

EPIC HIGH FANTASY

# Shandar

GUIDEBOOK



# GALEA

# GUIDEBOOK : GALEA

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## KNIGHTS AND CASTLES

*"If you think that just because I'm a lady, I won't shatter your shield and cleave your head from your shoulders to lie amidst the leaves of the forest floor, you've no idea of the trouble you've found, bandit."*  
~ Lady Branwen Vale of the Order of the Silver Unicorn.

## THE KINGDOM OF GALEA

Welcome to the Kingdom of Galea, the guidebook which opens the door to one of the most progressive kingdoms in Shaintar, and perhaps one of the most important. Galea can be deemed as the reason the Southern Kingdoms exist in the form they do today, having shaped the fate of so many and formed a steel backbone to defend against enemies inside the kingdom as well as those who would test its borders.

Within this book you'll find detailed information on Galea, its people, some allies, and the military structure of a kingdom - which, arguably, has some of the best cavalry in all of Shaintar. You'll also learn of its orders, some knightly, some not.

You'll also get to explore a Galean Town and meet some of its more interesting residents, including the Lady Branwen Vale, a Knight of the Order of the Silver Unicorn.

Welcome to the land of chivalry, honor, and steel!

## AN OVERVIEW OF GALEA

Galea has always been the shining example seen today, it was founded by refugees who broke free from the power of the Kal-a-Nar Empire, and escaped the cloying shadows of Shaya'Nor. While we talk about the history of this great kingdom, we want to remind you that Galea has been built upon the tenacity and hope of its people - this hope is a shining beacon and an example for all to see.

Galea is an honorable place and very progressive - gender roles are merely a matter of custom rather than law, with many Galean women taking up arms to serve capably beside their male counterparts as well as inheriting money and owning or operating businesses without a male guardian. The very notion of ever needing such is simultaneously disgusting and laughable to the women of Galea.

It's a land of impressive castles, keeps, forts, and mountains, with rolling hills, sweeping vistas, and the mighty capital city of Galadrea perched on the edge of the Fallon Peaks, a stone's throw away from the dwarven clanhome of Iron Song.

## Galea, Fantasy England?

Sean's always said that a certain keep sat on the border of a certain land, well Galea is the land where that famous keep we all know and love resided way back. It's where Shaintar began and it falls to me now to carry on the legacy, keep the Light alive. Galea is your classic heroic kingdom; it's a kingdom which can be recognized from some of the most highly-fictionalized depictions in media.

Robin Hood, King Arthur, Merlin, and our romantic ideals of Avalon all provide inspiration for this place. It's a perfect baseline kingdom, the England-like kingdom you'd find in most fantasy settings. It's where you can have your classic knights, nobles, farm boys, street-savvy girls, and ladies in waiting.

Yet it also throws the classic stereotypes of the medieval world out of the window. Here you're allowed to have your stalwart knight lady, your noble lady, and so on in positions of power which might be denied to them elsewhere. Nothing's off limits in this regard, in fact I personally encourage it and love the progressive nature of Galea.

This rich and complex place should give you a lot of fodder for some epic campaigns, and great adventures - it's the heart and soul of the Southern Kingdoms after all!

Galea is a kingdom with a population of 2.6 million, mostly humans with a smattering of goblins, dwarven, and fae population centers. The goblins gather lie in the western region of the kingdom, the Clanhomes can be found in the various hill and mountain regions, and the fae make up around 10% of the total Galean population.

In terms of belief, the people tend to follow the Ascended and the Paths of Life, but recently the Church of Light has been growing in popularity. More temples to the Light have been appearing, and now most major population centers contain at least a one church or temple.

Galea is a Monarchy through and through, both traditional and enlightened through its close associations with other societies, especially the fae. It's a feudal kingdom with a highly structured and stratified noble class. However, there's no idea of traditional downtrodden peasant or serf. You're born of a Noble House, or you're a Citizen and afforded the rights and protections given to those from one of the Nine Provinces.

The kingdom is a large, wealthy one, large enough to support all areas of economic development and industry, especially with aid from the dwarves who've provided some labor saving devices to the



Tribes which had fought each other for centuries now followed this charismatic young man into battle. Behind him stood the Elvish Nation and the Druidic Council, including Cyria Eridor, the faelekar who became Vol Al'Daya's advocate.

It's assumed that Cyria is behind most of this, after delving into her personal journal which illustrates just what she engineered. After leaving her elven homeland and wandering the lands which would eventually become the Southern Kingdoms, she sought to learn as much as possible of the humans and other people who resided there - eventually she found and befriended Vol Al'Daya and became as inseparable as night and day, a shrewd team of warlord and advisor - embarking upon a great quest which would form the Kingdom of Galea.

At only 16, with her support and his own natural abilities, he assembled an incredibly powerful alliance of humans, fae, dwarves, and even a few goblins. With this army he soon held the entirety of "the Fist", the name given to the great peninsula of Galea and much of the lands which lead into it.

## JEALOUSY RISES

As the young warlord rose in power, popularity and strength, his rise wasn't unnoticed. Factions which would prefer the southern lands remained open to exploitation, united, grew in power themselves, and gathered. Those clans who refused to fall under the benevolent and just banner of the Silver Unicorn rallied to the command of Tovik Malakar, as did many goblins tribes, robber barons, and even a few adventurous Kalinesh Warlords attempting to carve out new lands to claim in the name of the Empire.

These villains came together, hatched plots, and made plans. The Malakar Dominion was determined to hold the line with the intent of then turning their attention toward crushing Vol Al'Daya to forever break his hold on the southern lands.

*Cyria's personal journal, dated 17 Planting Moons, 2391 A.C., she writes, "I spoke with the Raven tonight. He has encouraged me to travel south and east to seek out the King of the East. This man has been blessed by the Silver Unicorn, and he has a dream of gathering many under the banner of a unified and benevolent nation. I agree with the Raven; we will need such strength in a good man to stand against the evil strength of the north. So, I go to seek the Chosen of the Silver Unicorn."*

## BATTLE OF THE ORCSHIELDS

The year 2438 A.C. (if you're a historian, or someone obsessed with Shaintar's history) is the official date, as per the numerous sources found in Galean Colleges and other establishments across Shaintar when Galea truly came into being. Armies under the banner of Vol Al'Daya, the young a powerful chieftain of the Clan of the Silver Unicorn, gathered in an alliance with armies from Olara to face a confederation of Malakaran, Goblins, and Kalinesh forces.

Upon the day of the battle, it seemed all might be lost. Al'Daya's forces were severely outnumbered and against this force victory seemed a slim hope. Fortunately, Cyria had other plans. She'd travelled into Olara and secured an alliance with the hardy warriors of that northern kingdom. When the Olarans appeared, turning the tide of battle and shattering the Malakar Dominion's forces asunder, Vol Al'Daya was given new hope - he pushed his advantage and together they broke the Dominion and scattered their forces, many fled to the west.

Victory! However, each great battle won often comes with great cost - this time cost was paid by Sul Al'Daya, Vol's beloved brother. He died protecting Vol, and was one of the many lives lost that fateful day. In the final days of Dark Moon, 2438 A.C., Al'Daya buried his brother somewhere between Vaiwood Forest and Shale - to this day the tomb has never been discovered.

## WE SHALL NOT BOW

The events which continued to shape Galea as we know it today continued apace in 2411 A.C. Al'Daya's army was in the Lonewood Forest and came into contact with the Freelords of Lone Keep. The warlord outnumbered their forces by a significant amount, if battle was to be joined it wouldn't go well for the Freelords, yet they refused to yield - they calmly extended their respects to the young warlord but stated be he benevolent or not, no lord could take the lands they'd pledged to keep free.

Legends have their way of changing the tale:

Some say that upon the morning of the day of the first meeting, when Al'Daya pitched his tent, the Raven came to visit. By sunset Vol Al'Daya called a meeting between himself and the Freelords, there he pledged to defend the freedom of the Freelands in exchange for an alliance, an alliance which remains intact even now.

Others say that Al'Daya received a vision from Landra herself, one which showed him a glimpse into the future. In this vision he was supposedly told that the Freelands were crucial but would remain only so long as Galea rallied to their defense and lifted her sword in protection.

### **CELEBRATION**

In 2411 A.C. after this historic meet took place, another meeting would shake Vol Al'Daya to the core, yet in a different way. For it was during those days of celebration of the meeting, known in texts as: the "Line of Freedom" he was introduced to a beautiful, stunning, and skilled faelakar warrior called: Galadrea.

Legend would have it they danced at the great feast on the first day, on the second they spoke and argued over matters martial and political; by nightfall they vowed never to speak to each other again.

Upon the third day, they became joined as soulmates beneath the stars by the High Druid of Mindoth's Tower. Thus the Kingdom of Galea was truly born and now had its king and queen.

### **GALADREA**

In 2446 A.C., Vol Al'Daya founded the capital city of Galea, naming it Galadrea after his beloved wife and queen. Now recognized by the Elvish Nation, druids of Mindoth's Tower, and the Kingdom of Olara, Galea began a long and prosperous journey through history of strength and leadership in the Southern Kingdoms.

### **SILVER RISES**

In 2577 A.C., a powerful shade took the form of the king, replacing him, and assuming his throne, throwing the lands into turmoil until a band of valiant heroes managed to save the kingdom. This band become the First Company of the Silver Unicorn, an elite cadre of heroes who were charged to protect Galea and the group exists to this day - though all it's original members have passed beyond the veil. The Company is empowered with the highest authority of Law and Guardianship in all of Galea, any citizen will help a member in any way they can.

Cyria Eridor, who was a founding member, became High Mage to the Court of Galea (a post she fills for four hundred forty-five years.)

### **THE COUNCIL**

In 2726 A.C., the event which most historians agree marked the unified alliance now known as the Southern Kingdoms commenced. Evan Argorn takes the throne of Galea; he forms the Council of Rulers, which includes the Dukes of each province as well as the fae Quo-Unias, the First Speaker of Mindoth's Tower, and the Overlord of Lanthor. The Galean throne takes on the Aladay family line as trusted royal advisors and allows them to keep a great deal of power in Galea.

Galea might be ruled by an Argorn, but they remember who built the kingdom.

### **SECOND COMPANY**

2872 A.C., in the wake of events in Camon, which see many refugees pouring into Galea and other Southern Kingdoms, a second company of the Silver Unicorn is formed. They're charged with sorting out the problems in Camon and set about assisting many freedom fighters there; rescuing political prisoners and preventing many atrocities. They aren't known as the Second Company until they return, to avoid implicating the Throne of Galea and possibly starting a full scale war with Camon.

### **BETRAYAL WAR**

In 3021 A.C., the Betrayal War erupts and results in a great loss. Roderic Argorn, King of Galea sacrificed himself to help his many allies ensure Vainar's defeat.

Silver Unicorn members Daniel Argorn, Roderic's brother, and Iolie Rhodes of the House of Rhodes in Camon marry. They take the Throne of Galea, becoming its King and Queen; their offspring eventually leading to another change in Galea's rule in 3121 A.C., when their son Harald marries Brenda Aladay, a noble woman and healer from Galea, she takes the name of Argorn.

### **3121 A.C. - THE WAR OF FLAME**

One hundred years later, the monarchs of Galea have changed, for time is an unkind force which waits for no-one of a human nature, not even the greatest of leaders. It's seen the throne of Galea change from Harald and Brenda Argorn to their son Darien Argorn, who currently courts Fara Messner (from Olara) as his queen to strengthen ties to that kingdom. The Southern Kingdoms are in safe hands as Darien is just as committed to the ideals of the kingdom as his mother and father, and those who came before them.

Darien's current advisor, Simon Aladay helps rule the kingdom, keeping the throne and seat of power firmly between these two families, thus in this time the monarchy is once again aided by the name of Aladay. The pair ensures the alliance between the Freelands and Galea is as strong as it's ever been and the Freelands are kept safe as per the accord reached at the Line of Freedom.

## ARCHITECTURE

From the mighty castles, keeps, and fortresses that dot the rolling landscape, to picturesque towns replete with their thatched rooftops, wattle and daub walls - Galea is a beautiful place in terms of architecture. In the small settlements and villages one can see craftwork of the highest quality, with a smattering of fae and dwarven style blended in due to the kingdom's close association with these peoples.

Many dwarven craftsmen ply their trades outside of their Clanhomes here, especially those of Clan Iron Song and bring with them their tools and expertise. It's not an uncommon sight to see a dwarf artisan instructing a Galean builder in the finer points of architecture. Gray and white stone are used primarily, especially in the bigger cities, usually quarried from local mountain sites or shipped in from a Clanhome.

In a land where the Silver Unicorn is particularly revered, woods which are silver in color such as the Galean Birch, or a wood which silvers over time like Silverthorn Poplar are commonly used in structures or furniture. Artisans take a great delight in sneaking tiny carvings of the Silver Unicorn into their buildings as well - many believe they serve to remind the makers of where their kingdom comes from, in legend at least.

The most impressive buildings can be found in the capital City of Galadrea, where the mix of Galean and Elvish architecture is most prominent. Vol's love for his wife was made manifest in the design of this city, where human and elven nature intertwine. Human influence is seen in the round tall towers of the Galean Royal Castle, yet the fae can be seen in the sweeping arches and gentler lines that soften the edges of the building and bring light to the interior. Within the castle one can find many wide corridors, arched and crenelated features as well as sweeping halls which extend the inner space, performing visual tricks to both please the eye and draw the onlooker further into the space.

In short, Galea's architecture has all the hallmarks of human, dwarven, and elven style meshed together in a seamless work of art thanks to many generations of architects working together to pass on their skills.

## NAMES

Since Galea is an analogue of the British Isles, names of Anglo-Saxon or Celtic flavor are a good pick, as are Elizabethan names. These will often seem the most "normal" to Western English speakers of all the categories.

### Male

Adair, Alguin, Arcill, Berk, Bernard, Blaine, Colmac, Connall, Cory, Danforth, Donnell, Donovan, Duncan, Eddard, Edwin, Ewen, Fagan, Fergus, Finian, Gerald, Godfrey, Griogal, Hamish, Havgan, Harald, Hydoc, Ian, Ievan, Iudris, James, Jarlath, Jerrin, Kenneth, Kevenard, Lachlan, Luthais, Lythan, Meldin, Morgan, Murdock, Nathalan, Niall, Olghar, Owen, Pendaron, Peridur, Rhydian, Robert, Roderic, Samuel, Simon, Sulien, Tancred, Torin, Trevor, Urien, Valen, Waverly, Yorath

### Female

Agnes, Ailis, Alana, Aveline, Branwen, Brenda, Bridey, Catriona, Chrysalia, Ciara, Deirdre, Delwyn, Elspeth, Esmeralda, Fiona, Galena, Gwyneth, Hellewise, Ida, Imogen, Isobel, Jacinda, Jocosa, Koreena, Langiva, Linda, Maisie, Mairwen, Moira, Naomi, Nicola, Nonna, Olwen, Penelope, Rayn, Rhonwen, Shaina, Tanya, Tegwen, Valinda

### Surnames

Aladay, Argorn, Avanon, Barleysbrothe, Highwind, Jordan, Jackson, Kilgore, Longteller, Lyonn, Skyye, Steele

## PHYSICAL DESCRIPTION

Humans are a diverse bunch and none more so than Galeans. They're typically found to adhere to human norms in other kingdoms and places of Shaintar. With visitors from across the kingdoms passing through, and some deciding to stay for good, it's made Galea a kind of cosmopolitan melting pot.

You can find normal variations in skin color amongst the population, where the bloodlines and folk have mixed over time.

Often those of noble blood or members of the traditional ruling families bear the regal features which denote a certain mingling of human and fae and the dilution of many generations born here. They have a wide range of hair and eye colors. The traditional Galean skin tone tends to be slightly pale, unless one's ancestry includes those from the Eternal Desert or Nazatir, where people tend toward swarther complexions, or they spend a lot of time in the fields working under the sun, such as farmers.

Galeans come in a variety of builds: thin, weedy, muscular, portly, and all those between. Naturally, those who spend their time toiling or swinging a sword often have better physiques than those who don't, merely by the fact they engage in such activity on a daily basis.

Height is the typical human height, with extremes found in any human culture. There are really tall and short folks here, but they're neither the norm nor particularly notable given the racially diverse populace.

## CLOTHING

Citizen clothing tends to be functional in Galea, with the work being key. The traditional garb of shirt, breeches, and so on could be worn by any. Women may choose dresses or gowns (if they can afford such), but some are fond of the feel of more practical clothes - no one really says anything either, since Galea is a cosmopolitan place. The watch-word is custom, not law. A family might attire a pretty woman in a beautiful dress, because it's their custom, rather than a stone-written law.

The lady in question may prefer breeches, shirt, cloak, and soft boots - swing a sword and ride horses better than any of her male counterparts. Since there's no downtrodden peasantry or serfs or anything of the kind in Galea, the clothing tends to be of good quality and never truly tatty. Clothing styles change from town to town but the finest clothing can be found in the capitol.

Amongst the nobility, fashion is a statement as well as a way to show off their wealth. Nobles are generally attired in the finest clothing their money can buy, their garments replete with silver thread. Many sport fine necklaces, often imported from dwarven clanhomes and fae kingdoms - or made locally by those artisans in cities and towns in Galea.

For particularly dressy occasions men wear elegantly cut formal wear, collars kept to a slight ruff and breeches perfectly ironed. Women sport incredibly intricate gowns, dresses, and enjoy the mix of human and fae styles. Cloaks with deep hoods lined in silver material are the rage in Galadrea at the moment.

## Food

Galea is a great land for farming, there's a lot of lush verdant ground for crops to grow, and the grass around certain areas is a joy for the farmers' many herds of cattle. Galean beef is one of the best of its

kind in the kingdoms and many other kingdoms import produce from here.

Other livestock and meats include chicken, pork, lamb, and rabbit. Galea isn't a nation of vegetarians, but they do produce significant quantities of vegetables such as potatoes, carrots, peas, lettuce, cabbage, and so on, as well as grains such as oats, barley, and rye. With the excellent ground, good rainfall, and abundance of farmers armed with the skill and knowledge to make the best of their time, Galea's people don't go without in terms of food, ever.

## DRINK

With good meals come good drink. Galeans are no strangers to the crafts of brewing and wine making, especially since after being helped by both elves and dwarves to understand some of the more intricate processes which go into the craft. They brew many varieties of strong beer, flavorsome ale with a slightly nutty aftertaste which is consumed throughout the country, and at least three kinds of cider, mostly from apples, though they experiment with other fruit.

They have a heady elderflower wine which is a favorite in Galadrea, and they also use honey to make mead, which is a big hit with everyone who tries it. Galeans have several fruity wines which find their way onto dinner tables, into banquet halls, and the private studies of nobility, along with table wines for the Citizens.

Of late Galea has begun to import wine from certain Cavaliers in Camon, a land known its for masters of subtle taste and texture.

## SOCIAL LIFE

In any discussion of Galean social life, it's important to remember whilst the kingdom is benevolent of rule, just and fair, the people are also segregated by the traditional roles of noble and citizen. The High Throne of Galadrea, its hangers on, and attendants will have a vastly different life compared to your average lawyer, farmer, worker, crafter, or soldier for example.

Most people enjoy gathering and watching spectacle, be it a formal duel of honor (these things do happen) to first blood, parades, fetes, or martial displays to show off the kingdom's combat prowess. In terms of the combat tournaments, they're held yearly and the current title holder for most of categories - including mounted combat, melee, ranged, and close quarters battle is the Lady Branwen Vale, Knight of the Order of the Silver Unicorn.

Citizens will gather in large numbers upon a rest day or in their many local drinking establishments and celebrate festivals to the fullest of their ability. They also spend a lot of time listening to bards, since bards and minstrels (see below) are a valued part of Galean culture. Gossip is a lifetime profession for some of the gents and ladies of Galea's citizenry.

The nobility has other diversions. Whilst they might come together during one of the many festivals, spectacles or public gatherings with citizens - they tend to have larger parties, banquets, and feasts with each other than a regular citizen will. They employ skilled entertainers of all kinds; and adore displays of athletic and martial ability, occasionally paying large sums to hire a private circus for entertainment at a large function.

Their social life can be quite full with balls and dances, or it can be reserved with a small gathering for just a few friends - either way, those invited are sure to have the time of their lives and an invitation to a function given by the High Throne is nothing short of incredible. There's no higher honor in social circles; it could be considered on the same level as a personal invitation to join the Order of the Silver Unicorn, or serve in the King's personal bodyguard!

## ART AND CULTURE

Even though the kingdom is somewhat stratified between nobility and citizen, there's still some cross-over when it comes to appreciating good art and culture. In fact, many a person has achieved a beloved friend status of a noble due to their ability in some area or other. Some of the kingdom's greatest artisans who're not elven or dwarven are regular citizens.

The crafts of metalworking, armor making, and weapon smithing are alive and well here in Galea. Humans have learned a lot from other cultures and create some of the best weapons and armor thanks to their skill; these are real works of art as well and looked upon as proudly as any painted canvas.

Carving, pottery, and glass blowing are craft skills which are appreciated by noble and citizen alike - many skilled artisans work in these fields, both in cities and in small rural communities.

Paintings are likewise appreciated in Galea, especially scenes which could be considered pastoral in nature. There's nothing a Galean likes more than to see a well-captured sunrise, with the trees and their friends lit by gentle flicks of yellow paint upon



a mighty easel. Watching this come alive is a true joy, as much as when they can finally take it home and hang it upon their wall.

The nobility have a specific fondness for tapestries and needlework, especially creating delicate and detailed embroideries. This can lead to a nimble-fingered citizen earning quite a tidy sum for her art.

Bards, storytellers, entertainers, and minstrels all have a place in Galean society. Some of the best playwrights and writers have come from small beginnings here in this kingdom. Bards are especially well-liked, storytellers find their talents greatly appreciated, and it's possible for a bard to find a welcoming hearth in many a Galean's home in exchange for a song, story, or simple a witty tale.

Music is definitely a large part of Galean life, from the more rustic/rural folk songs to the elegant dance melodies of the nobles' halls. For the musically inclined Galean, instruments tend to be mainly stringed, with hand-made wind instruments and drums also firm favorites.

## BELIEFS

With Mindoth's Tower close to the borders of Galea, it's not surprising at all you'd find a significant portion of belief in Galea falling toward Nature, Stone, Sky, and Sea. The druids of Galea respect and understand the Ascended and act as living conduits for their power - thus they maintain a sense of union with these incredible beings.

The people vary, some look to the Ascended as guides, guardians, and protectors, invoking their names when they embark on a dangerous journey, or cross a stormy sea. Other folk have begun to see the Light quite literally, what with Archanaya's position so close to the kingdom, Galea's aid during the crises in Camon have allowed the Church of Light to establish a foothold in Galea.

This has had some knock-on effect of changing the way some people see the Ascended, a fact which has made the druids and other conduits of natural power somewhat uncomfortable. They'd prefer the folk not treat the Ascended as gods, and the Ascended would prefer this themselves - they know, somewhere out there, lurking in the Maelstrom of creation there are others who have more power than they. Read more here: <http://bit.ly/22zbqxs>

Great reverence is given to the Silver Unicorn in Galea of course. Many know the legends and some elves, especially eldakar who've seen so much time pass, know them intimately and have seen them play out before their eyes.

## MARRIAGE

Marriage can happen in different ways in Galea, from the more formal marriages of nobility to the hand-fasting ceremonies of everyday people. The officiators in many cases, unless the couple specifically requires and asks for a Priest of Light, are the druids, a fact which keeps many of the druids quite happy and content.

When it comes to nobility there are many rules to follow, papers to sign and dowries to consider. The people tend to be more relaxed about this, and prefer the gentler bonds of hand-fasting to a formal declaration and ceremony of marriage - both are just as binding, both are witnessed by the Ascended and in many cases the officiator calls upon the blessing of Celesia, the Silver Unicorn, who's traditionally connected to Galea and has many times (including now) acted for the good of the kingdom, ensuring its continued strength and survival.

The traditional sign of any bond, formal or hand-fasted, is a silver torc placed upon the heads of those to be joined. A piece of carved heartwood is gifted from one to the other (usually in the form of a bracelet), and immersed in water said to be blessed by the Silver Unicorn. Obviously the nobility and High Throne have variants upon this ceremony which run along similar themes, but are usually more impressive.

Traditionally a woman takes the man's surname, though this isn't law, but it is often considered the proper thing to do here.

## DEATH

When one wanders throughout Galea, they might discover small hills ringed with many tiny stones, marked with passages of reverence and remembrance. These are cairns, often for the dead of a single village or town... their bones the only memory of who they once were, their spirits long since gone.

This is how burial transpires in the kingdom for its people. Those who aren't wealthy enough to buy a mausoleum are interred in cairns, often with a small funeral given by the local druid, priest, or someone of good standing who reveres the Ascended. A silent vigil is held for an hour after, then a wake and a celebration where everyone remembers the life, not the death. Citizens who're loved by their peers will also find the funeral attended by those from all classes - noble and citizen alike united in their grief and love for the departed.

For the nobility on the other hand, a powerful family, or regal your standing (such as a Knight or other great hero) the more impressive your funeral will be. A beloved ruler will be given the biggest send off the kingdom can manage, followed by a wake of epic proportions, an incredible spectacle in their honor and enough booze to sink a Galean War Galleon. They'll have songs sung, tales told; even sometimes get their life immortalized in a short play in their honor.

As they say, it's good to be king (or queen). There's no resentment at these affairs either, if a person is the friend of the deceased noble in question, they're not barred from attending no matter what their rank.

## BIRTH

Noble birth is something to be celebrated in Galea, with a large party to welcome the newborn into the world and traditional gift-giving amongst the rulers and their friends. A Royal Birth is a cause to roll out the alcohol again, stoke the cooking fires and get a big feast on the table.

Citizen births are somewhat more relaxed, depending on the family and their connections to the royal houses, though almost always cause for celebration for families and friends. Those few priests who do have the power of Divination are in high demand at such times, as some families, both citizen and noble alike, choose to take their infants to the Church of Light in hopes that Archanon will share glimpses of the children's futures with them.

Those children born into even the poorest families have opportunities to attain greater than their parents' stations in life, thanks to the schools which are now available to any who wish to study.

## THE CONSECRATION OF HOME

Having such a large population of elven and dwarven folk amongst their people, Galean traditions regarding this practice have been borrowed from these sources. Local tree sap is applied to the key entries of the house, around all of the windows and often used in some of the adhesives throughout the dwelling. A particularly spiritual artisan who reveres the Silver Unicorn, the spiritual essence of Shaintar, might carve a small facsimile and secrete it in the home, usually for good luck.

Many folk pay for a silver horn or horseshoe to be crafted and installed somewhere important in their home, just to draw in more good fortune. It's a mark of great standing and respect if you can get a druid

to come and eat with you on your first night in a new home - this tradition is more for the rural areas rather than the city or towns.

## IT'S A KIND OF MAGIC

Galea may be a realm, a kingdom, and a place of knights, swords and chivalry where the highest ideals of honor are kept alive, but a walk through the forests, into the rural areas amongst the village and town folk will reveal a land bathed in an understanding of magic.

Magic is an everyday part of Galean lives, it comes from their close associations with the druids, with the relationship Vol Al'Daya had with Cyria Eridor and their own experiences with the forces which defy reality.

The most common understanding of magic for the people here in Galea is such practiced by the druids; the people know this as one of the Four Paths: Nature, Earth, Sky, and Sea. These powerful practitioners instill in the people an understanding, respect, and knowledge of Life as well as their connection to the natural world. The druids strive to show folk of Galea the power of their magic, and how it harmonizes with the land, not bending nature to their will but walking alongside it.

Then there's sorcery, with Cyria's influence sorcerers of all walks of life are well respected, if somewhat warily at times by the people of the kingdom. In fact, as long as you're not trafficking in things forbidden magically, such as Darkness and Flame, you're pretty fine in Galea all told.

There are even a few Adepts who wander Galea, mostly Dregordian, though even in this cosmopolitan kingdom it is generally wiser for them to keep their abilities to themselves. Most people, be they common citizen or noble tend not to be terribly trusting of folk who may have the power to hear a thought or control others' actions with their minds.

Lastly of course the Church of Light has priests and paladins wielding the power of Light to serve those of Galea. These servants of Archanon - not to be confused with the false version preached by the Prelacy of Camon - are respected and trusted to a great extent, often serving as judges and arbiters, as well as healers.

The current King of Galea employs a Stonesinger to help him keep the city of Galadrea as beautiful as it always has been; he also has a Steelsinger for the occasion where he needs an exquisite weapon or armor crafted that defies human ingenuity and skill.

## GOVERNMENT - TITLES AND RANKS

Galea has long enjoyed a benevolent rule, thanks to the careful choice of rulers, the understanding of its class system and the fact the people are content to live by these laws and mandates, not have them thrown down their throats or enforced with an iron fist, even it were to be hidden inside a velvet glove.

These are the most common titles found in power and amongst the peoples of Galea.

### KING AND QUEEN

This is the title given to those who hold the High Throne, and are the rulers of Galea. Traditionally Galea has been ruled by a King, but there've been times when a Queen has sat upon the High Throne as well. This is normally the result of a king passing away, and in one instance tradition was abandoned due to the suitability of the candidate and the next eldest child, a daughter, was given the High Throne. Some of these events aren't recorded in this tome though, they're part of Galea's past and have shaped it, but there simply wasn't room to detail everything which has transpired.

In cases where Galea has a ruling Queen, if she has a husband, he is referred to as the Royal Consort. The authority given to this position depends on the queen in question; some have treated their Consorts as co-rulers, sharing everything with them, whilst others have relegated them to very minor functional roles of a figurehead, though they still enjoy the respect accorded to a Duke of the realm.

The King or Queen of Galea is also traditionally presides over the Council of Rulers, the collective body of monarchs and leaders of the various Southern Kingdoms which meet (or send their representatives) regularly to handle and discuss matters which affect them all. The ruler of Galea is usually responsible for compiling the Council's agenda.

The High Throne of Galea was traditionally given to the Al'Daya family, later the Aladays, and in a surprising (or perhaps not so surprising turn of events) the Argorn family was given the throne later down the line. Some say the Silver Unicorn was working behind the scenes, or perhaps it was another of the Ascended but the throne passed from Argorn to Argorn until it was given to Harald.

He married Brenda Aladay and she changed her name to Argorn to follow tradition, keeping the Aladay family name alive by making sure they had a trusted royal advisor at all times from the family.



When their son, Darien was born the attending druid, the midwife, the royal parents, and at least one castle servant are said to have witnessed silver light and a shape which could have been that of a unicorn upon the night of his birth. This auspicious sign marked this young man for great things it seemed. As he grew up, he proved his intelligence, kindness, and good sense time and again and in a meeting of the Council of Rulers it was decreed he should eventually be given the throne of Galea.

In 3121 he now sits upon the throne, his parents residing in the background. His eyes turn to Olara and cementing an alliance with Olara via Fara Messner, a woman he very much loves. Simon Aladay courts Fara's sister and sits as Darien's right hand advisor, keeping his young friend in check.

### PRINCE AND PRINCESS

These titles are bestowed to the offspring of the Royal Family. With the additional moniker of Crown Prince (or in some cases, Crown Princess) used to address the Heir Apparent to the High Throne. Currently the King of Galea has no Queen, though he hopes that will change soon. Children are something which he feels will happen in time if it's meant to be.

## DUKE AND DUCHESS

This is the title given to the heads of the current ruling Houses in Galea, those of the nine provinces. This title confers with it a great deal of power, responsibility, and respect from the noble and citizen population alike. In essence they're often considered minor kings and queens in this regard, holding command and control over large areas of land and its people.

## CITIZEN

Those who would be considered peasants elsewhere are actually citizens of the realm, this position is given to anyone of Galea who isn't of noble blood or birth, who serves Galea by performing a job or task which benefits the kingdom, or lives there and provides taxes to keep things running smoothly. These citizens of the House as they are often known serve the House which rules their province, and are given protections, privileges, and responsibilities befitting their station.

If a citizen wishes to change their residence and it puts them in a new location, such as a new province, he must attain permission from both his old House and new House to change his House allegiances - if he so wishes. Citizens are the farmers, laborers, soldiers, merchants, tradesfolk, and so forth. They

### Liner Notes: The Heir Apparent

As previously mentioned it's often the custom for one of Royal Blood to sit on the High Throne, this isn't always the case. There are plenty of instances where the sitting king or queen has chosen to invoke the Right of Designation. By Galean law, anyone, regardless of who they are, can be designated Heir Apparent by the current ruling monarch.

This law was enacted early on in Galean history, it exists for the express purpose of protecting the people from an otherwise incompetent or unsuitable leader who only ascended due to being born at the right time, in the right place, to the right people. There've been a few times when this law's been invoked, due either to the wisdom of the person on the High Throne or through the insistence of those around the throne with influence.

In all cases, the Heir Apparent (be they of the blood or not) must face the formal Judgement of Succession, administered by the Council of Rulers. The price of Galea's preeminence amongst the Southern Kingdoms is this vital, if normally no more than a ceremonial, process. The Council must reach a majority vote of acceptance to allow anyone new to take the High Throne.

can be called upon to serve their House and the Kingdom at any time, be it military or through some other needed task.

This gives them a great deal of personal freedom, perhaps more than is enjoyed by others in Shaintar, allowing them to be beneficiaries of both Galea's justice and mercy. This also extends to the non-humans who live in the Southern Kingdoms, thanks to the Council of Rulers; all who reside there are accorded the rights and title of citizen even if they're not human.

## COUNCIL OF RULERS

This is the collective name given to the voices of the various members, such as the rulers of the Provinces, the Quo-Unias of the Fae, the First Speaker of Mindoth's Tower and the Overlord of Lanthor. These wise folks make decisions which impact the greater good of Galea and see the Southern Kingdoms kept strong as a whole. They, as previously mentioned, are the only ones who can ratify a new ruler to take the throne if they're appointed by the Judgement of Succession.

## THE NOBLE HOUSES

### ARGORN:

The line which now rules Galea, stretching back to Evan Argorn and the formation of the Council of Rulers. They have strong ties to the Aladay family, those who came from the great warlord Vol Al'Daya. They're not really a noble house, but they rule Galea from Galadrea where the family is strongest.

### HOUSE AL'DAYA (ALADAY):

Those of the blood of Al'Daya, a strong line who has ruled Galea before, now acting as the advisors and friends to the Argorns. The Aladays know full well if the Argorn's wish it, they can step in and take the High Throne in peace - thus are the bonds of friendship between these two great names forged from something stronger than steel.

### HOUSE LYONN:

This house is a warrior house, a tough bunch of mighty soldiers and infantry came from this house and has assisted the throne on many an occasion. They serve faithfully and always have done, giving one hundred percent in any battle and standing until the last enemy is defeated.

### HOUSE AVANON:

A wise house with many druids amongst its ranks, House Avanon serves to foster the understanding between the people and the Ascended. Many of the druids both serve roles in Mindoth's Tower and officiate in Galean ceremonies.

### HOUSE FURREL:

What House Furrel doesn't know about commerce, trade and coin hasn't been written yet. Consummate traders and mathematicians, often folk wonder if they work with numbers as a hobby or have spent years studying them like an Adept controls the Way. They oversee the economic status of the realm, and ensure its growth.

### HOUSE DANATAR:

Inventors of the Combat Whip and masters of its use, these skilled warriors know their way around a whip and a blade. Danatar has long been holders of the combat tournament titles, until Lady Branwen Vale beat their champion a few years ago and has held onto the title ever since.

### HOUSE CRINN:

They won't admit it, but House Crinn make excellent spies. They're masters of song, dance, and entertainment. They write some of the most celebrated plays in all of Galea. This suits them perfectly, since they're also usually travelling abroad and learning all they can of enemy movements and secrets.

### HOUSE BARTOSSE:

The finest sailors, naval captains, and officers hail from the extremely skilled House Bartosse. If it can be sailed, they can sail it, if it needs to be explored, they'll explore it. House Bartosse has a long tradition of serving in the naval forces and has many skilled crafters who work at the shipyards.

### HOUSE PERENDEL:

These are the masters of the wonderful world of diplomacy, they serve in key roles facilitating difficult meetings and keeping the wheels of power from grinding against each other. It's many a time when a Perendel Naval Officer serving aboard a Bartosse vessel has prevented an unfortunate diplomatic incident with the correct understanding of proper protocol on the waves, when two ships pass from different kingdoms.

### Liner Notes: Gender Roles

From the very beginning Galea has had a progressive outlook, so men and women enjoy equal treatment under the law. They're equally citizens in all ways, and the only stick in the mud is really the custom of the various Houses. Defined gender roles are traditionally observed, but only if you want them to be. It's Tradition vs. Law - don't like being a lady of the house, grab a sword and go save the world! We don't mind, in fact, we'd rather you did that anyway!

With that in mind, we're looking at how the House title and Bloodlines continue - should a woman ascend to rule a House, she typically maintains the House name, even if she remarries (thus requiring the man to take on the House name as his own instead). In lesser instances, most families simply adhere to the tradition of the male's name defining the household surname.

Have fun with it!

### HOUSE KAHNAR:

Jack of All Trades, Masters of None. House Kahnar is filled with a variety of talented individuals, from those who cast magic, to those who wield a blade and many of its members go off to serve as Knights of the Golden Torch, exploring Shaintar, bringing with them both wisdom and steel. They're mostly warrior scholars with an incredible aptitude for the written language, and understanding of other languages.

### BLOOD AND SWORN

This concept runs through the core of Galea, those who are directly related to the ruling family of a House, through birth or marriage are considered Blood of the House. They have the greatest privilege and authority, carrying a high onus to uphold the good name of the House. The Blood of the Houses are directly responsible for the life or death of their people and, ultimately, their kingdom.

The Sworn are the highly valued servants, administrators, protectors, and other roles who serve the Blood of the Houses. They're not normally on the same level with the Blood, but are rated on the role they play - seneschals and diplomats are obviously rated higher than a cook, groom, or servant.

In truth, the Sworn can sometimes command more respect than the Blood simply from their position, a valued diplomat or seneschal may be more valued than a gadabout Blooded cousin. A good example of this are the Sworn Knights, who may not be Blooded, but are often considered to be of greater real station than many of those who are.

## THE ARMED FORCES OF GALEA

One of the most impressive armed forces in the Southern Kingdoms, Galea is known for its well-rounded army and boasts the finest cavalry, perhaps the finest in all of Shaintar.

### CAVALRY

Mostly based out of Vale, these are the finest riders the realm has to offer. Led by a charismatic young woman with flaxen hair, Lady Elspeth of Vale, a woman who's chosen to forsake her surname for reasons she keeps to herself.

### ARCHERS

Deft at moving swiftly through the forests, letting lose volleys of well-aimed arrows and hit and run tactics, these archer units are superb at harrying the enemy. They're often also used as scouts.

### KNIGHTS

The shield and sword of Galea's armed forces, the heavy hitters who fight on even against incredible odds, these men and women are truly inspiring to behold. There are three knightly orders currently active in Galea, mentioned further below.

### INFANTRY

The backbone, the rock, and the foundation upon which the army is built, these men and women fight hard and work hard. They're the stalwart line which takes a lot to break or the rushing onslaught to crash against the enemies' defenses.

### ARTILLERY

Thanks to dwarf construction and aid, along with their newly improved war mechanisms the Galean artillery is a force to be reckoned with.

## THE NAVY OF GALEA

As previously mentioned the majority of the naval fleet of Galea rests firmly in the hands of House Bartosse, with the exception of the Royal Navy and a few other corsair-like freebooters. It's an impressive force and capable of withstanding great odds - Galea is quite a kingdom of talented sailors, with many races serving on the water especially Dregordians.

## KNIGHTLY ORDERS OF GALEA

No look at Galea would be complete without reference in-part to the knightly orders which serve faithfully and have done so tirelessly for so long.

### ORDER OF THE SILVER UNICORN

The order only accepts members by special invitation; these are the true heroes of Galea and have served for a long time. The order is extremely talented, has at many times been sent on truly impressive special missions, and enjoys an incredible respect both within the kingdom and well beyond. If one wishes to join, one must be a true cut above the rest.

### THE GLEAMING SHIELDS

These knights are personally selected by the ruler of Galea, they serve as the King or Queen's personal bodyguard, can be of any race or gender and as long as they are faithful, true, and stalwart to their monarch and kingdom they're accorded all the freedoms they could possibly want.

### KNIGHTS OF THE GOLDEN TORCH

These knights wander the kingdom, go out beyond its borders and bring enlightenment to many - they are the classic warrior-scholars and are extremely adept at what they do. The Knights of the



Golden Torch have acted in the past as fair warning for when trouble comes to knock at the borders of the Southern Kingdoms and have rescued many people from danger across Shaintar.

## LAW

Galea is extremely benevolent, operating to the highest standards of honor and understanding - even great criminals can expect to have their case heard by the judges of the land, or even brought before the High Throne before judgement is indeed passed.

## CRIME AND PUNISHMENT

Petty crimes are taken before the local authorities which usually impose fines, a stern telling off, or some kind of community service. A thief might find he's helping the very market stall he stole from for a few weeks; many a new friendship has blossomed from such a pairing as well. Such public shaming works better than a day or two in the stocks here.

The more severe crimes carry harsher punishments, with murder resulting in incarceration or exile. There's no real death penalty, and if the High Throne must carry out an execution it'll be behind closed doors, quick, and relatively painless. Suffering isn't high on the Galean agenda.

## TRAVELLING THROUGH GALEA

Galea is a beautiful place full of majesty and wonder, from the mountains where the dwarven clanhomes reside, to the forests replete with hidden secrets. The rolling hills, vales, and dales make this country truly charming. There're also a smattering of interesting features, such as stone circles and numerous well-cared for cairns where the dead are buried.

One can expect to see knights on horseback and spectacle where ever they might look close to the cities, and even some towns. When the Galean army is on the move it's an incredible sight to behold; their ranks filing across the green and pleasant land under the High Throne's banner takes your breath away.

## GALEAN CITIES

Whilst Galadrea is an incredibly beautiful place (as previously described under architecture), there're numerous other cities in Galea just as stunning. It's beyond the scope of a tome like this to delve into all of them, but they all share the Galean's common design of functional and sturdy.

The influence of the dwarven clanhomes, such as Iron Song, can't be ignored and many Galean cities sport dwarven styled architecture, also previously mentioned.

## THE TOWN OF HADDERSEDGE

Welcome to Haddersedge, a small town nestled at the eastern edge of the Silverthorn Forest, between Ey'Solus and Riverend. Haddersedge is a farming community which has just expanded into town status, having a recent population boom thanks to the arrival of some of the folks displaced during these dangerous times.

### WHAT DOES HADDERSEDGE LOOK LIKE?

Haddersedge, when approached from the west looks like a town under construction, with several new buildings being erected and swarms of human, dwarven, and even fae crafters working on the various homes. The town is in the process of having a new external wall built, encircling the larger area and this is where the majority of the dwarf construction crews are focused. A visitor can see the dwarf craftsmen's huts not far off from the newly constructed sections of the wall.

Beyond the wall, the wooden and stone homes of the residents are slowly being converted. A massive undertaking is transforming this once rural place to something more; it's a hive of activity around the clock. Those buildings which are complete look much different, weathered wooden walls have been replaced with stone and durable rock. The old thatch is gone; dark green slates in its place provide a picturesque look to the whole town.

Apart from this, Haddersedge appears as a very pretty (ignore the construction) medieval town, surrounded by a few fields and at least one livestock farm.

### DWARF HUTS

This small collection of well-constructed buildings sits off to the western side of the latest construction project. Made entirely of dark gray stone, with slightly inclined rooftops, these dwellings serve the needs of the dwarven workers from Clan Iron Song who've stepped forth to help build the new wall for the town, amongst other buildings.

### LADY CHRISTINA'S MANOR

This impressive green slate roofed manor is where the Lady Christina resides; it's not walled off from the rest of the town or locked behind gates where guards patrol. It's been seamlessly melded into the Green Town portion of town and operates under a friendly open door policy. Anyone is welcome to visit and speak to the lady as long as they're polite and well mannered.

### MARKET SQUARE

This is the place where produce is sold, where the first few shops are being built to handle a larger influx of trade which comes from being a town and where festivals take place. It's the hub of social activity in the town, brightly decorated come festival days, and is showing signs of new construction where a new well is being built to better serve the town's needs.

### THE GRAY TREE

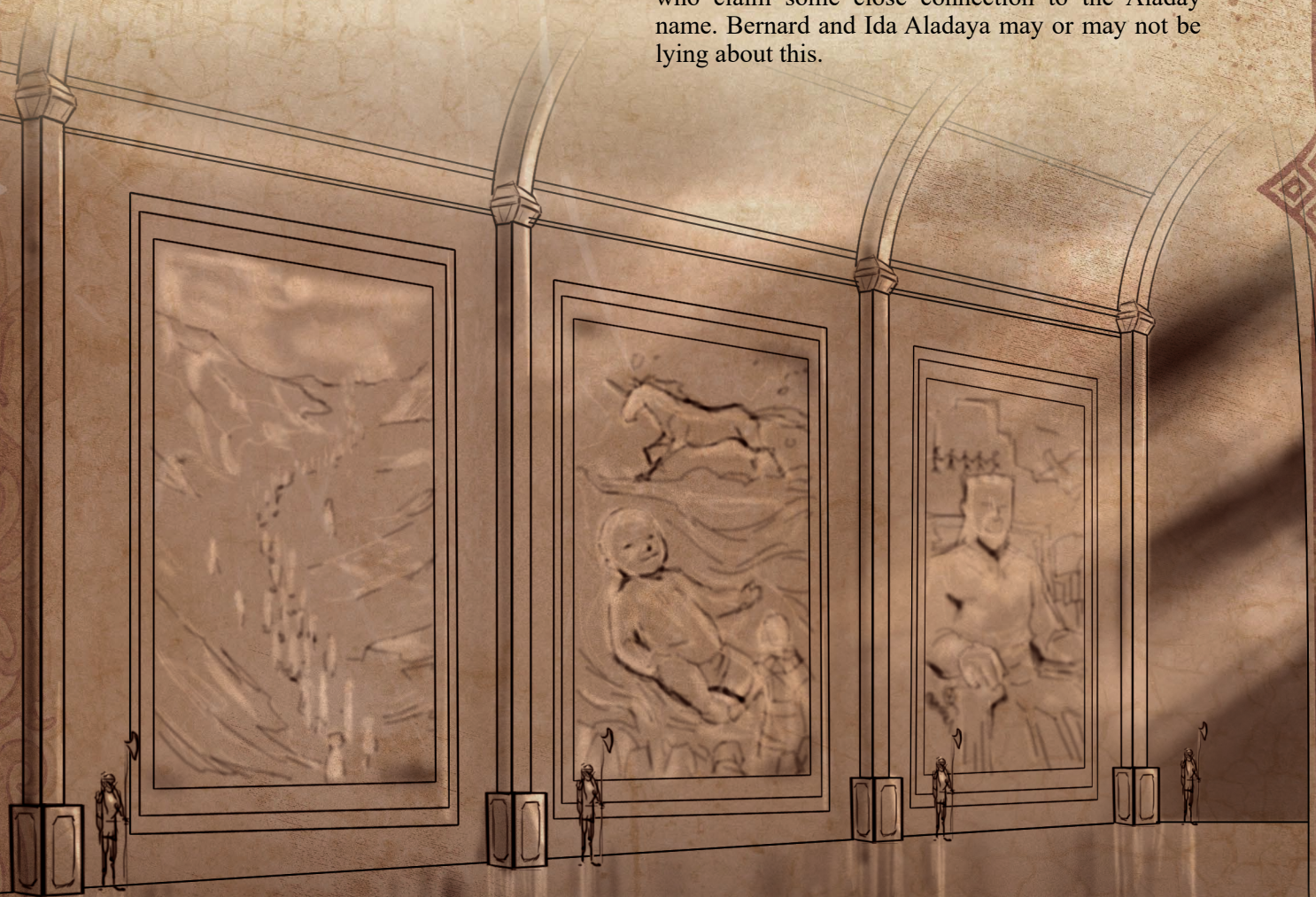
A modest sized tavern found close to the southern edge of the market square, run by a husband and wife from Galadrea, it's a pleasant place to catch a quiet nap, good conversation and sample some local cuisine.

### THE ROWAN

A tavern found on the upper east side of the Green Town, the Rowan is run by an alakar woman called Rowansilver. She caters for most palettes, including providing some dwarven cuisine cooked by her chef, a dwarf known as Brondyn.

### THE SILVER HAVEN

The only inn in the town, the Silver Haven is a comfortable place to get a good night's rest and is centrally located. It's dominated by pictures of the Silver Unicorn and run by a brother and sister pair who claim some close connection to the Aladay name. Bernard and Ida Aladaya may or may not be lying about this.



## OLD TOWN

This is the name given to the quarter of the town where the buildings still have yet to be renovated; the process is slow due to the need to ensure all residents have a place to live during the work. Lady Christina ensures that her citizens are well cared for, and so has made sure they do have a place to live whilst their home is rebuilt.

## GREEN TOWN

Green Town's where the new homes have been erected, so named due to the green slate roofs which dominate the skyline. The wealthiest residences are found here and the street leads directly to the central market. Citizen residences are comfortably mingled in with the rest of the town's more affluent residences, including some of those of House Blood who've come to the town to help it prosper.

## TOWN GUARD BARRACKS

The Town Guard is currently under the command of one Lady Branwen Vale. This Knight of the Order of the Silver Unicorn has pledged to keep the people under her protection safe and root out villainy where ever she finds it. A capable warrior and cunning leader, Branwen resides in the Town Guard Barracks, a modest building positioned centrally in the town, providing a better coverage for patrols.

**Branwen Vale:** She's a tall, auburn-haired woman, always prim and proper in public, but a real wild one when the doors are closed. She likes to drink, fight, and sing songs of glory. She's capable of taking on more foes than one might expect, and also knows how to comport herself socially. As one might expect, her skill with mounted combat is exceptional.

## BRANWEN VALE

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d4, Fighting d12, Healing d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Repair d4, Riding d10, Shooting d8, Stealth d6, Survival d6, Tracking d6

**Cha: 0 Pace: 6 Parry: 9 (1) Toughness: 10 (4)**

**Hindrances:** Heroic, Loyal, Vow (Knight of the Silver Unicorn, Major)

**Edges:** Archer, An Arrow So True, Brave, Brawler, Bruiser, Cavalryman, Horseman, Improved Frenzy, Improved Sweep, Knight's Valor, One Against Many, Rider of the Vale, Steady Hands, The Honor of Al-Daya, Trademark Weapon (Elvish Longbow)

**Gear:** *Enchanted Chain Armor (+4 Armor, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs ranged damage), Enchanted White Silver Longsword (+1 Fighting, Str+d8+2 Damage), Elvish Longbow (Range 18/36/72, Damage 2d6+1).*

## DRUID'S HOME

The druid Granwyn Kellanor resides here, a friendly man, acting as advisor in matters of Nature and Life. His dwelling is constructed mostly of lumber cut from deadfall rather than from freshly felled trees. He's friendly enough, though shares a dislike for the Priest of Light who lives at the newly built temple.

## CHURCH OF LIGHT TEMPLE

Not far from the druid's home is the newly constructed temple of the Church of Light. A relatively young woman, the priest and paladin by the name of Jiliane Rhodes serves the needs of those who follow Archanon. It's a beautiful building, but slightly at odds with the rest of the Glean construction, since it echoes the architecture of the Church's Camonere origins with a more ostentatious design than is really good for it.

## OUTLYING FARMS

A few farmers refuse to move into the town proper, so they have their farms in the outlying area on arable land to the east of Haddersedge.

## RULER

The Lady Christina Highwind is a scarred woman; she's got a lifetime of battle experience which covers her like a tapestry. She wears these marks as badges of honor. Her accent is a bit strange and everyone will tell you she isn't from around here. A short but imposing woman, with dark hair and gray-green eyes, Christina comes from warrior stock and always keeps her heirloom sword close to hand. Heartseeker is beautiful long sword with a silver hilt and a green stone set midway down the guard and is never far away, sometimes folk even catch her talking to it. See more: <http://bit.ly/1MoQp15>

## THE LADY CHRISTINA HIGHWIND

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d10, Intimidation d8, Knowledge (Cosmology) d4, Knowledge (Politics) d6, Notice d6, Persuasion d8, Riding d6, Shooting d8, Stealth d6, Survival d6, Swimming d6

**Cha:** +4 **Pace:** 6 **Parry:** 11 (4) **Toughness:** 13 (7)

**Hindrances:** Code of Honor, Loyal, Stubborn

**Edges:** Battle Hardened, Charismatic, Elan, First Strike, Hold the Line!, Improved Frenzy, Improved Trademark Weapon (Heartseeker), Knight's Valor, Leader of Men, Level Headed, Noble, Shield Expertise, Shield Mastery

**Gear:** Enchanted Plate & Chain Armor (+7 Armor, -6 Coverage), Enchanted Medium Shield (+3 Parry, +3 Armor vs ranged damage), Heartseeker, Enchanted Longsword (+3 Fighting, Str+d8+3 Damage, d10 raise damage).

## IMPORTS AND EXPORTS

Haddersedge imports a lot of craft materials at the moment, especially those which can be used in the construction of the town. It also imports tools and machines required for building, usually from the dwarves. For exports it usually sells livestock, farm produce and locally brewed ale and beers.

## ADVENTURE HOOKS

Haddersedge is the perfect place for heroes to use as a base of operations, in fact, it's ideal for a group of Grey Rangers to set up shop there. These adventure hooks have been designed to feed directly into the town and help it grow and prosper, while allowing heroes to protect it from the machinations of the Kal-a-Nar Empire and its agents.

## CARGO UNDER THREAT

What starts out as a pretty normal cargo protection run turns out to be something more, bandits under the direction of the Kal-a-Nar Empire's spy have begun to harass the town's supply lines. Whilst they're distracted dealing with this, the bandits sneak a spy or two into the town to report back to their boss.

## TROUBLE IN HADDERSEDGE

Building materials are being stolen, it turns out the bandits are trying to play a double-cross game with the Kal spy. They're taking tools and materials from the dwarf workers, trying to implicate town's folk in the thefts and smuggling the goods out of the town to make an extra profit on the side.

## MURDER IN GREEN TOWN

The Kalinesh spy kills the men responsible for betraying him, he then tries to hide their body and implicate the Lady of the town as the killer. The heroes are charged with the task of uncovering the truth; their investigation will lead them to the real murderer.

## SHOWDOWN

This final act of this small arc has the heroes confront the Kal spy, the bandit horde and put an end to the Kal Empire's actions in this part of Galea for now. What they do with the spy, how they handle the bandits, and how it all plays out should vary based on how they handled the previous stories. If they make mistakes and tip off the spy, he'll have a bigger force to face them down; if they're sneaky and work quietly, they might even take him by surprise. It should end with the heroes asked to join the Lady as her agents, to help protect the town and help it grow.

## NEW GALEAN EDGES

A land such as Galea requires heroes of skill, cunning, and honor to maintain the ideals which led to its foundation. These brave folk, whether common citizen or of noble birth, train and strive to protect their people and, indeed, those of the Southern Kingdoms as a whole. These new edges are but some of the ways they do so.

### An Arrow so True

**Requirements:** Seasoned, Archer, Trademark Weapon (Bow)

Once in a lifetime, anyone might hit a great shot. This Edge ensures your archer does it more than once in a lifetime. The archer always know when to let the arrow go, and it will find a target even if in shadow or smoke.

This Edge combines with that of Archer to reduce all called shot, range, and cover penalties by two. As well, you reduce lighting penalties by one (ignoring Dim, reducing Dark to only -1, and reducing Pitch Darkness penalties to -3).

### **Danataran Whip Combat**

**Requirements:** Seasoned, Agility d8+, Fighting d8+, Trademark Weapon (Danataran Combat Whip)

House Danatar are truly feared with their combat whips; this Edge is why. Danataran Whip Combat allows true command of the weapon, enabling devastating attacks as well as a disarm attack which can nearly tear a foe's arm out of socket.

A hero with this Edge, armed with a Danataran Combat Whip (see below), ignores the Parry penalty when wielding the whip and does Str+d6 (instead of the listed Str+d4). As well, they can perform a Disarm maneuver, ignoring the usual -2 penalty.

### **The Honor of Al'Daya**

**Requirements:** Novice, Spirit d6+, Special (see below)

Only those humans or Alakar born in Galea may take this Edge, as it represents a direct bloodline connection to Vol Al'Daya.

The Honor of Al'Daya grants a +2 on all Spirit rolls versus Fear or Intimidation, as well as to resist the puppet power. This stacks with Brave and other Edges that provide similar bonuses.

### **Knight's Valor**

**Requirements:** Novice, Spirit d6+, Fighting d8+, Special (see below)

This Edge is restricted to characters who either knights of some kind or have a similar enough role and background to warrant selecting it. The GM must approve any character taking this Edge. Those knights who take this Edge become true heroes in

battle; they can command their fellows beyond normal endurance and bring out the best from their comrades. It's as if they're in tune with the Silver Unicorn herself.

Knight's Valor counts as the Command Edge, both in terms of effect (granting +1 on all rolls to recover from Shaken for allies and friends within 5") and for qualifying to take other Leadership Edges. All allies gain +1 on any rolls to resist Fear as well.

### **Rider of Vale**

**Requirements:** Veteran, Cavalryman, Horseman

Riders of Vale are the best in Galea, and this Edge proves it. The rider develops incredible control and empathy with their mount. The tricks a Rider of Vale can do on their horse outshines many save for those of the desert.

A Rider of the Vale can perform a Trick maneuver using their Riding skill, opposed by the Agility of the target. This is a free action. As well, the Rider enjoys a -1 to be hit in combat while mounted.

## **GEAR**

### **Danataran Combat Whip**

(Str+d4, -1 Parry, Reach 2)

The Danataran Combat Whip doesn't do +1d6 on a raise. Instead, the target is at -2 Parry until their next action. Alternately, the wielder of the whip can force an opposed roll (attacker's Strength versus the higher of the target's Agility or Strength); on a failure, the target is tripped and lies prone.

