woman was granted leadership of a region, and in a traditionally male dominated world, this was unheard of. Second, Lady Polmond was an open follower of Threllion: Goddess of Balance. While this did not bother her people, it did cause some concern that the presence of the other religions might be banned or shunned publicly, a reason why most of the Lords have not backed one religion over another. At first, the other five Lords refused to recognize Lady Polmond as the leader of the territories and requested that the next male heir in line replace her. This was met with harsh criticism from both their own people, and their merchants who felt it jeopardize the trade agreements and access to Port Dunlance. Driving their animosity towards the Polmond family even deeper, the other five Lords agreed that Lady Polmond should be acknowledged as rightful leader of her people. This was a major blow against the long standing, male dominated territories of Thallorand and signaled the

beginning of change for women across the countryside.

Rebuilding their lands wasn't easy, but the people were willing and hopeful and their perseverance paid off. With the beautiful ocean front land, thick rich forests and welcoming people, the Polmond Territories were considered Thallorand's paradise. Travelers from all over would come to the area looking for peace and relaxation, building up a tourist trade that would boost prosperity for all. The rise in popularity of the Summoning Pit Games led to a surge of arenas, small and large, to be built across the territories. The largest, of course, is located in Port Dunlance and was built along the shore south of the city. While the Polmond teams have never won a championship trophy, they have enjoyed a large amount of success and their fans are loyal to the end.

Port Dunlance- Lord's Capitol Polmond Territories

Established: Year 1,027 Time of Light

Category: Major Port City

Population: 37,285 (including surrounding areas)

Governor: Lady Evergail Polmond

Primary Export: Ocean caught fish

Secondary Exports/Trades: Long-range sea vessels, tourism trade

Districts: Warf District, Merchant District, Hospitality District, Artisan District, Housing District, Summoning Pit District

Religion: All religions are represented, with Threllion being the most predominant

Places of Note:

Oceanview Arena- (Summoning Pit District) This open air, seaside arena was erected shortly after the Summoning Pit games began. It was declared at the time of its opening that admittance would be free to all citizens of the Polmond Territories (5 cp to non-citizens). Several vendors have set up shops inside the compound offering a wide range of beverage and food. Due to the open admittance, the vendors have found a decent living providing food to the massive crowds that gather for the games, large or small. Since the arena is the only one in the area, most weekly games, both group and single participants, are held here as well and no matter what the game, attendance is notable.

Hooked Line Tavern and Grill (Hospitality District) This large tavern and grill most notably stands out from others in the area due to the stage in the center of

the dining area. Zarth Shocklee has been the owner of the restaurant for nearly 20 years, having inherited it from his father at the time of his passing. Zarth actually was the one who installed the oval stage in the dining area with the hopes of bringing in live entertainment on the weekends. Recently expanding his idea to include locals who wish to perform, preach or recite works of fiction, Zarth has doubled his nightly customer base. Another item of note at the *Hooked Line* is the frequent public appearances of the Lady Polmond, following the family tradition of dinning publicly at least once a week. The main ale on tap is called *Trout Stout* and is considered to be one of the best dark beers of the region, export of the ale to other territories has keep Zarth's business open even in the most dire of times. On any given night, you will find Zarth at the bar near the front door, welcoming in guests familiar or not.

Hanging Hammock Inn (Hospitality District) While the Hospitality District is full of hotels of all price ranges, the *Hanging Hammock* prides itself on the unique flair of its provisions. Run by a retired Dwarf fishing captain named Drock Deepstone, the *Hanging Hammock* has taken on an ocean theme since its purchase ten years ago. Redecorating the inside to resemble a ship, Drock has insisted on providing the tourists with an "accurate" rendition of life at sea. The rooms have been set up to resemble crew quarters, right down to the hammocks in place of beds. Serving his trademark pale ale called *Salty Dog*, Drock also provides maritime style meals (mostly stew and other easily prepared seafood dishes) in the common room. What Drock lacks in quality (of the food) he makes up for with atmosphere, right down to the magically created ocean sounds that permeate the dining area.

Touch of Magic (Merchant District) Known for all types of magical and exotic trinkets and supplies is the largest in the Polmond Territories. Imports from all over Braugh are brought in through Port Dunlance to be sold here. The owner, Leinad Zorn, spends most of his time corresponding with possible suppliers on obtaining new and unusual items for his shop. His daughter, Kassathra Zorn, handles the sales and customer contact for the shop, if she can break away from her studies of magic long enough. On the occasion that a fey creature patrons the shop, Kassathra will spend most of the time asking questions about their home plane, sometimes to the great annoyance of the customer. Most magical items can be found in, or through, *Touch of Magic*.

Other Locations:

Dunlance Co-op (Warf District) A series of dock front stalls where local fisherman can bring in and process their catch of the day, thus allowing all locals to peddle their wares for a fair price.

Crow's Nest (Warf District) A local tavern frequented by the fishermen, one of the few places open before dawn providing hot beverages and breakfast.

Dunlance Playhouse (Artisan District) Built as a community theater, the playhouse is home to the Dunlance Performers Guild. The Guild provides new entertainment in the form of plays, performances and traveling minstrels on a regular basis.

Redwood Galleries (Artisan District) With the unique forest of redwood trees all around them, it's no surprise that many talented artists would make use of this exclusive medium. Carvings and sculptures from several different styles are featured and exported though this shop. Owned by Mandela Frivold, she has become the face of culture and art on the west coast.

Other Information-

Lord Magistrate: Commodore Gover Matagard

Merchant Guild Leader: Mandela Frivold, owner of *Redwood Galleries*

Local Thieves Guild: The Blurred Hand, Throm Dandle (male Eladrin) current leader, estimated 1,800 members in the area. No one location has been used as a base of operations, instead Throm prefers to spread out the guild inside the city. While most other guilds are focused on criminal activity, The Blurred Hand simply provides "harmless" vices to the public such as gambling on the Summoning Pit games and "companionship". On occasion, The Blurred Hand has been known to take the law into their own hands when they learn that someone has "crossed the line" and the local magistrate is unable to act. These random acts of vigilantism have not been directly tied to The Blurred Hand, but it has not hurt their reputation among the other guilds.

Archmand- Polmond Territories

Established: Year 1,022 Time of Light

Category: Major City

Population: 23,260 (including surrounding areas)

Primary Export: Milled redwood

Secondary Exports/Trade: Paper export, tourism trade

Districts: Mill District, Caravan District, Merchant District, Hospitality District, Housing District

Religion: All religions are represented, with Threllion being the most predominant

Places of Note:

Archmand Mill (Mill District) The mill is run by the Archmand family, as it has been for several years, with the current manager Hormant Archmand in control. Processing trees into lumber and paper pulp has been a source of income for the entire village, despite the costly efforts to minimize the impact on the nearby forests. The mill takes up almost the entire district, since it consists of three parts. First is the log pond and processing barn where the logs are debarked and made ready to be cut. Next there is the lumber barn where the trees are measured and then cut to optimize the most yield. Lastly, the bark and other unusable parts of the tree are boiled down and converted into pulp which can be later pressed into paper and sold.

Bellow the Canopy Inn (Hospitality District) While there are many inns locally which cater to the passing traveler or caravan, the *Bellow the Canopy Inn* focuses on the higher end clientele. Located on the eastern edge of the Hospitality District, the inn is bordered by the surrounding forest creating a natural ambiance and view from almost any of the twenty rooms. Master Grand Filsh and his wife Doris have been the innkeepers for almost thirty years, faithfully serving their clients and teaching their children the way of hospitality. The rooms are a high point of luxury in the most rural of areas and fetch 10% more than the average inn. Boasting an eclectic fine wine and vintage spirit cellar, stopping in for a drink is not a casual event and often calls for reservations, and some measure of coin.

The Weathered Stump (Caravan District) A frequent stomping grounds for mill workers, caravan members and tree fallers alike, “*The Stump*” (as the locals call it) is a busy place after sundown. Norvik Dontal has been serving the community for over seventy years, and being a young elf, he is not likely to leave his tavern any time soon. Not quite gourmet cooking, you definitely get your gold’s worth when ordering off the primarily “meat and potatoes” menu. The drink of choice at *The Stump* is Norvik’s secret recipe, a medium ale he simply calls “*Sap*”.

Other Locations:

Mabel’s Stables (Caravan District) With a corral and barn almost as large as the pulp wing of the Mill, *Mabel’s Stables* is the best (and only) place to put up your horses for the night. Catering specifically to caravans, Mabel Dormier is not above taking in the

odd adventurer or two, if the gold is right, she’ll make room.

Clang and Sons Blacksmith (Merchant District) Oring Clawfoot, known to the locals as “Clang” due to the noise of the hammer and anvil, is the Osotarian owner of the local blacksmith and armory shop. Clang and his two sons have become renown workers of metal and steel, and despite the stereotypes of their race, they have been readily accepted by the locals.

Pordal’s Exports (Merchant District) Bordering the edge of the Merchant and Caravan Districts, *Pordal’s Exports* handles most of the timber traffic in or out of town, as well as other supplies. Pordal, a Tiefling trade merchant from parts unknown, is not the friendliest person in Archmand, but is well known for being a fair and legitimate businessman.

Other Information-

Lord Magistrate: Lieutenant Brig Saddler

Merchant Guild Leader: Grand Filsh, owner of *Bellow the Canopy Inn*

Local Thieves Guild: The Blurred Hand (local charter), Pordal (male Tiefling) local leader, estimated 225 members in the area, the headquarters is rumored to be in the basement of *Pordal’s Exports* but no official investigation has ever been launched and the guild’s primary purpose is to protect the caravans to and from Port Dunlance.



BEYOND THALLORAND

The Spider Islands Year 461 Time of Light History

When Lord John Ashtron II sent forth the exploration vessels *Lucky Lady* and *Tempest Tamer* from Gull' Port in Year 463 Time of Light, he did not know what treasures they would find. In Year 462 ToL, the *Tempest* returned empty handed, having been blown off course by a sudden ocean storm and then having to limp itself back to the mainland and rationing supplies. It was in Year 461 ToL that the *Lucky Lady* was able to return with news and exotic items from a series of island it had discovered. Spending the better part of a year exploring and surveying the outer rim of the islands, Captain Dash Renault gained great favor with Lord Ashtron when presenting him with this discovery.

Lord Ashtron's first words while viewing the map drawn by Captain Renault would forever be etched into history: "It looks like a giant spider". From then on, the group of islands south of Thallorand in the Abolate Sea would be forever known as The Spider Islands. Eager to colonize the area, Lord Ashtron poured over Captain Renault's journals about the exploration of the island, weighing the possible threats before approving such a venture. According to Renault, the islands native population were a series of reptilian humanoids of varying type and species. While he felt that the Lizardfolk and Snake-Folk would not pose a threat to the colonists, he suggested remaining outside the deep jungle of the island. At that time, news of Lord Jolannd's failure to maintain safety in the Torrak Wastes had yet to reach the other Lords. After much debate, and consultation with his advisors, Lord Ashtron approved the colonization of the Spider Islands.

A series of trade ships, lead by the merchant trader Thomas Vrinn, set out from Gull's Port with the *Lucky Lady* as their guide. Within the first year, a small village was established on the northern coast of the island called Vrinn's Paradise. Using timber from both the local forest and some of the transport ships, the dock and a trade hub were build to allow new ships to

arrive safely. Once the first trade ships returned with wondrous fruits, vegetables and other exotic items from the islands, the floodgates opened and ships were setting out almost daily to seek their fortune. The influx in traders and colonists was short-lived once news of the massacre in the Torrak Wastes reached the rest of Thallorand. Fearing similar problems with the islands reptilian natives, many of the colonists packed up and returned to Gull's Port.

Despite the elevated level of caution, some of the colonists continued to delve deeper into the jungle in search of goods and possible treasures that would turn a profit back on the mainland. This sparked the ire of not one, but two of the tribes of Lizardfolk who called the deep jungle home for centuries. It was the Fernscale Lizardfolk who were the first to attack the explorers, using their ability to camouflage themselves in the vegetation to make hit and run attacks. But it was the Onyxscale Lizardfolk that caused the real damage using their brute strength to force off any invaders to their lands. Hearing of the incursion into the deep jungle, the Snake-Folk were the ones to make the boldest of actions. Not content with scaring off the colonists, the Snake-Folk began to move into the northern territories of the island and attack the settlements along the coast. They eventually made their way to Vrinn's Paradise and caused such chaos that reinforcements had to be summoned from the mainland. Lord Ashtron dispatched one-third of his army to deal with the incursion by the Snake-Folk and reclaim the island for the Ashtron Territories.

When the Lord's Militia arrived, the Snake-Folk had done considerable damage to Vrinn's Paradise and many believed it would end with the same fate as Jolannd Port had in the Torrak Wastes. The soldiers, however, were able to quickly defend Vrinn's Paradise and push back the Snake-Folk into the jungle. Noting their fighting styles, the soldiers were able to adapt their tactics and take the upper hand. Several of the soldiers marveled at the Snake-Folk's ability to speak Common and thought it might have been a magical ability. Making the decision to chase them into the jungle, Commander Laurel led the militia into the jungle straight to the heart of their lands. While the Fernscale were able to hinder the militia's advance,

their small stature made them no match for the advancing army and their numbers were all but wiped out. The remaining tribes of Lizardfolk, such as the Moonsscales and Onyxsscales, chose to flee the main island and settle on the outer islands where there were no colonists. Despite the limited resources on the outer islands, the tribes were able to endure and survive.

Falling back to regroup, the Snake-Folk made a renewed effort to eliminate the soldiers, fighting with an almost religious zeal, often making sacrifices of their numbers to gain ground in the fighting. Some of the captured creatures who were interrogated by the army refused to talk, but those that did spoke of being the final guardians of The Prophecy. After prolonged periods of fighting with the Snake-Folk, it was believed that their race had been killed off by the soldiers and no longer considered a threat. A regiment of the Lord's Militia was left behind to patrol and secure the northern coast and Vrinn's Paradise was rebuilt in relative peace. Every so often, explorers would return to Vrinn's Paradise with tales of Snake-Folk seen in the jungle, but all investigations into these claims turned up no evidence the race still existed, turning the tales into ghost stories.

As prosperous trade continued to ship out from the Spider Islands, greed took the reins and island merchants were forced to take less and less in trade for their goods. Eventually, when the Lord's War broke out, Lord Ashtron took control of commerce in order to "maintain and protect" it from outside enemies, but the colonists knew their hard work was being used to fund the war. Angry at this, the merchants banded together and attempted to diplomatically take back what was rightfully theirs. Faced with outside enemies, Lord Ashtron ignored the colonists and continued to maintain control, even if that meant by force. Soon the merchants and colonists alike resented the control of the Ashtron Territories and a small scale rebellion. As the militia continued to use force to control the colonists, the rebellion grew until Lord Ashtron was eventually faced with both an inter-territory and civil war. In Year 778 War of Lords, Lord Almont Ashtron realized that he was unable to fight both the colonists and the other Lords and thus granted sovereignty to the Spider Islands, with the stipulation that trade be maintained with Gull's Port directly.

Able to set their own value on the resources traded from the islands, the merchants of the Spider Islands agreed to the terms of Lord Ashtron's offer and began to govern themselves without interference. While war raged on the mainland of Thallorand, the Spider Islands enjoyed their freedom with little concern for the battles being fought over land. Even when The Uprising began, the Spider Islands remained unaffected and continued to build their commerce. The autonomy from Lord's control, however, did come at a cost. With no major militia presence on the islands, the southern edge, as well as the outer islands, became a haven for piracy. Able to evade military patrols, the pirates were able to navigate the outer islands and build hidden ports to protect their stolen goods before selling them on the black market. With the mainland in turmoil over The Uprising, the demand for goods became big business and piracy was the most lucrative enterprise at the time. With the influx of activity on the outer islands, the previously self-exiled Lizardfolk made their way back onto the main island, settling away from the colonists and avoiding contact unless it was mutually agreed upon. Some of the tribes, like the Moonsscale for example, were able to maintain a good relationship with the colonists. Others, like the Onyxsscales, were still wary of the "outsiders" and kept their distance, but defended their lands when threatened.



With the end of The Uprising, and Thallorand rebuilding itself, the need for exotic goods diminished in favor of more basic needs. People were too busy picking up the pieces of their lands to indulge in the luxury of exotic fruits, vegetables and other items from the islands. It was during this time that the Spider Islands were on the brink of abandonment, by both the merchants and the pirates. But as things began to turn around in Thallorand, prosperity came back to the islands and trade opened up once again. With the Spider Islands as an autonomous society, an influx of adventurers from territories all over Thallorand arrived with Papers of Exploration in hand, eager to find whatever secrets were hidden in the ancient jungle. No matter what training they received back in the mainland, nothing prepared them for the conditions of the jungle and many of the adventure groups never returned to Vrin's Paradise.

Present

With the mainland at the most stable point in its history, the Spider Islands became a hub of trade and exploration activity. New merchants flooded the island and set up shop, but with the colonists' memory recent enough to know how things were under a Lord's rule, the established merchants kept a close eye on the activity of the newcomers. In addition to the influx of merchants, was the increase of pirates and the criminal activity along the main trade route of the Abolate Sea. In response to the increased threat, the Ashtron Territories began expanding its naval patrols along the trade route, maintaining a safe distance from the islands at the request of the colonists. It was only when supplies were needed, or in the course of pursuing a pirate's ship, did any of the naval ships come close to the Spider Islands.

Vrin's Paradise- The Spider Island Territories

Established: Year 461 Time of Light

Category: Small Port Town

Population: 1,642

Governor: None, government is established by The Council. The Council consists of nine local merchants elected to office by other Council members.

Primary Trade: Exotic fruits and vegetables

Secondary Trade: Other minor natural resource items, medicines and exotic spell components

Districts: Trade/Merchant District, Housing District, Agricultural District, Shipping/Dock District

Religion: No one religion takes precedence

Places of Note:

Hawat Trade and Shipping (Trade and Shipping District) Davis Hawat has inherited his family's reputation as well as the family business, which has garnered him much support on The Council. Working primarily with the import of basic goods from the mainland, Hawat is the key figure in town for anything the island cannot offer. The availability of such comforts from Thallorand, as well as the value, is all dependant on the desire of the customer and what they have to offer. Hawat has two locations, with his main warehouse on the docks, he spends most of his time at the retail front of his business located in the middle of the other merchants.

Broward Transportation (Shipping District) Starting out with only one long-distance sea vessel, Gordon Broward has build up his transportation business to include three ships and, hopefully soon, an airship able to traverse the island in a fraction of walking time. Broward has earned the respect of other merchants, coming to the island after it was declared independent and building himself up out of very little. Most of the smaller trade companies in both Gull's Port and Vrin's Paradise use *Broward Transportation* because of his successful history of fending off pirate attacks over the last few years.

Jungle Treasure Exports (Merchant District) Specializing in new and wondrous items found in the jungles of the Spider Islands, *Jungle Treasure Exports* never seems to have the same inventory twice. Tintros, and Elven Wizard from Thallorand, is the brains behind the venture, gathering together a group of personal adventurers to go out into the jungle and bring back whatever interesting and magical items they can find. With the help of Kythkindl the Half-Elf Wizard, Tintros is able to bring in many unusual items which are quickly gathered up by collectors from Thallorand. Lately, however, business has been on the decline, but not due to poor economy in Thallorand. Locals believe that some of the items Tintros has brought back from the jungle may be cursed and causing him bad luck in business. Kythkindl has set out to contact some of the Lizardfolk Shamans in order to determine if this is true or not, and, if true, how to set things right before Tintros closes the doors for good.

The Last Resort (Housing District) Focused on the tourists rather than the merchants and transportation crews, *The Last Resort* specializes in comfort and relaxation. Build along a small lagoon near the edge of

Vrinn's Paradise, the resort hosts the best of what the island has to offer and nobles from all over Thallorand flock to the islands during the cold, winter months. While *The Last Resort* is a more recent addition to Vrinn's Paradise, the owner, Luti Gormangate has been an inhabitant of the island since fleeing the Jolannd Territories during The Uprising. Due to the high cost of services at the resort, many of the incoming travelers do not stay there, choosing to either remain with their vessel or use one of the lesser accommodations.

Witchson Expeditions (Transportation District) When the occasional explorer arrives, Belac Witchson is right there at the docks to greet them. Offering to use his talents with a greatsword for a reasonable price, Witchson barter for the opportunity to lead their expeditions into the jungle. In order to stay in business recently, Witchson has been working at curbing his natural desire to rush into a fight seeing as how that tends to get clients killed and dead customers don't always pay.

Other Locations:

Dark Art Goods (Merchant District) Run by the Dark Elf Ixmiel, *Dark Art Goods* carries a wide variety of magical items imported from Thallorand, as well as local items such as Red Belly spider venom which is illegal outside of the Spider Islands.

Six Grove Exotics (Agricultural District) One of the main commercial producers of exotic fruits and vegetables native to the Spider Islands, James Lee has been a respected member of the Vrinn's Paradise community for many years.

Other Information-

Local Magistrate: Doregard Crossaxe, Dock Master

The Council Leader: Davis Hawat, *Hawat Trade and Shipping*

Local Thieves Guild: With the high level of piracy in the region, there are no guilds present within the Spider Islands.



The Desert of Despair

15th Day of Komo, Year 16 War of Lords

As most of the citizens of Thallorand know, the Desert of Despair was tragically created when Lord Daggeroth and Death's Veil met on the field of battle. (see SECTION) Using an ancient magic stored in his weapons, armor, boots and helm, Lord Daggeroth unleashed a cataclysm that destroyed the lich-sorcerer Death's Veil, as well as himself. The result of the magical blast devastated the surrounding vegetation, preventing new fauna from ever returning to the area. Originally controlled by the Xenor Territories, originally as an unincorporated vale between the Tollera and Haverand forests, the Desert of Despair was later declared "No Lord's Land".

While the desert itself is fairly substantial, there is only one recognized settlement: Haden's Mirage. Haden's Mirage is not a permanent village; rather it is nomadic in nature moving frequently up and down along the south and western borders of the desert. Even though there are other smaller settlements within the desert, they are neither named nor permanent, sometimes disappearing overnight. Haden's Mirage caters to travelers and merchant transports who are brave, or foolish, enough to cross the desert rather than plot a course around it. It is rumored that the unofficial Merchant's Guild is simply the Thieves Guild with a public face, and for the most part this is true, but not

spoken of in Haden's Mirage. At the present, the leader of the community is Timmalt Dumar, the owner of the Sands of Time Oasis. Dumar has a lively reputation publicly, but is feared by many of the locals because those that cross him are usually never seen again.

The desert itself seems to be an anomaly, having a very definitive boundary around the entire perimeter. Stepping from the Tollera Forest and into the desert is like stepping from one plane of existence to another, the most significant change is the temperature. If there were frosty conditions in the forest, two paces into the desert it would be sweltering every time. The rumors of haunting from the fallen heroes on the Day of Despair also run rampant in Thallorand. It is said, that on certain nights, shadows of soldiers can be seen in the moonlight trekking across the dunes toward an unknown location. While most of the legends about the Desert of Despair are nothing more than ghost stories, the one consistent story is that there are artifacts buried in the sands left by the fallen on the Day of Despair. In recent years, more and more adventurers have traveled to the desert in search of the lost treasures from that fateful day, never to be heard from again. Outsiders believe that it was the ghosts of the desert that took them from this world to the Plane of Death, while the locals simply chalk it up to either the harsh, deep desert conditions, or The Mystics.





Haden's Mirage- Desert of Despair

Established: Unknown exact, around 362 Year War of Lords by Haden Rumlac

Category: Minor Nomadic Trade Village

Population: Unknown exact, estimated 1,200-1,800

Governor: None

Primary Trade: Hospitality

Secondary Trades: Desert supplies, pack animals

Districts: Trade District, Hospitality District

Religion: No one religion is present above another

Places of Note:

Sands of Time Oasis (Hospitality District) Run by Timmalt Dumar, *Sands of Time Oasi* is the largest and most lavish of all in Haden's Mirage. Dumar prides himself on luxury despite the desert locale, offering comforts that rival the larger cities. Made from the only plant able to grow in the desert, the Dorbega Cactus, Dumar's serves a special wine he calls "Sandstorm", named after the delayed intoxicating effects it produces.

Bulla's Supplies (Trade District) Orv Bulla is the most recent member of the Haden's Mirage community. Coming from one of the smaller, unnamed settlements to the east, Bulla decided that joining the Haden community would be more profitable than wandering the eastern desert. Carrying the most basic of supplies, Bulla caters to the wayward traveler and fortune seeker looking to brave the desert. Little do his customers know, most of the equipment he sells has been "reclaimed" from his previous customers.

Ravram Oasis (Hospitality District) Despite being commercial rivals, Timmalt Dumar and Gorda Ravram are close friends. Ravram does not compete with

Dumar's hospitality, instead focusing the *Ravram Oasis* on practicality. Offering a safe, reasonably priced accommodations, Ravram is able to provide less funded travelers a place to stay. Also a member of The Mystics, Ravram is able to scope out possible victims who may only be staying at his oasis to conserve money.

Other Locations:

Quato Station (Trade District) Featuring an airship platform, the station is the receiving point for any and all caravans arriving in Haden's Mirage.

Haden's Corrals (Trade District) Specializing in both the sale and stabling of transport and pack animals.

Other Information-

Local Magistrate: Criminal matters are handled by public opinion

Merchant Guild Leader: Timmalt Dumar, *Sands of Time Oasis*

Local Thieves Guild: The Mystics, Timmalt Dumar (Human male) current leader, unknown membership. The Mystics is a shadow group who act like a Thieves Guild. Dumar uses his oasis to scope out potential targets, mostly travelers and trade caravans that will not be missed immediately. The Mystics use the desert to dispose of the victims so that, if they are found, the death can be blamed on the deep desert conditions. No one actively speaks about the guild out of fear of retribution, and most travelers that bring up the topic are certain to be never heard from again. While Haden's Mirage is the main base of operations, members of The Mystics are located all across the desert, and in some of the surrounding settlements.

The Torrakk Wastes

Discovered Year 462 Time of Light History

It is well assumed that if Lord Krand Jolannd II knew what was in store for Thallorand in the years ahead, he would have never let the *Sly Cutter* and *Warden's Pride* leave the harbor of Raven Port. In Year 463 Time of Light, Lord Jolannd met with Lord John Ashtron II and Lord Timothy Polmond V in Gull's Port to discuss the possible expansion and exploration of Braugh outside the ocean borders of Thallorand. While Lord Ashtron and Lord Jolannd were more interested in expansion of their territories, Lord Polmond insisted that the expeditions should focus on making contact with other communities that may exist. Lord Jolannd agreed to this stipulation in order to humor Lord Polmond into agreeing with the overall venture. Both Lord Ashtron and Lord Jolannd knew that, without the cooperation of the three major port territories, other Lords could "jump" any land claims made upon discovery, so it was crucial to get Lord Polmond on board.

Shortly after Lord Jolannd's return to Kalmner Glade, his Lord's Capitol, word was sent to Raven Port to dispatch its two fastest long-distance ships in search of new lands beyond the Abolate Sea. The *Sly Cutter* left port first with orders to sail northeast for 30 days, then turn south. *Warden's Pride*, led by Captain Daudless, left two days later with similar orders to sail southeast for 28 days and then head north to rendezvous with the *Sly Cutter*. The two ships continued this process, exploring the Abolate Sea in a back and forth pattern for roughly 90 days. Just after the beginning of Year 462 Time of Light, the *Sly Cutter* with Captain Waynright at the helm spots an outcropping of land through the fog. Making its way towards land, the ship discovered a mountain range that seemed to dissolve into the ocean. Captain Waynright named the mountain range "Hope Peak" and set the ship south along the coastline.

After about two days on the water, the *Sly Cutter* came across a freshwater river that flowed into the ocean. Believing it was a good place to explore, and resupply with fresh water, Captain Waynright led the crew onto the new land. What they discovered was nothing like they had seen before. The stark appearance of the forest at the edge of the river led the crew to believe that it was void of life. But upon closer

inspection, they came to realize that it was quite the opposite and the "wasteland appearance" was simply its natural state. Quoting the ancient language, Captain Waynright called the new land The Torrakk Wastes, since the word "torrakk" loosely translated means "vibrant" or "flourish". As the crew explored more of the territory, it was by pure luck that they never encountered the true inhabitants of the land.

Because the crew landed ashore during a eastern migration period, the Orcs that had claimed this land as theirs did not come in contact with the explorers from Thallorand. They did, however, come across an abandoned village the Orcs use during the other part of the year, but determined it was no longer in use and dismissed its significance. Satisfied that Lord Jolannd would be more than pleased with the discovery, the *Sly Cutter* continued south and surveyed the areas they had observed, eventually setting out to meet up with the *Warden's Pride* once more. The two ships eventually made contact again and jointly set sail for the mainland with the hopes of a hero's welcome. Upon learning of their return, Lord Jolannd summoned Captain Waynright and Captain Daudless to Kalmner Galde to hear all about the new discovery.

After presenting the map and summing up the exploration to Lord Jolannd, Captain Waynright suggested that colonization begin right away and that he would personally lead the colonists to the new world. Delighted at the idea of expanding his territory in such a way, Lord Jolannd heartily agreed and commissioned a group of merchants to begin the ocean trek. Not knowing what natural resources could be valuable, Lord Jolannd also sent three teams of adventurers with the colonists to explore and survey the remainder of the lands. Eager to find new business opportunities, the flood of willing merchants was too much and some had to be turned away. While the ones left behind were disappointed in missing out, they turned their attention to the receiving end of trade and began investing in new ships and expanding the ports along the coastline to accommodate the predicted influx of business.

Once the colonists arrived at the Torrakk Wastes, Jolannd Port was quickly established but consisted of mostly tents and ramshackle buildings, but it was claimed as Jolannd Territories nonetheless. While the bulk of the colonists set to building up the village, the three teams of adventurers set out into the wilderness to survey and explore as they had been hired to do.

Within the first sixty days or so, more stable buildings went up almost on a daily basis as more ships arrived from Thallorand. The teams of explorers spent longer and longer in the Wild and had mapped out a significant section of the new territory. It was about this time that things began to fall apart.

With two of the explorer teams five days overdue, the third team, or what was left of them, stumbled into Jolannd Port. Shortly before succumbing to their injuries, the explorers reported seeing large numbers of Orks marching westward towards the coast. Attacking without question, the Orks killed most of the team and it was believed they also killed the other two teams as well. Fearing a massacre, the merchants sent out the fastest ship back to the Jolannd Territories seeking help. Shortly after the departure of a messenger ship, the Orks, along with other races like Ogres and Trolls, raided the village of Jolannd's Port and left none alive.

Fearing the worst, Lord Jolannd dispatches a significant portion of his army to assist the colonists in holding off the Orks, or at least reclaiming the port by force. When the army arrived, they found the village emptied and signs of a fight everywhere. Following the tracks into the forest, the militia found the Ork village and avenged the deaths of the colonists. Continuing into the surrounding area, the soldiers killed or chased off every "under-race" encampment they could find and reclaimed the area for Lord Jolannd. Walls were erected around Jolannd's Port and a two regiments of soldiers were left to secure the perimeter and assist the merchants with harvesting the local resources.

With the main export being harvested timber from the Brubark trees, valued for their immensely sturdy yet lightweight properties, Jolannd's Port was able to flourish despite the impending threat from the indigenous species. Trade was maintained for several years under the guard of the Lord's Militia, however the unification of the under-races became too much of a threat. Attacks on timber harvesters increased in frequency and severity until all ventures into the forest were stopped entirely. Word was sent back to the mainland and Lord Jolannd that the situation was once again becoming volatile in Jolannd's Port. Fearing another tragedy, Lord Jolannd declared that the region is too unstable and ordered an immediate evacuation of the port village.

Sadly the evacuation ships arrived too late and they found Jolannd's Port in ruins. Finding few survivors, the ships returned to Raven Port and relayed the horrible news. In the wake of the news from the Torrak Wastes, Lord Jolannd declared the region "No Man's Land" and, by Lord's Proclamation bans any future exploration of the dangerous continent. While this was honored by every Lord in Thallorand, it was certainly not the end of the troubles with the Torrak Wastes.

After the defeat of the settlers, the under-races, following the Orks' lead, began to plunder the tools, weapons and ocean vessels left behind. Teaching themselves how to use and manipulate these items, the Orks began to rise up and take leadership over the rest of the Torrak Wastes. While the Ork tribes had always had some sense of control over Goblins, Kobolds and other smaller races, the use of the new tools and weapons earned them respect from other races as well. It was the Giants who suggested that a retaliation be made against the invaders, using their knowledge of magic to discern the location of their homelands. Over the course of several centuries, the Orks unified with the other races of the Torrak Wastes and made plans for an invasion of Thallorand, by both sea and land. Using the natural caverns of the Dark Core, the Goblins, Kobolds, Gnolls and other races traveled underneath the Abolate Sea and marched their armies to underground locations all over Thallorand.

Meanwhile, the Orks, Ogres and Trolls took to the ocean aboard recovered and repaired sailing ships, heading for the eastern coast of Thallorand. The Giants saw this as an opportunity to take control of the power in the Torrak Wastes and chose to remain behind. In a loosely coordinated series of attacks, The Uprising began in Year 1,003 War of Lords. For almost 30 years, the under-races lashed out at Thallorand issuing their violent revenge. Despite the survival of Thallorand and the victory over the hordes from the Torrak Wastes, no further exploration of the new world has ever officially been made.



The Great Tundra

To the north of the Border Mountains is a frozen region known as the Great Tundra. Some of the harshest conditions known to Thallorand await those brave, or foolish, enough to venture out into the vast area of ice and snow. However, some beings call the southern edge of the Great Tundra home. Along the base of the Border Mountains, on the tundra side, there are scattered tribes of Elves and Half-Giants who live and survive in this cold climate. Not completely isolated, these tribes do trade with merchants from Thallorand from time to time, and even venture south into the main continent to explore and learn. Natural born hunters, these races are able to track and capture some of the most dangerous wildlife in the tundra, including the Ice Beast that is native to the tundra side of the mountains.

While the Ice Elves are considered more evolved than the Half-Giants, they still live a simple life along the edge of the tundra. Building multi-layered villages along the mountainside, the Ice Elf settlements almost resemble their forest kin and their elevated villages among the treetops. Whereas most villages and towns in Thallorand have segregated sections or districts, the Ice Elves prefer a communal atmosphere and build their homes and gathering places wherever appropriate, making it difficult for some outsiders to navigate through the villages.

In contrast to the Ice Elves, the Half-Giants prefer to live a more rustic and barbaric lifestyle, either building communities in the natural caverns of the Boarder Mountains, or as tent camps huddled against the base of the mountains. Not open to outsiders, the Half-Giants prefer solitude from the other races, but will barter or trade if necessary. Few Half-Giants venture out into the “normal” world on the other side of the mountains, but those that do are often welcomed into communities where their brute strength and size are beneficial.

The Great Tundra is also known as the natural barrier that surrounds the Valley of Life, Zorm’s earthly prison given to him by Threllion at the time of Creation. Many a pilgrimage by dedicated followers of Zorm have set out into the tundra, never to be seen again. Their fate is unknown, but the faithful insist they have made it to the valley and passed Judgment, moving on to the Plane of Life. It is considered a rite

of passage for some sects of the Sacred Order to go into the tundra and fast, waiting for Zorm to deliver their destiny. Several young clerics have returned from this rite in silence, simply turning to their task given to them without so much as a word.



Frostwind- Ice Elf Village, The Great Tundra

Established: Around Year 3,000 Time of Light

Category: Small Village

Population: Around 800 (100% Ice Elves)

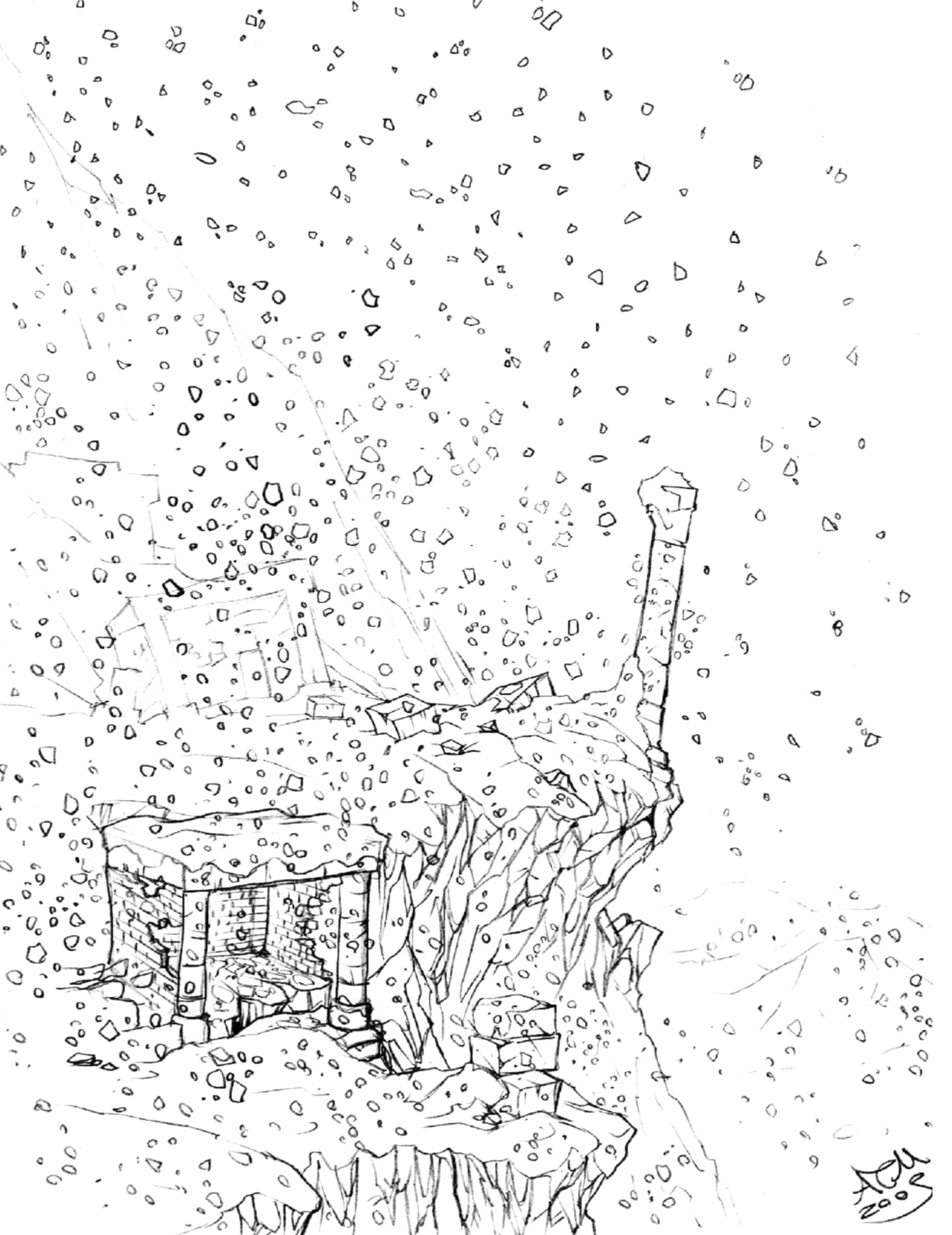
Religion: Threllion

Places of Note:

House of Elders- This is where the ten oldest and most senior Elves gather to discuss community business. Whether it is to deal with the naming of a newborn or a solution to a catastrophic event, the Elders take their responsibility very seriously and often a meeting of the Elders will last for several hours, if not several days.

Common Room- From community celebrations or the presentation of a historic event acted out by the younger Elves, the Common Room is where the entire community gathers as one. Built shortly after the settlement was established, the Common Room was intended as a group sanctuary against the harshest of storms. It has since evolved into a place of worship, a place to share happiness and sadness, a true example of the traditional “town square”.

Barter House- While the Elves prefer not to trade with races from the other side of the mountains, they know that it cannot be completely avoided. In order to protect their village and way of life, the *Barter House* was built at the base of the village. Allowing caravans to bring their wares and offering shelter for their stay, the *Barter House* acts as a merchant buffer between the village and the outside world. Any merchant or caravan member caught wandering up the mountainside and towards the village is forcefully removed and banned from ever returning.



The Dark Core

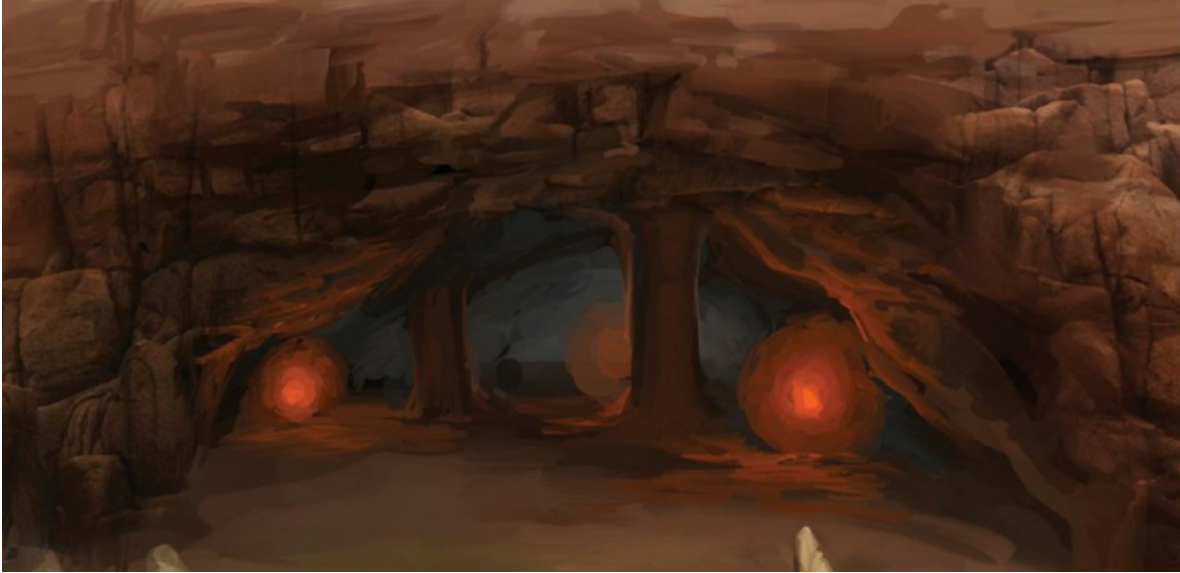
When the world was created, Gorrand was imprisoned within the planet itself after crashing into the surface. When Gorrand's physical manifestation of energy impacted the earth, it left a crater bigger than any volcano now visible on Braugh. Years later, the mortal beings that began to flourish on the planet's surface called this crater "The Demon's Cauldron" because of the horrors and beasts that randomly crawled out of the opening. Angered over his perceived "unjust" imprisonment, Gorrand began thrashing about under the ground, punching holes in the earth with his fists and magic. Gorrand eventually retreated back into his new lair, but the holes, caverns and crevasses that were left behind created the labyrinth of passages that now make up the Dark Core.

All over Thallorand, and beyond it is believed, there are entry ways into the Dark Core, from natural caverns to man-made temples to Gorrand himself. The most significant and recognized passage into the earth is the Demon's Cauldron. Rising high into the air, the Cauldron is as tall as any of the Border Mountains and twice as steep. No matter the time of year, there is a constant column of steam rising out of the center of the

Cauldron. It is believed that this is caused by the many hot springs that formed on mini plateaus that are staggered along the center crater descending down into the Dark Core. The Oath of Blood, however, believe that this is Gorrand's breath rising up from his lair to remind the world of his power and might. There are four man-made entrances around the edge of the Cauldron, one facing each of the points of the compass. These were build by members of the Oath of Blood and server as Gorrand's main temples and monasteries. Outsiders are not welcome through the Four Points, as they are called, unless they show dedication to Gorrand in a way that only the Oath would know. Each doorway to the Four Points has been carved to resemble a demon's head, mouth open and tongue rolled out in the most unwelcoming way. They represent the four main demons in Gorrand's service, Z'orak, T'mal, Br'akl and Mor'nd, Guardians of the Core.

While it is Gorrand's earthly prison, the Dark Core has become home to numerous races and creatures. Some have been pulled through portals from the Plane of Death to serve Gorrand in his underground domain. Others have been shaped and manipulated by the Goddess of Chaos herself, J'choral. In open defiance of Threllion, J'choral took several of the surface races





such as Elves, Dwarves and Gnomes and twisted them with her chaos, creating the Dark Races. Threllion was enraged at this defiance, but could not bring herself to undo J'choral's actions, so the Dark Races were banished to the Dark Core to live out their existence. Accepting their fate, the Dark Races moved below ground and began building civilizations of their own, away from the troubles of the Surface Dwellers.

The Dark Elves quickly gained the superiority of the Dark Core, mastering the beasts and abominations that also called the caverns home. Their tenacity for chaos leaned towards evil and cruelty, making them true masters of the lower elements. With the largest population of all the Dark Races, the Dark Elf settlements are almost as frequent as the surface towns and villages. The Dark Elves control most of the trade and commerce, other than Black Market Bazaars which are run by the Dark Gnomes. In addition to the regular commerce, the Dark Elves also control the slave market within the underground. None of the races are safe from the slave trade, even the Dark Elves themselves. Getting in debt, high gambling losses or even being in the wrong place at the wrong time will land you in shackles before you can blink. Despite their inherent rivalry, the Dark Dwarves are the Dark Elves' biggest customer when it comes to slaves. Many slaves sold to the Dark Dwarves are never heard from or seen again, lending to speculation as to their fate.

Like their pale cousins, the Dark Dwarves mined the underground and built fantastic fortresses, designed to ward off attacks from their natural enemy, the Dark Elves. Mining more than precious metals and jewels, the Dark Dwarves became the masters of weapons and armor derived from the minerals found deep within the Dark Core. Using the slaves bought

from the Dark Elves, the Dark Dwarves maintain constant mining operations since slaves are cheap and renewable quickly. Unlike the Dark Elves, however, the Dark Dwarves prefer to do business with the Surface Dwellers who appreciate the "darker side" of magical items like weapons and armor.

With the two other Dark Races fighting each other over every inch of the Dark Core they could find, the Dark Gnomes were left to scavenge and scrape out a living from whatever they got their hands on. Several of the traveling Black Market Bazaars were originated from the early Dark Gnome tribes that moved along the underground passages from one settlement to the next. With no settlements to call their own, the Dark Gnomes share their surface kin's wanderlust, but in the harsh reaches of the deep, there is little time for merriment. Dark Gnomes will do business with anyone who has the gold, but an easy mark will find themselves robbed and left for dead by the same Gnomes who sold them goods.

Even before events like The Uprising, the Lords of the surface knew that the underground dwellers were not to be trifled with. No Lord has ever publically sent an Expedition Group underground unless there was a direct threat such as increased attacks on villages or trade routes by the underground races. There have been, on several occasions, a liberal interpretation of Papers of Exploration to include the under territories. Groups have take it upon themselves to explore the Dark Core under the perceived protection of their papers, but more often than not, they ended up, at best, slaves.

Bromund Pit- Dark Elf Territories (Under Xenor Territories)

Established: Unknown, believed to be around Year 3,000 Time of Light

Category: Large Underground City

Population: 32,000 estimated (75% Dark Elf, 10% Dark Dwarf, 8% Goblin/Kobold slaves, 4% Dark Gnomes, 3% Other)

Governor: Eldest member of Trade House D'ornal, Jorg D'ornal

Districts: Trade Houses, Military Barracks, Slums, Slave Pens, Merchant Bazaar, Caravan Pens

Religion: J'choral is the only religion allowed within the city, any other display of religion is punished by death.

Places of Note:

The Windy Spire (Merchant Bazaar) Carved into a large column of cavern rock, this multilayered series of shops is directly in the center of the Merchant Bazaar. Home to the more permanent store fronts, *The Windy Spire* also houses the Trade House retail shops as well. Similar to the financial hierarchy, the top floor shop automatically goes to the lead Trade House.

Cabal of Chaos (Trade House District) This is where leaders from each Trade House come to discuss current issues, however in the current state of things, it's more like an argument than a discussion. The entire building is a dedication to J'choral, designed and built at random, only those familiar with the layout can navigate the chaotic halls with ease. The main chamber at the center of the building is an oval room containing a long rectangular table. Each Trade House has a chair at the table, but where they sit is always based on the current value of the houses' assets, with the lead house at the head of the table.

Slave Pens While not the largest district in Bromund Pit, it is by far the most crowded. Hundreds of slaves from all walks of life are crammed into these pens. Inside the pens it is survival of the fittest and the stronger slaves are often sold off first, especially when the Dark Dwarves come to call. Each of the Trade Houses has a section within the pens where they hold, sell or trade their own personal slave regiment, but most of the slaves are branded with the house mark and kept in the communal pen. When a slave is sold, the value of the slave is credited to the house that owned it, minus a "handling fee".

Merchant Bazaar This ever-changing marketplace carries anything an underground dweller could want,

and most things the surface dwellers have deemed illegal. From companions, to poisons, to cursed magical items, anything can be found for a price within the bazaar. While overall control of the marketplace is under the watch of the lead Trade House, the bazaar is made up of a variety of merchants, from Dark Gnomes to even a few surface dwellers. Every now and then, the militia will hold random raids in search of the elusive Black Market Bazaar, but hardly ever find evidence it exists.

Caravan Pens This is where all trade merchants, either from Bromund Pit or not, house and pen their caravans. Both secured facilities for wagons and carts, as well as personal care for pack animals can be found within the pen. The Trade Houses of course have their own personal pens, but they also rent out the extra space to traveling caravans they may be doing business with.

Other Locations:

Trade House D'ornal (Trade House) The current lead Trade House of Bromund Pit, but only recently did they acquire this title from the now fallen Trade House J'umar.

Trade House T'omnyr (Trade House) The second in line to the lead Trade House and bitter rival of D'ornal.

Trade House G'rvann (Trade House) One of the only houses to maintain the fifth spot at the *Cabal of Chaos* by trading loyalty faster than they trade goods.

Northgate (Military Barracks) The main gate in or out of the city, all visitors and caravans must pass through the gate and meet inspection before entering. There are smaller gates around the city, but they remained locked and guarded at all times.

Other Information-

Local Magistrate: Second Eldest member of Trade House D'ornal, Jade D'ornal

Merchant Guild Leader: Jorg D'ornal, Trade House D'ornal

Local Thieves Guild: The Falling Stone, Vergad B'rindl (Male Dark Elf) current leader, estimated 11,000 members. Taking their name from the old Dark Elf saying "The falling stone brings the avalanche", the guild has worked itself into almost every facet of Bromund Pit's goings on. From the Trade Houses to the Slums, chances are there is a Falling Stone nearby. Because of the Dark Elves' chaotic nature, the Falling Stone Guild is not actively pursued by the authorities unless they come in conflict with the leading Trade House's wishes.

The "Lost Continent"

In Year 463 Time of Light, three ships set out from Port Dunlance, the *Tearful Maiden*, the *Wake Rider* and the *Righteous Angel*, never to be seen or heard from again. However, on the 16th day of Sprulan in Year 1,108 Age of Lords an item washed up on the southern shores of the Polmond Territories. The bottle that washed ashore contained a series of pages apparently torn from an old journal centuries old, however the bottle appeared to be much newer than the pages.



10TH OF FORLANTA, YEAR 462 TIME OF LIGHT

WE'VE LOST SIGHT OF THE TEARFUL MAIDEN, SHE WAS KEEPING UP WITH US FOR THE LAST FEW DAYS, DESPITE THE STORM. FINALLY REACHED THE EYE OF THE STORM, BUT EVEN WITH NO CLOUDS I CANNOT SEE ANY STARS BY WHICH TO GUIDE US. I CANNOT UNDERSTAND OR EXPLAIN WHAT HAS HAPPENED OVER THE LAST 30 DAYS, BUT WE HAVE ENCOUNTERED EVENTS I'VE NEVER EXPERIENCED IN ALL MY YEARS AT SEA. THE CREW IS RESTLESS AND THE LACK OF STARS HAS MADE THEM SUPERSTITIOUS, THEY BELIEVE WE ARE NO LONGER ON BRAUGH AND I CAN'T SAY I DISAGREE WITH THEM. I PLAN TO CONTINUE HEADING WHAT I BELIEVE IS WEST, AWAY FROM THE STORM'S EDGE WE PASSED THROUGH, AND I HOPED THAT WORKS.

THE VISIBILITY TONIGHT HAS PAID OFF, WE'VE SPOTTED LAND! IT'S AS IF A MOUNTAIN RANGE HAS SPRUNG UP FROM THE OCEAN, IT'S A BEAUTIFUL SIGHT TO SEE AFTER WHAT WE HAVE BEEN THROUGH. WE ARE STILL A WAYS OFF, BUT THROUGH MY SPYGLASS I SEE OTHER SHIPS IN THE HARBOR, BUT NONE LIKE I'VE EVER SEEN BEFORE, THE DESIGN IS INCREDIBLE! I WILL FOLLOW MY ORDERS LAID OUT BY LORD POLMOND AND MAKE CONTACT WITH THESE PEOPLE, I DO HOPE THEY ARE NOT HOSTILE.

CAPTAIN VERIGARD - THE WAKE RIDER



CHAPTER FOUR

GAME MASTERY IN THALLORAND

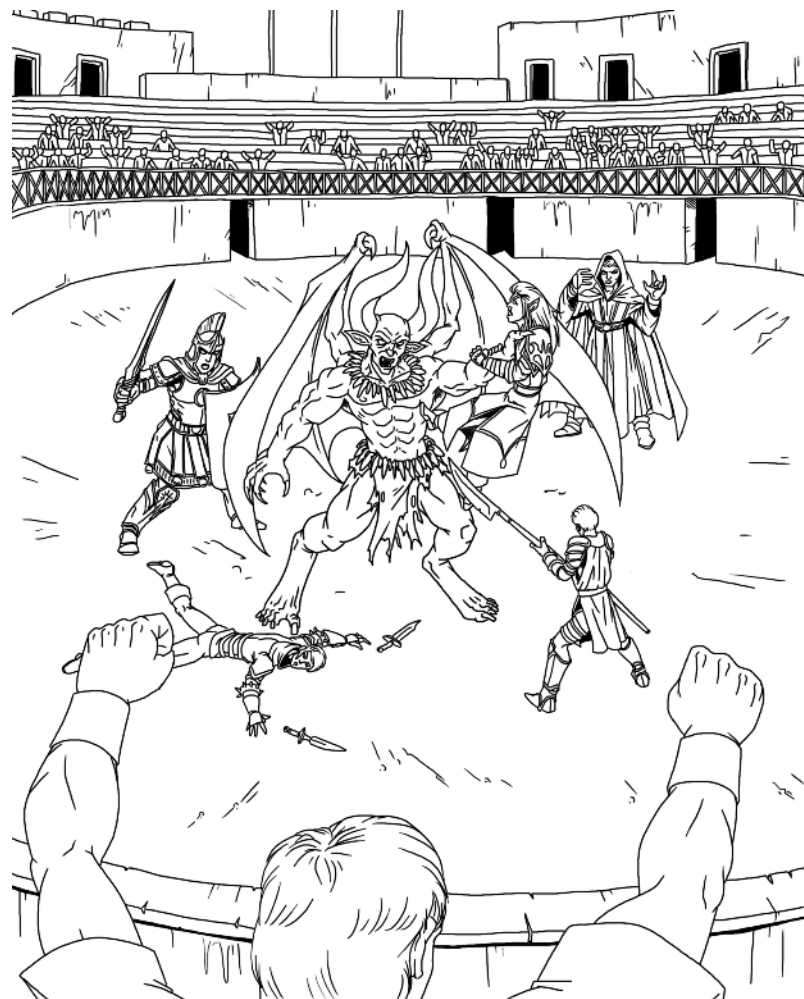
As a Game Master, it is your responsibility to maintain the flavor of the setting and the momentum of the game, this chapter is designed to help you do just that. With suggestions of information specific to Thallorand and Braugh, you will be able to run a successful game set in the Age of Lords world. In the current game time, the continent of Thallorand is just beginning to heal from over one thousand years of war, mostly with each other. While cities have been mostly rebuilt since the end of The Uprising, Thallorandians still remember the violence and horror that plagued them every day of their lives. New conflicts have arisen, but no battlefield can be seen, these “battles” begin in the back rooms of mansions and end in the tombs and crypts that are hidden within the depths of Thallorand. With the rise in adventuring as a means to “invade” a rival Lord’s territory, there is a plethora of work to entice players into the adventure lifestyle.

While the main parts of Thallorand are presented in detail, many areas are left intentionally vague to allow you as the GM to add a more personal touch. After all, you are the only person who could know your player’s likes and dislikes, motivations and playing style. The Torrrakk Wastes is a perfect example of this, since the original colonization, which failed; none of the rest of the continent has been explored due to the dangers that lie beyond the shores. While this area may be detailed in future publications, it is left an enigma so that the players will have no expectations as to what they may or may not encounter if explored.

Summoning Pit Games

Bringing together players has always been a quandary for Game Masters everywhere, but on Thallorand there are a few easy ways to bring a group together. The new age of entertainment has arrived in the wake of the wars and citizens from all walks of life

enjoy watching, talking about, arguing over and betting on the Summoning Pit Games. An easy way for a commoner to rise to glory, the Summoning Pit games touch almost every community in Thallorand, despite which Lord’s territory to live in. Bringing your players together as a competition team and making their first encounter together a fight in the pits makes for a great segue into a life of adventuring for the residing Lord. Perhaps your players are this year’s winners and they are to embark on a series of encounters that will have a significant result on the world as it is known. While it is presented that there are always five winners, adjusting for smaller or larger groups is perfectly acceptable, feel free to alter this material as you see fit.



Summoning Pit games held in massive arenas in the Lord's Capitols, as well as some smaller venues in the lesser populated areas of Thallorand, including the underground territories of the Dark Core. Held annually, a selection of five teams of five adventurers competes for the top honors: a chance to represent the local Lord in explorations. This competition is separate from the exhibition games which uses the same rules, but clearly for entertainment purposes rather than exploration rights. A team of five enters the arena and descends into the 20' deep pit. At random, a creature is summoned into the pit by the judges, but feel free to make the judges local celebrities to add to the public frenzy over the games and use another group to summon the monster. The team must work together to defeat the monster summoned and survive. If any member of the team is deceased when the monster is defeated or the judges determine the combat has ended, that team is automatically disqualified and may not compete again until the following year. The top team at the end of the tournament is chosen to represent the Lord with Papers of Exploration. The other teams are offered "private" contracts to remain in the capitol and play in the monthly exhibition games, and once a year, the overall top scoring team will compete against the rest of the top teams from other territories for the Lord's Honor Trophy. The Lord's Honor Games are held in rotation of each one of the Lord's Capitols, to maintain fairness. Once a team signs up to compete in the exhibition games, they are no longer allowed to participate in the exploration games without a written invitation from the ruling Lord, or one of his representatives. On occasion, forged invitations have turned up to which the punishment is always life imprisonment in a work camp.

Along with the actual entertainment from the event, gambling has become a very lucrative enterprise surrounding the contests and is almost always run by the controlling thief's guild. Bets range from either the monsters or teams to win, all the way up to which individual team member will drop first, which team member will attack first, what attack they will lead with and so on. If the players wish, they may bet on the games as part of their role playing experience, using cards, dice or other means of random outcome would make for a great "hands on" experience for them as audience members. The potential for corruption within the games, local militia and guild are vast and sending the players "undercover" to find the source could make for an interesting way to lead them

into a summoning pit. Using the Summoning Pits can be both a great place to begin your adventures with the players, or as a part of a larger adventure. It is not unheard of for a Lord to sentence a group of rebellious adventurers to an exhibition game as punishment for disruption of the community. Or perhaps a failed arrangement with the thieves guild just "somehow" got their names on the list to compete that weekend, the possibilities are virtually endless.

In the smaller villages, Summoning Pits are a much smaller scale and one-on-one fights. There are usually pubs, called Summoning Taverns, or other small venues (which are technically pubs, but only during the games) that have a much smaller pit in the center of the main room. These are for individuals looking to prove their worth and get on a team and climb up the ladder to compete in the Lord's Tournament. In addition to the teams, if there are enough brave (or crazy) individuals in a local village, a weekly or monthly contest could be held by the locals for the mere sport of it. Again, gambling is attached to the competition, almost more so in the smaller, more rural areas. On rare occasions, disputes within the community are settled in the pits, two individuals will face the same monster and the high score prevails. In a tight knit community, this could be more binding than a Decree of Law by the local Magistrate or Constable. Having the players provoke a confrontation with a local group or individual, could wind them up in a Summoning Pit.

How the Summoning Pit Games Work

The rules are fairly simple, the players enter the Summoning Pit (see example map) and take up their position on the field. Once the countdown begins, there is no leaving the field until the encounter is complete or the Judges call "Game Over". At the end of the countdown a level appropriate solo monster is summoned into the center of the pit and initiative is rolled. It is always a good idea to have the monster chosen ahead of time, however a list of 10 to 20 possibilities and a random die roll can make for an interesting surprise for both players and GM's alike. For exhibition games, standard solos are fine, but for championship and tournament finals, an elite solo is recommended. Scoring is straightforward and covered in Table 5-1: Scoring. You may predetermine the "High Score" to beat, or simply use a level appropriate DC for each player to reach keeping separate scores rather than a group score. If a player falls to 0 during a

game, they are considered out of combat and are not attacked by the monster until they are back on their feet and posing a threat, but they are still vulnerable to area, burst and blast attacks. While death is a risk every contestant knows they could face, the Lords do prefer that no contestant deaths occur during the games, but it is still frequent enough to unnerve some.

Table: Scoring

Every round of combat	-1
Every Critical Hit vs. Monster	+3
Every Critical Hit vs. Player	-3
Bonus Damage Inflicted*	+2
Every Hit vs. Monster	+1
Every Hit vs. Player	-1
Every Miss vs. Monster	-1
Every Miss vs. Player	+1
Every Healing Spell/Potion Used	-1
Every Healing Spell/Potion Unused	+1
Team Member Reaches 0 HP or less	-1
Every Failed Save	-1
Every Attack of Opportunity by Player	+2
Every Attack of Opportunity by Monster	-2
Creative Use of Powers**	+2

*Sneak Attack, etc.

**GM's discretion as how to judge this

For individual Summoning Pit games, the scoring is the same as team games but applied to the individual. Again, setting a DC or high score ahead of time would better determine the outcome of the event. In place of solos, it is recommended to match the monster to the character, Brutes for Defenders for example. Unlike the arena games, locals don't have healers on stand-by to bring fallen players back to life and would prefer not to have a death in their establishment. So when a player goes down, those running the game will immediately un-summon the monster sparing the life of the contestant. Occasionally, the monster acts too quickly and kills the player before being returned to their point of origin.

Lord's Challenge Games

The end of The Uprising was a glorious time for the people of Thallorand, for the first time in over a thousand years, there wasn't a war going on somewhere. When the Final Alliance was put into place by the remaining six Lords, an event called The Signing, the Day of Signing was made a holiday for all of Thallorand. In the early days, the celebration was

only one day long, but as the years grew, each Lord tried to outdo the others and extended the celebration a little more each year. It is now a weeklong celebration called The Festival of Signing and has become the most anticipated event of the year, just short of the Summoning Pit Championship. Each week begins the same, with parades in the Lord's Capitols and then a speech by the ruling Lord, usually at the memorial that has been erected to the fallen soldiers and victims of The Uprising. (Note: There is only one memorial to the fallen of the Lord's War and that is in Torindale, Lord Polmond's Capitol)

On the eve of the first night of the festival, the list of contestants for the Lord's Challenge Games is posted. There are six different contests, each covering a different ability: Str, Con, Dex, Int, Wis, Cha. Within the six contests are several challenges that must be faced, and then judged by experienced members of the local training facilities. While local thief's guilds are not recognized, and publicly denounced, the ability to find, set and disarm traps has been included in the challenges and judged by "freelance adventurers" familiar with the trap skill. As the week progresses, the finalists are narrowed down so that only two remain for each category. In a large event, one by one the challenges are held and a clear victor declared. The prizes for each category range from gold to magic items, even appointment to the Lord's personal guard, but in addition to those there is something more coveted than that included with the bounty. Each of the six victors are given the chance to form an adventuring group and, with the Lord's blessing, given Papers of Exploration to a specific task that the Lord has deemed to have the utmost importance. Some winners of the challenge games have declined the offer, only taking the standard prizes, thus creating adventure groups of less than five. Occasionally, when a victor declines the offer to join the group, the Lord will allow the remaining members to recruit a replacement, either from the other contestants, or while en route to their task.

For the GM, this event allows you to bring together players into a new group, and possibly replace players that come and go, after all, we've all been there when "life happens". The challenges are not fleshed out here allowing this to be more of a role playing tool to bring characters together. However, if you wish to have the challenges be more mechanic based, come up with solo skill challenges catered to the specific characters main Ability Score, but with higher DC's. For

example, if there is a spellcaster with a high bonus to *Arcana*, then incorporate that into a mini, solo skill challenge with the DC set at the recommendation for “hard” at the appropriate level of that character. You do not need to use a specific Skill, instead simply have the player make an Ability Check, adding half their level and the appropriate Ability Score Modifier to the roll, using the “hard” DC for their level. These are mere suggestions, as a competent GM, you are the only expert at knowing what your players will succeed at and enjoy.

Gaming In Other Times

The Dawn of Times-

Around the year 2,000 Time of Light, the inhabitants of Braugh began to group together, ending the evolution of their kind and beginning their maturity in the world they live. Even the world is new, no structure other than those nature has created exists. Trails and trade routes are nothing more than walking paths created by the nomadic tribes who follow the animal herds and vegetable seasons. Even speech and mathematics are still in their infancy, trade is done by fairness, pelt for pelt, basket for basket. Weapons are crude and steel has not yet been discovered by Humans, or even Dwarf, so bone, wood and stone are primarily used. The main classes available in this time would, obviously, be martial and primal. Fighters, and more so Barbarians, make up most of the tribal warriors.

When gaming during this time, it is important to remember that the deities have yet to reach out to the inhabitants, although their presence can be seen in subtle ways. Clerics and other divine classes are unheard of, but a little creative manipulation can incorporate them into play. Druids may be considered divine by the early Clans, using The Wild as their source of power and worshiping animal Totems. Clerics and Paladins may have a tougher time blending in, but reward a player who comes up with a creative explanation for their choice of class. With a divine character in the group, a quest to find the Valley of Life could encompass a level 1-30 arc, your players could be the first to discover Zorm’s new home and find their place in his service.

Also remember that the secrets of the arcane are still only with the Elves and Eladrin (and Dwarves, but

they’ve never shared them with other races) and that magic is not widely available. Wizard would be considered a much rarer class than Sorcerer, however both may be seen as “evil” in the minds of primitive tribal culture. Obviously the class of Blade Conjuror, having only been developed during The Uprising, would be unheard of, but a primitive version might be reasonable if the players can fit it into their character’s history. A group with an arcane spellcaster could be on a journey to find the source of arcane power and thus travel from forest to forest seeking knowledge, and avoiding arrows, from the Elves that have hidden themselves away.

With no temples build, no cities in ruin and no tombs to raid, it may seem that finding adventure hooks in this time period can be difficult, but it isn’t. The world is new, and unexplored, therefore the players could virtually be the “first” adventurers Thallorand has ever seen. From scouting parties during a war with another tribe, to looking for shelter in unexplored caves of the Border Mountains, tribal life in general has many possibilities.

Just as the surface dwellers are exploring their new world and finding their way in life, so are the creatures of the Dark Core. The Dark Elves, Dwarves and other undercreatures have not yet built the society it’s known for in modern times, they too are nomadic in nature. Building encounters, and even part of a campaign arc, around the Dark Core is an easy way to keep your players busy for quite a while. With no direct contact with deities, perhaps J’choral herself, disguised as a Dark Elf, is leading the adventurers in the wrong direction, maybe even to the location of Gorrand himself, just to see what happens. Or maybe a group of Dark Elves have been raiding the surface and kidnapping Humans to turn into slaves while they begin the construction of their underground cities.

The Dawn of Change

Once the tribes begin to settle down into villages, around 1250 TOL, the surface dwellers begin organizing themselves into communities and establishing boundaries around their lands. The deities have made contact and established communication, humans have begun the recording of time, and trade routes are more than just walking paths; this is a time of change for Thallorand. While commerce was in its infancy, gold was not used in the beginning, but a Clan would be willing to trade a trained horse for several

bushels of fruits and vegetables from a neighboring Clan. While most adventuring types stayed with their Clan, some did set out to see what laid beyond their borders. But in the early days, one did not have to travel far to find danger and adventure in The Wild.

Games during this time might work best connected to a specific Clan territory, maybe involving the Clan's expansion of lands or exploration of The Wild along their borders. Since the Deities had just begun to make contact, Divine classes were rare, but were not unheard of wondering the lands teaching about the Gods. Arcane knowledge is slowly beginning to find its way into the Thallorand culture and most spellcasting classes are connected to non-Human races like Elves, Gnomes and Halflings. Building adventures around the skirmishes between the early Clans can easily be incorporated into your game, perhaps the players might have been present during the "incident" that led to the feud between the Villeragg and Jolannd families.

Pre-Lord's War-

With the Lords set in place and their family lineage set to continue their rule, squabbling over borders and insults became commonplace and the Clan feuds gained new fuel. Centuries before Papers of Exploration were introduced, the Lords would often hire spies to seek out information on their fellow Lords. Adventurers disguised as merchants or caravan escorts would infiltrate neighboring territories and gather information on military strength and training. With magic use on the rise, both Divine and Arcane, it took more than a sharp sword and a quick tongue to get out of a sticky situation. The busiest time for espionage was just before the Lord's War when tensions were at their highest. Either as a spy or survivor of a raided caravan, a native of Gull's Port would find it difficult to get back to safety while in the Brigland Territories.

The Lord's War-

Traveling from territory to territory was no easy task, even for the common folk. Often, adventurers would be hired by families seeking relocation in another territory either just before or just after their Lord's territory fell to another. Smuggling commoners from one area to another became almost as large as the Black Market during this time, and punished as harshly. While the Polmond Territories welcomed

refugees from all over Thallorand, getting there from a non-bordering territory was dangerous.

Soldiers of this time came to trust no one and players stopped by a patrol during this time would have to go to great lengths to prove where their loyalties were. Building encounters around getting from one territory to another can encompass many different adventures during this time. Or perhaps the players are loyal to one of the Lords and are planning a sabotage raid against his enemy's forces, having to bluff their way across the border and sneak into the encampment.

During the early days of the Lord's War was the time of Lord Daggeroth, the Landless Lord. Lord Daggeroth's crusade against the creatures of undeath has become legend and covered almost the entire continent of Thallorand. Whether fighting alongside him as a soldier in Lord Villeragg's Militia or serving in his personal army, Lord Daggeroth's adventures are ripe with encounter possibilities.

The Uprising-

Worse than the Lord's War, the three decades of violence known as The Uprising almost brought Thallorand to the brink of destruction. Adventurers were not considered "freelance" during this time because the under-races did not fight for gold, or land or honor, they fought for revenge and bloodlust. Not aligning themselves to a specific Lord, these heroes would band together and either defend a specific area or cover the countryside looking to ward off bands of Goblins, Orcs and other sub-species.

Games set during this time are harsh and difficult, when everything you encounter is motivated to fight to the death, there are no second chances. To bring this home, it is recommended that encounters during this time period be at least 1-2 levels above the adventuring group. The players will be forced to re-think their typical strategies and ration of their resources. For some players, this might be a difficult challenge, others may welcome the thrill of being the underdog, as a GM only you can determine the best course of action.



CHAPTER FIVE

MONSTERS OF BRAUGH

In Thallorand, the creatures a player will face are as diverse as the races they play, but some of the more traditional races are also present. This chapter will cover both the unique monsters of Thallorand and some background on the more common monsters traditionally used in fantasy roleplaying games.

Dragons

As one of the original guardians of humanity, Dragons were charged by Threllion to watch over the surface races and guide their evolution. J'choral however sought to offer the dragons free will and, in turn, allowed some to turn on the beings they were entrusted to watch. This grew into a huge schism within the dragon culture and eventually divided the race between good and evil, with some species staying out of the situation all together. Dragons in recent years have become more reclusive, choosing to watch Thallorand by magical means, if at all. Good or evil, each dragon has the potential for both making their alignment a personal choice rather than a racial trait.

Half-Giants

Spending their entire lives living among the Border Mountains, Half-Giants are the unofficial guardians of passages leading to The Great Tundra. Descended from Giants, Half-Giants have a kinship to the rock and tunnels of their ancestors, living in tribes and villages scattered along the mountain ranges. In ages past, Giants had learned the ways of the arcane, believed to possess the power in the same way a Sorcerer is born with the talent. Using this magic, Giants took pieces of their flesh and manipulated them into beings they called "Brodat" meaning "Half-Giant". Bred for the purpose of slavery and gladiator sport, Half-Giants were treated poorly by the Giants. When their numbers grew to a significant number, they rose up against their oppressors and forced them to flee the mountains, scattering them across Thallorand and The Great Tundra. Banding together, they made lives for themselves in the caverns and

plateaus along the mountain range. It was after this show of force that Zorm appeared to the Half-Giants in an event called The Great Dream. Zorm praised the Half-Giants for their resolution to throw off their oppressors and asked them to be his "Chosen People" tasking them with the guardianship of the passages to The Great Tundra. Half-Giants, many generations later, still hold this oath in high esteem and fight to the death against any trespassers. Half-Giants favor the more aggressive classes such as Barbarian and Fighter, but are not above a calling of Zorm to serve in his honor as a Cleric or Avenger. There are rare occasions where a Half-Giant child will turn away from Zorm for whatever reason, and take up the mantle of Cleric for another deity



Ice Elves

Along with the Half-Giants, Cim'tal, or commonly called Ice Elves, make their home along the tundra side of the Border Mountains. Very reclusive and wary of outsiders, not many Thallorandians have seen these white haired, pale skin elves with ice blue eyes. Apart from their drastic appearance, Ice Elves have evolved to grow beards, something unheard of in regular Elf communities. Despite their fey kinship, Ice Elves are not held in high regard with their brethren and are adamant about limited contact with outside Elves.

THE DARK RACES



way to survive in the Dark Core. Almost every marketplace or bazaar in the under cities has a Dark Gnome overseeing the transactions, even when the Dark Elves think they are in charge. Traveling in caravans, most Dark Gnomes have no true settlements to call their own, but from time to time explorers have discovered small permanent communities of Dark Gnomes.



-Dark Elves

The most populous of the Dark Races, Dark Elves are the primary leaders of the Dark Core. Building entire cities as tributes to J'choral, the Goddess of Chaos, the Dark Elves cover almost every civilization under the ground. Their natural enemy, the Dark Dwarves, have also built cities of great might, but they are too few to pose any real threat to the Dark Elves. Basing their system of leadership on personal wealth, most Dark Elf cities are run by Trade Houses who have the most assets. This system usually causes a leadership shake up every so often when one family loses everything and are booted down to commoners, typically at the hands of another house.

Dark Gnomes

The weakest of all the Dark Races, Dark Gnomes have become high-end scavengers. Finding what they can in the tunnels of the deep, the Dark Gnomes are notorious for traveling caravans full of "found" items. Outthinking the Dark Elves and Dark Dwarves, rather than outfighting them, has become the number one

-Dark Dwarves

Shifty and devious are the Dark Dwarves, hiding in their caves and fortresses making plans for who knows what. More so than their surface cousins, the Dark Dwarves do not take to outsiders other than in business and rarely make alliances with other races. Since they are not capable of an all out attack against their enemies, the Dark Elves, the Dark Dwarves often undermine their authority by weakening the assets of a leading Trade House. Choosing not to follow any deity, the Dark Dwarves build their civilizations around warfare and defense rather than chaotic displays of loyalty to their creator.

Death Scarab

Drawn to death and decay, the Death Scarab can be found in numbers in tombs and crypts all over Braugh. Named not only for the preference to rotting flesh, the Death Scarab has natural markings on its carapace that resembles a skull. While the Death Scarab is a scavenger insect, it will not pass up an opportunity for a fresh meal and adventures should be mindful to listen for the tell tale skittering from below the floor.

Death Scarab Swarm

CR- ½ XP 100

Death Scarab

N- Diminutive vermin swarm

Init-+3

Senses- Tremmorsense 60ft.

Defense:

AC 16, Touch 16, Flat-footed 14

(+2 Dex, +4 Size)

hp: 6(1d8), Fort- +0, Wil-+0, Ref-+2 3

Swarm Traits: Immune mind-affecting effects, weapon damage

Weakness: Swarm Traits

Offense:

Speed- 20ft., Climb 20ft.

Melee- Swarm (1d6 plus *Life Drain*)

Space- 5ft., Reach-0

Statistics:

Str-3, Dex-16, Con-11, Int-0, Wis-10, Cha2

BAB-+1, CMB- 0 , CMD- 0

Skills- Climb +8, Perception +2

Racial Modifiers: +2 Perception, uses Dex for Climb checks

Ecology:

Environment- Crypts, tombs and graveyards

Organization- Solitary, pair

Treasure- Carapaces 1gp each to collectors

Special:

Life Drain- DC 13 Fort save vs. -1 Con damage

Dire Death Scarab Tempest

CR- 5 XP 1,600

Death Scarab

N- Diminutive vermin swarm

Init-+5

Senses- Tremmorsense 60ft.

Defense:

AC 17, Touch 17, Flat-footed 14

(+3 Dex, +4 Size)

hp: 53(11d8), Fort- +0, Wil-+0, Ref-+3

Swarm Traits: Immune mind-affecting effects, weapon damage

Weakness: Swarm Traits

Offense:

Speed- 20ft., Climb 20ft.

Melee- Swarm (3d6 plus *Life Drain*)

Space- 5ft., Reach-0

Statistics:

Str-3, Dex-18, Con-11, Int-0, Wis-10, Cha2

BAB-+8, CMB- 0 , CMD- 0

Skills- Climb +8, Perception +2

Racial Modifiers: +2 Perception, uses Dex for Climb checks

Ecology:

Environment- Crypts, tombs and graveyards

Organization- Solitary, pair

Treasure- Carapaces 1gp each to collectors

Special:

Life Drain- DC 13 Fort save vs. -1 Con damage



Ice Beast

In the frozen lands known as the Great Tundra there are many dangerous wonders, the most notorious is the Ice Beast of the Border Mountains. Pack hunters and feral warriors, the Ice Beasts have evolved to feature crystalline claws and teeth, capable of cutting through even the thickest glacier. The hardened and transparent teeth and claws closely resembles hard ice, hence their name. Native to the Great Tundra, more specifically the tundra side of the Border Mountains, these beasts have been seen from time to time on the Thallorand side of the mountains.

Ice Beast Hunter

CR 6 XP-2,400

N- Large Magical Beast

Senses- darkvision 60 ft, Low-Light Vision Init- +8

Defense:

AC-19, Touch- 19, Flat-footed 15

(+4 Dex, +6 Natural, -1 Size)

hp: 70(7d10+21) Fort- +3 /Wil- +0 /Ref-+4

Immune- Cold

Offense:

Speed- 40 ft, Climb 40 ft, Jump 30 ft

Melee- Iced Claw +12(3d6, Fort DC 15 half)

Statistics:

Str 22, Dex- 18 ,Con 16, Int 10,Wis 10,Cha 10

BAB- +7,CMB- +14, CMD- +28

Skills- Stealth +14 (+8 racial bonus)

Languages-

Feats- *Improved Initiative*

Ecology:

Environment- Any

Organization- Solitary, pair, pack

Treasure- None

Special Abilities:

Frost Leap: If an Ice Beast jumps as a move action while hidden, it will not provoke an Attack of Opportunity if it moves through threatened squares.

Ice Beast Flanker

CR 6 XP-2,400

N- Large Magical Beast

Senses- darkvision 60 ft, Low-Light Vision Init- +8

Defense:

AC-19, Touch- 19, Flat-footed 15

(+4 Dex, +6 Natural, -1 Size)

hp: 70(7d10+21) Fort- +3 /Wil- +0 /Ref-+4

Immune- Cold

Offense:

Speed- 40 ft, Climb 40 ft, Jump 30 ft

Melee- Iced Claw +14(3d10+6)

Melee- Iced Bite +14(2d8+6)

Statistics:

Str 22, Dex- 18 ,Con 16, Int 10,Wis 10,Cha 10

BAB- +7,CMB- +14, CMD- +28

Skills- Stealth +14 (+8 racial bonus)

Languages-

Feats- *Improved Initiative*

Ecology:

Environment- Any

Organization- Solitary, pair, pack

Treasure- None

Special Abilities:

Frost Bite: Ice Beast may make a Iced Bite attack against a prone or immobilized target as a minor action.



Moonscale Lizardfolk

One of the most populous of the Lizardfolk on the Spider Islands, the Moonscale tribes have the best reputation with humanoids overall. Living along the edge of the island, the Moonscale have become one with the jungle, taking only what they need and giving back what they can. Their gentle nature has been exploited by slavers in the past, but the Moonscale Lizardfolk can defend themselves if need be. Using a special weapon called a Ka’Pauk, which is part spear, part slingshot, the Moonscale Lizardfolk can defend themselves from a distance or up close at the same time.

Moonscale Slasher

CR ¼ XP-100

Tribe member N- Medium humanoid (reptilian)

Senses- Perception +3 Init- +2

Defense:

AC-17, Touch- , Flat-footed

hp: 6(1d8 -2) Fort- +2 /Wil- +1 /Ref-+2

Offense:

Speed- 30 feet

Melee- Longsword +6(1d8+4)

Statistics:

Str-18 ,Dex-14 ,Con-14 ,Int-12,Wis-12,Cha-10

BAB-+1,CMB-+5, CMD-+16

Skills- Swim +8

Languages- Common, Draconic

Ecology:

Environment- Jungle, swamp, riverside

Organization- Tribes

Treasure- Longsword

Special Abilities:

Born to water- The moonscale lizardfolk can swim through almost any current as if it was still water, +8 Swim skill modifier.

Skilled with a blade- The moonscale lizardfolk slashers are trained to work with bladed weapons from a young age, +1 to attack rolls.

Moonscale Slinger

CR ½ XP-200

Tribe member N- Medium humanoid (reptilian)

Senses- Perception +3 Init- +4

Defense:

AC-16, Touch- 14, Flat-footed-12 (+2 natural)

hp: 4(1d8 -4) Fort- +1 /Wil- +1 /Ref-+4

Offense:

Speed- 30feet

Melee- Ka’Pauk (spear) +2(1d6+1)

Ranged- Ka’Pauk(slingshot) +5(1d6 plus poison)

Statistics:

Str-12,Dex-18,Con-12,Int-12,Wis-12,Cha-12

BAB-+1,CMB-+2, CMD-+16

Skills- Swim +8

Languages- Common, Draconic

Ecology:

Environment- Jungle, swamp, riverside

Organization- Tribes

Treasure- Ka’Pauk spear/slingshot, 20 sling bullets

Special Abilities:

Born to water- The moonscale lizardfolk can swim through almost any current as if it was still water, +8 Swim skill modifier.

Ka’Pauk- This one-piece weapon is carved from a solid piece of wood. It is sharpened to a point on one end to be used as a spear. The other end is in the shape of a “V” and has an elastic sling attached. While using the slingshot, the spear end is inserted into the ground for greater stabilization.

Poison- The moonscale lizardfolk are trained to use various types of poisons and dip the sling bullets in the poison for better effect. Save: Fort DC 15 target is Dazzled for 1d4 rounds.



Morgon

These humanoid like simians are found all over the Spider Islands, living in colonies in the deep jungle. Most of the locals on the islands do not see the Morgons very often, but adventurers and explorers who trek deep into the island come in dangerous contact with these creatures. Using tactics unseen in other primates, the Morgons are able to discern the stronger of their opponents and chose to concentrate on the weaker of the group to attack. With short, but thick, grayish white hair, some who have studied the Morgons believe that they were not indigenous to the Spider Islands, but no proof of this has been presented.

Morgon Rager

CR ½ XP-200

Simian CN- Medium animal

Init- +3, Senses- low-light vision, scent

Defense:

AC 14, Touch 14, Flat-footed 12

(+2 natural, +2 Dex)

hp: 8 (1d8+3), Fort- +3/ Wil +0/ Ref- +3

Offense:

Speed- 30 ft

Melee- Slam +5(1d6+4)

Space- 5 ft, Reach- 5ft

Statistics:

Str-18,Dex-14,Con-16,Int-6,Wis-10,Cha-12

BAB- +1,CMB- +5,CMD- +16

Skills- Acrobatics +3, Climb +6, Intimidate +4

Languages- None

Ecology:

Environment- jungle

Organization- Solitary, pack (3 or more)

Treasure- Pelts valued at 20 gp each

Morgon Flinger

CR ½ XP-200

Simian CN- Medium animal

Init- +4, Senses- low-light vision, scent

Defense:

AC 16, Touch 16, Flat-footed 12

(+2 natural, +4 Dex)

hp: 7 (1d8+2), Fort- +2/ Wil +0/ Ref- +4

Offense:

Speed- 30 ft

Ranged- Thrown Object +6(1d6+2)

Space- 5 ft, Reach- 5ft

Statistics:

Str-15,Dex-18,Con-14,Int-10,Wis-10,Cha-8

BAB- +1,CMB- +3,CMD- +16

Skills- Acrobatics +5, Climb +8

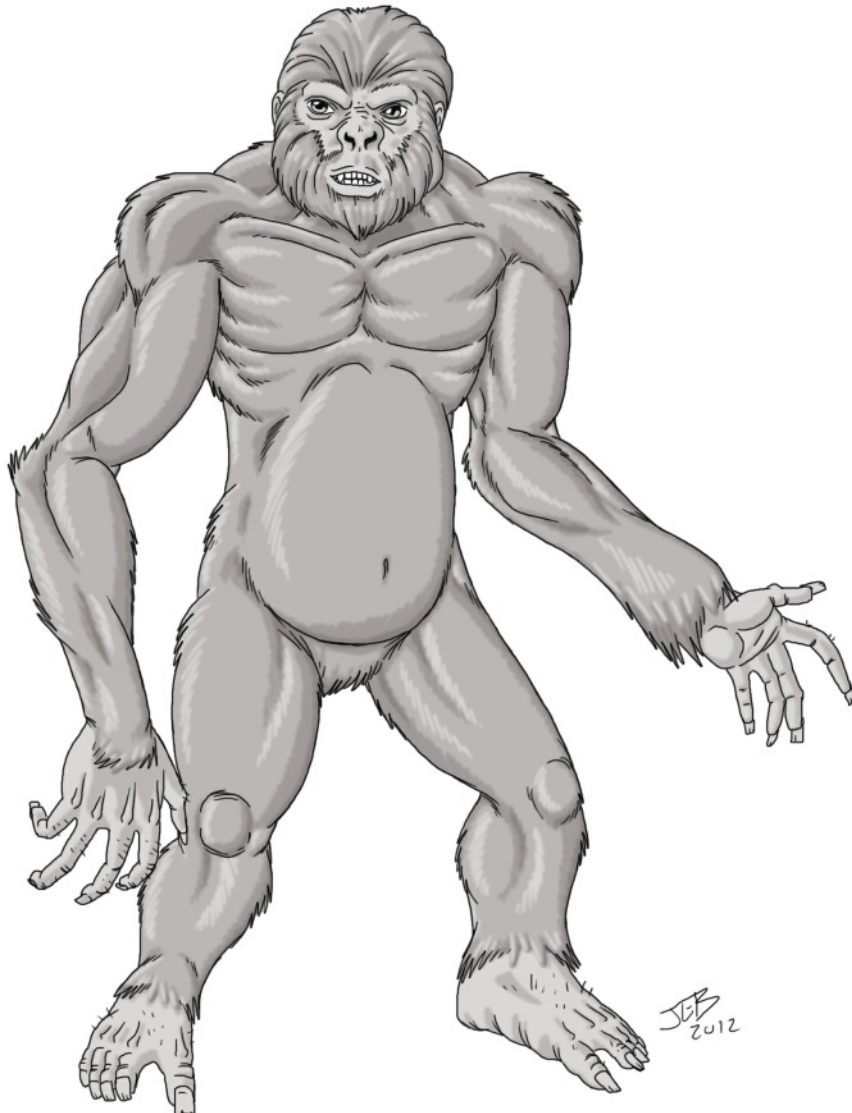
Languages- None

Ecology:

Environment- jungle

Organization- Solitary, pack (3 or more)

Treasure- Pelts valued at 20 gp each



Rotted Animal

The necromancers of Thallorand are not above wasting a perfectly good dead body. In some cases, dead predators have been raised into service as muscle for groups like The Oath of Blood and Agents of Chaos. Nothing more than an animal zombie, Rotted Animals are considered a somewhat reusable soldier in combat, some even retaining their pack instinct and allowed to patrol temples and other sacred places of death.

Rotted Eagle CR1

XP: 400

CE/Medium/Undead

Init: +4

Senses: Darkvision 60 ft.

Defense

AC: 16, touch 14, flat-footed 12 (+2 natural)

Hit points/dice: 14 (3d8)

Fort: +0 Wil: +3 Ref: +1

DR: 5/slashing, Immune: Undead Traits

Offense

Speed: 10 ft., fly 80 ft.

Melee: Double Claw +2/+5 [when using *Strafing Attack*] (1d8+1)

Special Attacks: Rotted Eagle can use *Strafing Attack* as a full round action

Statistics

Str 12 Dex 18 Con- Int- Wis 10 Cha 10

Base Attack: +1 CMB: +2 CMD: +16

Ecology

Environment: Any

Organization: Solitary or pair

Special Abilities

Strafing Attack: Rotted Eagle can fly it's full movement and make a Double Claw attack at any time along the flight path without provoking an Attack of Opportunity.

Rotted Bear CR 1/2

XP: 200

CN/Medium/Undead Animal

Init: +2

Senses: Darkvision 30 ft, Scent

Aura: stench, 5 ft. DC 11, 5 rounds

Defense

AC: 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

Hit points/dice: 10 (2d8)

Fort: +0 Wil: +3 Ref: +2

DR: 5/slashing, Immune: Undead Traits

Offense

Speed: 30 ft

Melee: Bite +5 (1d8 +4)

Statistics

Str 18 Dex 14 Con- Int- Wis 8 Cha 6

Base Attack: +1 CMB: +5 CMD: 17

SQ: staggered

Ecology

Environment: Any

Organization: Pair, group



Soulbound Spirit

Sometimes when a being dies, they are so attached to the Material Plane that they become trapped. More often than not, this is due to a spell or ritual designed to bind spirits to material objects. Powerful Wizards have been known to use a Soulbound Spirit to guard precious artifacts or possessions when a simple trap won't due. Taking a soul either from a recently deceased or living being, and binding it to a fixed object such as a clock, chest or desk, anyone other than the caster of the spell will be attacked when coming into contact or range of the item. The only way to release a Soulbound Spirit is to completely destroy the item it was bound to, otherwise it will simply reappear in three days.

Soulbound Sprit Guardian

CR 5 XP-1,600

N- Medium undead (humanoid, incorporeal)

Senses- darkvision 60 ft Init- +9

Defense:

AC-18, Touch- 18, Flat-footed 13(+3 deflection)

hp: 58(6d12) Fort- +0 /Wil- +0 /Ref-+5

Defensive Abilities- incorporeal

Immune- undead traits

Offense:

Speed- fly 30 feet

Melee- Cursed Blow +12(3d6, Fort DC 15 half)

Statistics:

Str--,Dex- 20 ,Con--,Int-10,Wis-10,Cha-16

BAB- +7,CMB- +2, CMD- +17

Skills- Fly +16 (+8 racial bonus)

Languages- Common

Feats- *Improved Initiative*

Ecology:

Environment- Any

Organization- Solitary

Treasure- None

Special Abilities:

Soulbound: The spirit is bound to an object or location and can only be released by performing *Remove Curse* on the object or area. Otherwise it will re-spawn in 1d6 days.

Soulbound Sprit

CR 1 XP-400

N- Medium undead (humanoid, incorporeal)

Senses- darkvision 60 ft Init- +9

Defense:

AC-18, Touch- 18, Flat-footed 13(+3 deflection)

hp: 12(1d12) Fort- +0 /Wil- +0 /Ref-+5

Defensive Abilities- incorporeal

Immune- undead traits

Offense:

Speed- fly 30 feet

Melee- Cursed Blow +7(2d6, Fort DC 15 half)

Statistics:

Str--,Dex- 20 ,Con--,Int-10,Wis-10,Cha-16

BAB- +2,CMB- +2, CMD- +17

Skills- Fly +16 (+8 racial bonus)

Languages- Common

Feats- *Improved Initiative*

Ecology:

Environment- Any

Organization- Solitary

Treasure- None

Special Abilities:

Soulbound: The spirit is bound to an object or location and can only be released by performing *Remove Curse* on the object or area. Otherwise it will re-spawn in 1d6 days.



Vampire, Bloodmad

Years and years of vampirism have turned from a virus to a disease, mutating the venom that passes along the traits into something feral, almost inbred. Bloodmad Vampires are the most primal of all the vampires in Thallorand, following only bloodlust. Barely able to be controlled, only another, more evolved vampire master can keep a Bloodmad Vampire from attacking everything it sees.

Bloodmad Vampire CR 1/2

XP: 200

CE/Medium/Undead

Init: +3

Senses: Darkvision 40 ft.

Defense

AC: 16, touch 14, flat-footed 14 (+2 Dex, +2 armor, +2 natural)

Hit points/dice: 10(1d8+5)

Fort: +0 Wil +0 Ref: +4

DR 3/magic

Immune undead traits

Resist cold 3

Weaknesses vampire weaknesses

Offense

Speed: 40 ft.

Melee: Slam +4 (1d8+3)

Statistics

Str 16 Dex 14 Con – Int 10 Wis 10 Cha 14

Base Attack: +1 CMB: +4 CMD: +16

Feats: Toughness

Skills: Stealth +6

Languages: Common

Ecology

Environment: Any

Organization: Solitary, pair, group

Treasure: Leather Armor

Bloodmad Spawn CR 1/4

XP: 100

CE/Medium/Undead

Init: +1

Senses: Darkvision 40 ft.

Defense

AC: 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

Hit points/dice: 3 (1d6)

Fort: +0 Wil +0 Ref: +4

Immune undead traits

Weaknesses vampire weaknesses

Offense

Speed: 40 ft.

Melee: Bite +3 (1d6+2)

Statistics

Str 14 Dex 12 Con – Int 10 Wis 10 Cha 14

Base Attack: +1 CMB: +3 CMD: +14

Skills: Stealth +5

Ecology

Environment: Any

Organization: Solitary, pair, group



Vampire, Lovelorn

Using a variation of ritual to turn oneself into a lich, Shiola Drumfeld became the first ever Lovelorn Vampire. Trapping herself with an eternity of heartbreak, Shiola has spent the ages seeking out happiness and turning it into tragedy. There have been others to unlock her secrets, making themselves into the immortal bringer of gloom, but they are few and far between. A Lovelorn Vampire is able to create and control spawn, however they do not share many of the same traits as their masters limiting the spread of this breed of vampire.

Shiola

CR 10 XP- 9,6000

Lovelorn Vampire

CE- Medium Human (undead)

Senses- Darkvision 60ft.

Perception +6 Init- +10

Defense:

AC-24 Touch-22, Flat-footed-18

(+4 magic armor, +4 natural, +6 Dex)

hp: 95 10d6+45) Fort- +0 /Wil-+3 /Ref-+6

Offense:

Speed- 30 ft (fly 60 ft *Mist Form*)

Melee Bite +13 (3d4+3)

Special Attacks:

Stunning Caress

Tempting Glance 5/day

Lover's Lament 5/day

Statistics:

Str-16, Dex-22, Con-, Int- 16, Wis-16, Cha-22

BAB-+10 CMB-+9, CMD- +23

Feats- Improved Initiative, Lightning Reflexes

Skills- Stealth+10, Bluff +12,

Languages- Common

Racial Modifiers +6 Stealth, +6 Bluff, +4 Natural Armor

Ecology:

Environment- Any

Organization- Group (3 or more)

Treasure- +2 Leather armor

Special Abilities:

Mist Form: Shiola may transform into a mist for up to five minutes and can dismiss this at any time.

Stunning Carress: In place of a melee attack, Shiola may use *Stunning Caress*. Will Save DC 17 or subject is Dominated and takes 1d8 psychic damage.

Tempting Glance: Range 30 feet, Will Save DC 17 or the subject is Dominated.

Lover's Lament Shiola sings a lovelorn song about heartbreak and loss that possesses unbelievable power

Range Close (35 feet)

Area 20 ft. radius spread

Saving Throw Fort DC 16

6d6 Sonic damage and creatures are Deafoned.

Lovelorn Vampire Thrall

CR 4 XP- 1,200

CE- Medium Human (undead)

Senses- Perception +6 Darkvision 60ft

Init- +4

Defense:

AC-16, Touch-14, Flat-footed-12 (+2 natural)

hp: 48(7d8-2) Fort- +0 /Wil- +1 /Ref-+4

Immune: undead traits

Weaknesses: vampire weaknesses

Offense:

Speed- 30 ft (fly 30 ft-*Mist Form*)

Melee- Vampiric Bite +7(2d4)

Statistics:

Str-16, Dex-18, Con-, Int-, Wis-12, Cha 18

BAB-7, CMB-+3, CMD- +15

Skills- Stealth +8, Perception +6

Racial Modifiers +4 Stealth, +4 Perception, +2 Natural Armor

Languages-

Ecology:

Environment- Any

Organization- Group (3 or more)

Special Abilities

Mist Form- 2/day The vampire spawn may transform into a mist for up to five minutes and can dismiss this at any time.



Vessel of Death

More than just an animated corpse, these horrors are created during a ritual that converts living creatures into Vessels of Death. Used specifically by the Acolytes of Blood to cause panic and fear, the Vessels of Death are often dropped on unsuspecting groups of innocent civilians. They are not able to be controlled due to the madness that is inflicted during the ritual, therefore they are not used as foot soldiers and instead are used as random acts of terrorism.

Vessel of Death CR2

XP 600

CE Medium undead humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft

Defense

AC 17, **Touch** 15, **Flat-footed** 15 (+2 Armor, +2 Dex, +3 Natural)

hp 19 (3d8+3)

Fort 0, **Ref**+2, **Wil** 0

DR 5/slashing; **Immune** Undead traits

Offense

Speed 30 feet

Melee Slam +6(1d6+4)

Ranged Victim Body Parts +4 (1d4+4)

Statistics

Str 18, **Dex** 14, **Con-**, **Int-**, **Wis** 10, **Cha** 10

Base Atk +2, **CMB** +6, **CMD** +18

Feats Intimidating Prowess

Skills Intimidate +9,

Racial Modifiers +5 Intimidate

SQ Violent Rage

Languages- None

Ecology

Environment- Any

Organization- Solitary, Pair

Treasure Rotted Leather Armor

Special Abilities

Violent Rage 1/day the Vessel of Death can make one additional melee attack

Vessel of Death CR4

XP 1,200

CE Medium undead humanoid (goblinoid)

Init +2; **Senses** Darkvision 60ft

Defense

AC 17, **Touch** 15, **Flat-footed** 15 (+2 Armor, +2 Dex, +3 Natural)

hp 31 (5d8+3)

Fort 0, **Ref**+2, **Wil** 0

DR 5/slashing; **Immune** Undead traits

Offense

Speed 30 feet

Melee Slam +11(1d6+4)

Ranged Thrown Object +4 (1d4+4)

Statistics

Str 18, **Dex** 14, **Con-**, **Int-**, **Wis** 10, **Cha** 10

Base Atk +5, **CMB** +6, **CMD** +18

Feats Intimidating Prowess

Skills Intimidate +9,

Racial Modifiers +5 Intimidate

SQ Violent Rage

Languages- None

Ecology

Environment- Any

Organization- Solitary, Pair

Treasure Rotted Leather Armor

Special Abilities

Violent Rage 2/day the Vessel of Death can make one additional melee attack



Warped

Twisted forms of life, the Warped are the result of pockets of elemental energy that spontaneously release from nodes in the Dark Core. Travelers of the underground passages have become aware of the elemental pockets and traversed the caverns around them. Unfortunately, the occasional surface dweller, naïve in the ways of the Dark Core, stumble across these energy explosions and are transformed in the Warped. A shadow of what they once were, Warped travel along the passageways of the Dark Core and manipulate the element they were created with, lashing out at any living creature.

Fire Element Warped

CR 6 XP-2,400

N- Medium Elemental Humanoid

Senses- darkvision 60 ft, Init- +8

Defense:

AC-22, Touch- 22, Flat-footed 16

(+6 Dex, +6 Deflection)

hp: 68(7d8+28) Fort- +3 /Wil- +0 /Ref-+4

Immune- Fire

Offense:

Speed- 30 ft

Melee- Elemental Slam +11(2d8+4 and target is prone)

Ranged- Fire Blast +15(2d8 and target is prone)

Statistics:

Str 18, Dex- 24 ,Con 18, Int 10,Wis 10,Cha 8

BAB- +7,CMB- +11, CMD- +29

Skills- Perception +8,

Languages- Common, Draconic

Feats- Blind Fight

Ecology:

Environment- Dark Core, underground

Organization- Solitary

Treasure- None

Special Abilities:

Fire Storm: 2/day, if Warped hits a target with a Critical Hit, it may deal half the damage (rounded down) to another creature adjacent to the original target.

Electricity Element Warped

CR 6 XP-2,400

N- Medium Elemental Humanoid

Senses- darkvision 60 ft, Init- +8

Defense:

AC-22, Touch- 22, Flat-footed 16

(+6 Dex, +6 Deflection)

hp: 68(7d8+28) Fort- +3 /Wil- +0 /Ref-+4

Immune- Lightning

Offense:

Speed- 30 ft

Melee- Elemental Slam +11(2d8+4 and target is dazzled)

Ranged- Lightning Bolt +15(2d8 and target is dazzled)

Statistics:

Str 18, Dex- 24 ,Con 18, Int 10,Wis 10,Cha 8

BAB- +7,CMB- +11, CMD- +29

Skills- Perception +8,

Languages- Common, Draconic

Feats- Blind Fight

Ecology:

Environment- Dark Core, underground

Organization- Solitary

Treasure- None

Special Abilities:

Lightning Storm: 2/day, if Warped hits a target with a Critical Hit, it may deal half the damage (rounded down) to another creature adjacent to the original target.



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AGE OF LORDS