

THE WORLD OF FARLAND:

AN EPIC ROLEPLAYING SETTING



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OGL

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WHAT IS FARLAND?

Farland is a campaign setting for Dungeons & Dragons®, a roleplaying game. Specifically, it is a continent on a larger world called Nurion. This small continent is home to Elves, a tall and mysterious race; dwarves, a race of miners and craftsmen; humans, a flexible and prodigious race; and dark folk, creatures of shadows and evil. Farland is important, however, because it is the focus of a war for liberation. Currently much of the continent is ruled by the Seven Lords of Sin, fell creatures who rule with an iron fist on behalf of a more mysterious being, the Dweller in the icy and evil Wintervale. Farland consists of six human kingdoms and one dwarven kingdom, all of which are struggling for liberation from this oppressive evil regime. This site details the kingdoms, places, personages, and events of Farland and the wars for liberation.

FREQUENTLY ASKED QUESTIONS ABOUT FARLAND

What is Farland?

What is the D20 system?

What is Dungeons & Dragons?

What is a campaign setting?

What are the basics of the Farland setting and why is it unique?

What is Farland?

Farland is a d20 campaign setting. Detailed information about Farland can be found at www.farlandcampaign.homestead.com.

What is the D20 system?

The d20 System is the name of Wizards of the Coast's (WotC) role-playing game mechanics, based on Dungeons & Dragons. WotC allows third parties to use the D20 System without cost, as long as they abide by certain restrictions.

Please see <http://www.wizards.com/D20/main.asp?x=welcome,3> for more details.

What is Dungeons & Dragons?

Dungeons & Dragons is a roleplaying game now owned by Wizards of the Coast. It is the main game that uses the D20 system.

What is a campaign setting?

A campaign setting is a place in which a game master places his players characters to play a D20 game. It is an imaginary world with which his players can interact.

What are the basics of the Farland setting and why is it unique?

Farland is continent on a larger world called Nurion. The continent of Farland is vaguely similar to medieval Europe, with the addition of magic and fantastic monsters. Farland is unique because it has been conquered by evil: its kingdoms are each ruled by the Seven Lords of Sin who each personifies one of the seven sins of pride, lust, gluttony, envy, sloth, greed, and wrath. These Lords are overseen by their master, the Dweller in the Wintervale. For thousands of years the Dweller has been trying to conquer Farland, and after recruiting the Lords of Sin, he has finally succeeded. For 400 years, the Lords have ruled the land in

the name of the Dweller. This period is called the Dark Occupation. Recently, however, rebellion has begun in the east, and for the first time there is hope that the Dark Conquest will not be permanent.

BEHIND THE SCENES OF FARLAND

Designer's Perspective

Before the movie *Seven*, before the *Midnight*® setting, there was... *Farland*®. I began work on the world of Farland in 1992, and have worked steadily on it (sometimes more steadily than others). It differs from many published campaign worlds in several ways. First, I endeavored to give it a "hook," if you will: I wanted my heroes to start in the worst and most shocking possible scenario: under the rule of evil. For this purpose I invented the Seven Lords of Sin, each one corresponding to one of the seven deadly sins.

This brings me to my next point. I strove to keep everything in the world original. I invented an entirely new pantheon, new kingdoms, new cultures, and a 22,000 year history detailing the events of the past (I haven't fully put this history up on the site yet, because it is unavailable to my players.)

Viewers will undoubtedly notice a strong Tolkien flavor to my world, and this is intentional. Barring the fact that pretty much all fantasy owes an immense debt to Tolkien, I intended my world to be something of a tribute to the master himself. As such, my demi-human races are very Tolkien in flavor.

Third, the tone of my world was intended to be quite dark. This is a world that has lived under the yolk of tyranny for 400 years. Magic is scarce, inflation is high, and things are grim; this is a far cry from the popular Greyhawk or Forgotten Realm worlds.

Farland continues to be a work in progress. It has changed much, and undoubtedly will continue to change. But for now, I hope you enjoy my efforts and the efforts of my talented staff and contributors.

HISTORY OF FARLAND

The Elhil or Elves awoke first, in twilight, and wandered free for many years. The dwarves and other early races were born soon after, and by the whim of the gods, strife followed on their heels. Fantastic wars were waged during the Age of the Immortals, long before the first barbarous men ever walked the earth. But soon the Age of Men began when the original human kingdom Aelfar, now called the Ancient, arose in the East. Borrowing the learning of the demi-humans, this kingdom quickly rose to glory. Alas, it was not to continue.

The untimely fall of Aelfar resulted in the birth of five human tribes, which eventually went on to found the five human kingdoms, namely Kelerak, Daven the First, Zeland, Orland, and Farland the Great, from which the continent takes its name. Kale was established later, and her Kings are of the blood of Daven. Long did these Kingdoms dominate the land, fighting among themselves yet ever stemming the tide of evil.

The continent of Farland takes its name from Farland, the greatest kingdom within its borders. The kingdom of Farland was once the foundation of the Far Empire, but after the legendary Wars of Sorrow, Farland lost its grip on the other kingdoms. It never, however, lost its stature as the most powerful kingdom, for right up until the Dark Conquest, some 400 years ago, every Kingdom in the realm acknowledged Farland's might, either openly with tribute or by alliance.

Unfortunately, a dark power has existed since the beginning of time: Vornoth, the Walker in Darkness. This Vornoth, who should not be named, is the God of evil. As such, in the primordial beginnings of history, legends say, he recruited a being to be his emissary in the world. This being has been known from time immemorial as The Dweller in the Wintervale, or simply The Dweller. Throughout the endless march of years, the Dweller has had its evil hand in many things. Indeed it is whispered that the Wintervale was responsible for the beginnings of the Wars of Sorrow and the end of the Mighty Far Empire.

But the tragedy does not end there. For in due time, unsuccessful in its other evil endeavors, the Dweller began slowly and insidiously to formulate the scheme to end all schemes, a plan that would spell near doom for all of Farland. Using some secret ritual or artifact, it recruited seven personages, seven different beings to represent each of the Seven Deadly Sins. These creatures each came from a different race, and each seemed to be the sin personified that they were chosen to represent. The Dweller called them the Seven Deadly Lords, or the Seven Lords of Sin. The sins represented were: Pride, Lust, Gluttony, Envy, Sloth, Greed, and Wrath. The Lord of Wrath stood as Captain and Lord of the other six. With these evil beings each commanding a portion of its armies, as well as bringing their own resources to bear, the Dweller initiated a Blitzkrieg attack on the kingdoms of Farland. The last to fall was Farland herself, but in time she too fell. The Lord of Pride was set to rule Kale, the Lord of Lust ruled Kelerak, the Lord of Gluttony Daven, the Lord of Envy Orland, the Lord of Sloth Zeland, the Lord of Greed ruled the Dwarf Kingdom of Wawmar, and the mysterious Lord of Wrath himself was set to rule the Kingdom of Farland. And so for 350 years the land was locked in the evil grip of the Dark Occupation and the populace were chattel.

But over time the Lords grew lax from lack of resistance. Then, with little warning, goodness stirred in the West when a band of heroes led by Valanduil the Elf and Bartarius the barbarian were able miraculously to slay Thuldin the Fallen, the Dwarf Lord of Pride, and free Kale. They then proceeded to slay and banish the demonic Brathelathor, the Lord of Lust, and free Kelerak. They even managed to destroy Saithith the vampire, the Lord of Gluttony, thus freeing Daven, but there their luck ended and they were sundered to the four winds by the forces of the Lord of Envy. Thus, as of the year 8170 Farland Reckoning, the continent is divided, with Kale, Kelerak, and Daven free in the West while Zeland, Orland, Wawmar, and Farland remain under the Dark Occupation in the East. Indeed, it is whispered that the armies of the Lords are massing at the command of the Dweller, poised to retake the lands they have lost to the paltry Forces of Light.

Farland is just emerging from a "dark ages" period wherein the Lords of Sin have controlled almost all of the history that has been dispensed to humans. Although the history of Farland has been kept by the Elves for over 20,000 years, humans have only kept history for less than 9000, and most of that knowledge has been lost during the Dark Occupation. What is detailed above is a skeleton outline of what most players will know when they begin the game.

A NOTE ON RECKONING OF TIME

Men started recording history in the year one F.R. (Farland Reckoning). Some claim that they did record history earlier, and in more detail than the records that are currently available, but those records were lost with the fall of forgotten Aelfar. Thus the only human records currently available were recorded by Farland upon the kingdom's founding. The previous years have been speculated upon and pieced together by Farlandish scholars and scribes with help from the Elves (mostly King Meningol). This history is almost agreed upon as being correct.

Elves have kept an historical record from before the year 1 F.R. Elves mark their reckoning with an E.R. (Elhil Reckoning) or an E.D. (Elhil Documenting), and records from this time denote the period before the time of the ascendancy of man from relative barbarity. While the Elves were willing to help Farland piece together the history of what they call "The Age of Man," they feel that the history of the "Age of the Elhil," what humans call the "Age of the Immortals" is the province of the Elves.

Most articles on this site are set in the year 8170 F.R., unless otherwise specified. While Farlandish reckoning is the standard method of measuring time, different kingdoms have their own personal measurements. What follows is a chart of the current year, depending on who is measuring it.

Year	Designation	Reckoner
8170	Farlandish Reckoning (F.R.)	Farland (Standard)

21,686	Elhil Reckoning (E.R.)	Elves
18,686	Khazak Reckoning (K.A.)	Dwarves (From the founding of Liferock)
350	Post Conquest	Occupied Kingdoms
9	Post Liberation (P.L)	Liberated Kingdoms

GEOGRAPHY AND CLIMATE

Physically, Farland is but one continent on a larger planet. The elves call this planet *Nurion* pronounced NEW-ree-ahn, with a trilled R. The word means "Shattered Jewel." Farland is known as the "world" of Farland, however, because it is all that is known of the entire world, at least to the inhabitants of the sub-continent. This is similar to the situation in Europe when the "New World" was discovered; it was literally a New World, because the entire world had been Europe and Asia.

Geographically, the known boundaries of Farland span about 2400 miles East to West, or about the distance from New York City almost to Las Vegas, as the crow flies. North to South, Farland spans about 1300 miles, or around the distance from Minneapolis to Houston, again as the crow flies. Thus the continent is about 2/3rds the size of the United States. Of course, maps of Farland are rare, especially in the dark times.

The Northernmost edge of the world of Farland lies at 40 degrees North latitude, however, the entire continent is at a relatively high altitude. Thus the southernmost boundaries never get as hot as Northern Texas or Southern California. South Western Farland is also subject to a Summerly jet stream that blows off the Endless Sea. Much like England, this air current serves to temper the weather. For this reason, the summers in South Western Farland are only slightly hotter than the summers in Northern Farland. This weather anomaly also makes the summers there prone to large thunderstorms. Northern Farland gets quite cold in winter. The average daytime temperature in Elder Daven City, Daven (34 degrees North Latitude) in July is only 84 degrees, while the average temperature in Dragonspur City, Kelerak (42.5 degrees North latitude) in July is 80 degrees. The average daytime temperature in Elder Daven City in January is 49 degrees, while the average in Dragonspur City is below 30 degrees.

Some other average temperatures in daytime in degrees Fahrenheit:

Location	Latitude	January	July
Barbarian Lands	37 N	23	70
Kale City, Kale	29.6 N	40	89
Orland City, Orland	30 N	42	91
The Far City, Farland	34 N	38	86
Summervale, Belendale	35 N	23	72
Nameless City*, Wintervale	35 N	15	32

* The Nameless City is locked in the expanse of the Great Glacier, a mysterious weather anomaly.

Climate types ranging from somewhat hot (the Zeel Flats of Daven), to very cold (the Barbarian lands and the Great Glacier), as well as heavily forested (The Belendale), mountainous (The Grand Peaks), or savanna (The Horselands of Zeland and the plains of Orland) can all be found in the expanse of Farland.

The planet on which Farland is located is roughly the size of Earth, although the human kingdoms use the Farlandish calendar, which has an even 360-day year. This means that there is a calendar deficit which must be made up every three years. Nurion has but one visible moon (called *lluminal*, from the Elven) and one sun. The constellations, of course, are very different.

The population of Farland is currently unknown. The majority of intelligent beings are human, with orcs and other goblinoids likely being a not too distant second. Demi-humans are more rare. The Kingdoms of Farland are vaguely similar to medieval Europe, except for the drastic difference of the Dark Conquest.

KINGDOMS AND PLACES

Kale

The most provincial, but also the most rough and ready Kingdom of the Far West, Kale is reminiscent of Ancient France or Gaul. Bordering on the unexplored lands to the West, they have long held a frontier mentality. This mentality, plus the fact they were only loosely overseen by the evil forces, has allowed them to become a relatively unified Kingdom in a short span of time after the liberation. The current ruler is a charismatic Nobleman named Milon Dukalle, who claims lineage all the way back to King Kale himself. He rules from the city of Kale, boasting a population of over 30,000. Kale is situated to the West of Kelerak and South of the vast reaches of the Belendale. This kingdom was ruled by Thuldin the Fallen, the Lord of Pride, until he was slain in 8160 F.R.

Standard of Kale: *Ermine, two bearded axes crossed proper.*

DETAILS ABOUT KALE: HISTORY, POLITICS, AND CULTURE

Around the year 5250 F.R, the barbarian tribes in the vicinity of present day Kale started to unify against the growing threat of goblins and other evil creatures to the east. This was the beginning of a great chiefdom known in latter years as Jundland. In the year 5275, the great Shaman Beornhelm became chief of the Junds. Jundland was located in the area of present day Kale City. Twenty five years after Beornhelm came to power, a great and terrible army of goblins and hobgoblins attacked Jundland from the east. Under the leadership of Beornhelm, the people of Jundland were able to repulse the evil forces, though losses were staggering. Thereafter, for many years Jundland knew peace and grew stronger as more of the surrounding barbarian tribes joined Jundland. Then in 5314 tragedy struck Western Farland in the form of the Red Plague. Jundland was most heavily hit of any place in the land. The might of Jundland was broken and fighting men became scarce in the land that once was known for its ferocity. Then in 5320, the forces from the east came again. This time the goblins and hobgoblins wiped out Jundland and survivors were few. These survivors escaped to the wilderness to the north and over the following centuries the people reverted once again to barbarism.

Kale is the youngest of the kingdoms of Farland. In the years after the fall of Jundland, Kale was inhabited by many barbarian tribes. They were mostly hunters, trappers, and woodsmen. These peoples were totemic and otherwise non-religious. Perhaps the only knowledge they had of organized religion came from their rare contact with the elves to the north. In the absence of organized religion, they turned to hero worship and their traditional holidays venerated strength in the hunt. On the first of the year, which they celebrated every ten moons, young men would venture into the wilderness alone to hunt barehanded. Any man who returned with meat for the tribe would become a man of the tribe during a coming of age ceremony. This was a perilous time for the young men of Kale. Many never returned and superstitions abounded pertaining to the forested wilderness to the west. Tribes had no central leadership and the lifestyle for these barbarians revolved around loosely organized groups of extended families living in independent homesteads.

In the year 6517, a charismatic young barbarian of the clan of the stag to the west near where present day Krak's Hope is located, recalling legends of the might of Jundland, thought once again of unifying his people. Young Louis, in order to assure his power, started killing off prominent men of his tribe surreptitiously, and later more openly. As he dispatched those who would oppose his rule, he declared himself leader of the Clan of the Stag. Rallying the remaining members of his tribe behind him he started bringing other tribes in the area under his control. Thus when Lord Kale entered the lands in 6560, Louis of the clan of the stag had already become a powerful leader in his own right. Lord Kale, ever the diplomat, used Louis' power to his benefit, married his daughter, and through flattery and gifts beyond anything Louis had ever seen, secured Louis' loyalty. Thus Louis did much of the work of unifying the peoples of Kale and the timely arrival of Lord Kale saw the birth of the fledgling kingdom. Many of the traditions of the native barbarians have survived to present day. The celebration of the New Year is still celebrated, though men are permitted to go in groups on their hunts and are now typically armed. Organized religion has still failed to completely take hold in Kale, and veneration of young strong men, (and the historical legends that abound about the astounding feats performed by these men) is still practiced.

Due to the individuality of the natives of Kale, cities were slow to form and for nearly a hundred years, Kale City to the south was the only city of note in the fledgling kingdom. As the threat of war always loomed, more and more people turned to city life and the villages of Dael and Bael became great cities in their own right. These two cities were originally small trading outposts established by Lord Kale himself. They were also used for communication with Kelerak and the elves. Thus their names are Davenian in origin, as Lord Kale is from Daven (the names of Daven have a Germanic flavor). Bowing to the ancient barbarian belief of power in rhyme, Kale named the three places that he founded with rhyming Davenian names. Other cities retained their original Kalias names (the language of the barbarians of Kale is similar to ancient French), such as Fort Rienne. As Lord Kale established himself as king of the new Kale, he gradually brought all of the barbarian clans to recognize him as their ruler. This was not exceedingly difficult as they were unorganized for the most part and those that had been organized were organized under Louis' rule. Louis died in the minor war that started as a border dispute with Daven in 6598 F.R. Lord Kale made Louis' four sons captains in his army and later his own son, born from the union between himself and Louis' daughter, was named Louis the second and came to power in 6603 (F.R.). Throughout the following centuries the now King Kale and Louis the first's descendants worked to make Kale a powerful kingdom in its own right. Bael, Dael, and Kale city were established as the main centers of political power and the surrounding lands were divided into three city-states, each with the right to govern its own affairs, although each was ultimately loyal to the king in Kale City. True to the traditional politics of the land, each town or city enjoys its own power and is ruled by a baron who in turn commands knights and lord knights, and the supreme power in the land is recognized as the king in Kale City.

Peace was known in Kale for nearly three centuries under the rule of the descendents of Louis and King Kale's progeny. Then in 6900 an alliance between Daven and Kale was formed, and the Decadion War began with the combined forces attacking Orland. Daven eventually fell to the combined might of Orland, Zeland, and Farland in the year 6990 and Kelerak was forced to cease trade with Kale. Then, in 7010, with help from Kale and Kelerak, Daven was able finally to expel the forces of Orland from its borders. Kale was further attacked in the ongoing wars by the Eastern Alliance in 7168 but was able to maintain a temporary victory, and in 7169, in the Battle of the Bend, Kale expelled the troops from the east. The following year, though, Farland returned in force and the fighting continued until, in 7172, Kale's armies were defeated at the Battle of Fenmire. The heroic and legendary Captain Aurel martyred himself so that his men could successfully retreat, thus preventing a total massacre. He was later immortalized by Guisson the poet in "Aurel's Gift." Kale continued to suffer under the might of Farland's fighting prowess. In 7173, Kalais forces were again defeated at the Battle of Kale. Farland and the Eastern alliance pressed on to besiege the city of Kale. Then in 7175 Kale surrendered and was annexed as a province of Farland.

For a period of time thereafter, the Kings of Kale were petty and subject to Farland in all their decisions, and their will was not their own. King Turpin, wandering in sorrow for his lost freedom in the eves of the Greatwood, chanced to meet there a beautiful elven Lady named Rilia. The two fell in love and Petty King Turpin took Rilia to wife; soon she bore him a daughter who was to change the fortunes of Kale, at least temporarily. During the following years, the spawn of their union, the great leader, Queen Sybille Halfelven of Kale, known as The Diplomat, convinced Farland to withdraw from Kale after intense negotiations. Kale agreed to pay yearly tribute. Sybille herself had a daughter she called Belle, who was espoused to King James of the Green Throne of Kelerak. Therefore the blood of the Elves passed also into the line of Kings of Kelerak. The centuries passed thus, with Kale paying tribute to Farland, and Kale prospered as much as can be expected under such conditions.

Then in the year 7439, the dark days of Kale began anew as the court wizard Jaef became the power behind the throne of King Felmat of Kale. Taxes increased tenfold during the years of Jaef's power, and individual freedom, long held sacred by the denizens of Kale, was abolished. King Felmat publicly declared that commoner's lives were the exclusive property of the crown. In a display of power he ordered Jehan, the Captain of Felmat's guard, who was in Jaef's employ, to take ten random commoners in the assembled crowd and summarily put them to death. Sacrifices were also demanded daily from among the populace and it was rumored that these unfortunates were the victims of vampirism. The populace was astonished and word spread surreptitiously that Jaef was the cause of all such grief.

In the year 7487 hope stirred in Kale. A group of heroes was able to infiltrate the castle and slay the court wizard Jaef. They secured many powerful artifacts from Jaef as weregild for their wounds and loss and fled Kale City, fearing the wrath of Jaef's many and terrible agents. Jaef was not dispatched easily, however, and the heroes were severely wounded in the battle. Jaef's most deadly followers were indeed vampires he had long ago summoned to aid his cause. They had long escaped notice hidden deep under the castle in a secret chamber. Jaef had become a powerful mage over the years and his greatest fear was death. Therefore as he grew in age, he called on evil magics and rituals to grant himself immortality. He had since become a *lich*, a living undead wizard. He had secreted his phylactery, an amulet that he kept in the secret chamber beneath the castle guarded by his vampires, and there his spirit was set to flee if ever his original body were destroyed; hence Jaef guarded himself doubly against death. He was extremely paranoid, however, and only his two vampire servants, himself, and Jehan, the corrupt guardsmen, knew of the location of this hidden chamber. After his death, he was able to instruct his followers speaking to them from the phylactery amulet. He ordered them to follow the fleeing heroes in order to recover his powerful artifacts and a strong human body. Jaef's spirit would be able to live again within this host. The heroes fled far and fast, though their flight was hindered as they were severely wounded from the battle. Worse, one of their group, a mighty cleric of Bestra, had fallen at Jaef's hand; thus healing was impossible to the group. Rest was also denied them, as they were forced to keep moving harried during the day by Captain Jehan's forces and at night by Jaef's loyal vampires. The chase finally ended near the town of Wotun. After a night of defending themselves from the attacks of the vampires, dawn appeared over the horizon and the heroes were finally able to kill the last of the undead servants of Jaef. Just after dawn, however, Captain Jehan appeared on the scene, and the exhausted heroes fought valiantly, dispatching all of their foes except Jehan himself. The battle cost them dearly, however, and as midday approached, the leader of the group, the great warrior Bruyant alone remained alive to face Captain Jehan. Fatigue and lack of rest coupled with his many near-mortal wounds, finally won out and Bruyant fell after a valiant fight. Captain Jehan did not emerge unscathed, however, nearly dying himself in the battle. Meanwhile the townspeople of Wotun had been watching the battle and though timid, were sufficiently enraged to see the valiant heroes fall that they were moved to attack Captain Jehan even as he searched for the artifacts of Jaef. Given Jehan's much weakened state, the townspeople easily overcame him and the last of Jaef's servants fell. The townspeople, being simple folk, did not recognize the artifacts as such and buried all who fell that day with their belongings in their local cemetery, as was their custom. Thus Jaef's plan failed and his spirit was locked in the amulet in the hidden chamber beneath the castle in Kale City for centuries to come, for none were left alive who knew of the secret location.

Thereafter, Kale became more or less peaceful, until again peril again came marching from the east. Because of the dark designs of the Dweller, long brewing, an organized army of goblins and goblin-kin marched on Bael led by the Lord of Pride, Thuldin the fallen. They attacked Bael in the year 7790 but failed to take the city. Later that year the mighty city of Bael finally fell under renewed attacks. Two years later Kale City also fell to the Lord of Pride and the dread years of the Dark Occupation began, as the rest of the continent also fell sway to the evil. In the year 7802 the elves attempted to free Kale but after initial success were driven back into the safety of the Belendale. In the following centuries Kale suffered greatly at The Lord of Pride's hand until in 8161 the Elhan Valanduil, the northman Bartarius, and their friends were able to free Kale, although Valanduil unknowingly found the amulet of Jaef and bore it with him, a deed which would later allow the fell lich to return to the world. The two heroes set up a nobleman by the name of Gaidan tentatively as leader of the newly liberated Kale, ruling from the city of Dael. Thinking the kingdom safe, the heroes Valanduil and Bartarius left Kale to try to help Kelerak. Gaidan's rule was short lived, however, as in 8162 the evil hero-assassin Bolg-gatha and his adventuring party The Eye secretly entered the Kingdom of Kale. In a bold maneuver they invaded the city of Dael and slew its newly named Lord. After a fierce battle they escaped back into hiding. Thankfully, in the once great capital of Kale City to the south, there was another who was hard at work to ensure the freedom of Kale.

One of the most respected of the noble families in Kale City before the evil occupation were the valiant family Dukalle. Claiming descent from the original Lord Kale himself, The Dukalles were always known not

only for great wealth but also for profound generosity. While they suffered greatly under the rule of the Lord of Pride and many were slaughtered wantonly by his forces, the family lived on mostly because the family Dukalle had been instrumental in Kale's great port trade. Taking great pride in his kingdom's fame and not wanting to risk that fame, Lord Thuldin allowed the family Dukalle to continue its operations relatively unobstructed. Therefore some of the family survived through the occupation while other noble families were entirely wiped out. Thus when liberation came unexpectedly from the north, the generosity and nobility of the remaining Dukalles helped unify the people of Kale City and give them hope. The current head of the family and central in his family's efforts is the charismatic Milon Dukalle. Milon grew up travelling the trade routes so important to his family's position. From the mighty cities of Dael and Bael in the north to the mines of Bessell and ever southwards to Kale City, Milon traveled alongside valuable shipments of trade goods. This life hardened him as monsters and brigands ran rampant under the time of occupation. From an early age Milon learned that there was a time when a well-placed word would save a man's life and others when a man's life depended on his skill with the sword. Milon's father taught him in the ways of great leaders, and his lessons were often dear bought as the penalty for failure was often death. Milon was a good student, though, and of necessity learned quickly how to use his sword to great advantage and became renowned as a master swordsman. Back home in Kale City, he also quickly learned the importance of using his sharp mind and able tongue to talk himself out of life threatening altercations with the Lord of Pride's forces. The people quickly learned to look to Milon when decisions were needed and he enjoyed widespread support amongst the citizens of Kale City. Thus after Gaidan's death, the kingdom needed a leader and Milon saw his chance. Ever a man of action with a streak of ruthlessness, he stepped forward in Kale's time of need and declared himself the rightful ruler of the kingdom. Early after Gaidan's assassination, several noblemen attempted to step forward, but Milon used his charisma and his skill with a sword to oppose them politically or militarily, and he handily dealt with all comers, claiming for himself the title of King. Since these initial skirmishes his rule has gone unopposed and the kingdom of Kale has started to grow again in might under Milon's firm hand.

King Milon Dukalle's history and statistics

DAILY LIFE

In peaceful times, the people of Kale, (*Kalais* as they call themselves, or *Kalish* for the outsider) are perhaps less religious than their eastern neighbors. The average peasant strives to be independent and provide for his family from that which the land provides. Hunting and trapping are necessary skills for all Kalais men, and though farming is also a necessity, meat is usually procured from the abundant game in the forests of Kale. Children are brought up listening to tall tales of supernatural men who wrestle wild boars to submission bare-handed and shoot mighty stags dead with a single arrow from a hundred paces. Kale has had a history of strife, however, and the populace is easily turned to prayer when a priest of Bestra or Calbran is about during these times. Thus Kalais commoners are known for a combination of hero worship backed by an inherent faith in the power of Calbran and his lady Bestra.

Horses are very much sought after as the sign of a wealthy man in Kale, though they are rare compared to other kingdoms such as the plains kingdom of Orland. While horses are not as important for transportation in Kale, they are important for the hunt that is so popular among the Kalais. Most commoners of Kale will never be able to afford a horse, however, and thus perhaps even more coveted than horses are hunting hounds. A man without a dog is a rare sight outside of the cities. These faithful companions offer additional protection when alone in the wilderness and are quite helpful when hunting. Wealthier men often hunt together and the baying of hounds can be heard for miles as they pursue their prey.

Wheat is the primary crop grown in Kale and is cultivated mostly along the banks of the Dalewash. To the north barley and buckwheat are hardier and thus usually are grown in favor of wheat. The rich farmlands to the northeast in the region of Bael are used primarily for the cultivation of the grapes native to the area. The preferred animal for plowing the fields is the ox, however donkeys and even mules are more common due to the high expense of an ox. Farming crops are more profitable as an export than for one's family's sustenance. Thus most Kalais stick to traditional foraging and hunting for most of their own food and export their crops to bigger cities for profit, using the money to procure farm animals and tools as well as hunting

implements. As subsistence farming is rare in Kale, usually many families will band together to work the fields and will split the profits working together with the transporters' guild to get their product to the cities.

DANGERS

Kale has been beset with many dangers throughout its history. Not only have Daven and Kelerak disputed its borders over the centuries, but the Western Wilderness has long been troublesome as well. Wild beasts and wandering monsters have often left the depths of the western forests to attack the human settlements of Kale. More recently, the kingdom of Kale fell to the Lord of Pride, an emissary of the evil forces who seized control of all civilized lands of Farland roughly 400 years ago. During the Lord of Pride's occupation attacks from the wilderness became yet more frequent as evil within the forest grew stronger and less wary of humans. Before the occupation, every year stalwart men would venture into the wilderness to the west and attempt to stake claims there. For some years the borders of Kale thus were moving steadily west as these men armed with their preferred woodsmen's axes would repel beasts and lesser monsters who would creep out of the depths of the forested wilderness. However, since the occupation, this practice has been stopped and men have turned to desperately defending their families and thus the traditional homesteading tradition of the men of Kale has become less common and Kale has become a land of forts heavily defended from outside attacks.

Kalais also suffer from diseases such as the Coughing Plague and the Red Plague, as well as other epidemics, though they are much more of a threat in large cities. Disease was a much larger problem during the years of occupation since people moved to the cities for protection. Traditionally, and now once again since liberation, people tend to live apart from one another, and homesteading is common. Traditional customs pertaining to illness require those who become sick to leave others and travel into the forest until they have regained health. Traditional knowledge of wild healing herbs is also widespread. Thus for many Kalais, disease is less of a problem as in other parts of the world.

FOOD

Food is a driving force in the life of a commoner of Kale. Foraging brings food to the table more often than farming. Though rich farmlands abound on the banks of the River Dalewash, these fruits of the land are mostly used to feed the populations of the larger cities. A good part of all the crops grown in this area are shipped down river to Kale City. Thus the average peasant is left to forage for wild flora and fauna and meals are usually a soup or stew, called potage without meat and ragout with meat. Denizens of Kale are luckier than most in Farland as game is abundant and therefore protein is not as scarce as in other parts of the continent. Rural citizens of Kale are especially lucky in this respect. The many forests of Kale provide plenty of meat to a good hunter. Dairy products are especially prized and while the wealthy and ruling class are known to have an affinity for cheeses, it is not rare to find a commoner who has never tasted cheese and many haven't even heard of this delicacy. Milk is considered an incredible treat to most and herdsmen therefore are held in extreme regard.

When Lord Kale founded the kingdom of the same name in the year 6560 F.R, an astounding discovery was made to the great joy of the these founders of the kingdom. Wild grapes were found growing throughout the region. Lord Kale, (finding their taste much to his liking,) showed great foresight and immediately ordered these grapes to be cultivated in the area around Kale. While these grapes were delicious and unlike anything Lord Kale had ever tasted, they were nothing when compared to the variety of grapes growing naturally to the north near the lake west of Bael. Humans had yet to learn the art of winemaking as wild grapes are rare elsewhere in Farland. The Elves to the north had long known of the superior quality of the grapes surrounding the lake to the west of Bael and its surrounding valleys. As Lord Kale and his followers explored north, they were met by the elves and were taught many things including the art of making wine. The Kalais, having a taste for strong drink, were able to discover the making of port and it is port that Kale is now mostly known for as opposed to fine wines. Kale today is known far and wide for its grapes and the

resulting grape juice, port, and rather expensive wine from the region of Bael are known as far as the Dwarven kingdom of Wawmar, where it is especially prized. Visiting dignitaries to Kale are treated to meals of bread, wine, and cheese, a combination hard to come by elsewhere in the lands of Farland.

LAWS

Traditional law prior to the arrival of Lord Kale from Daven was unorganized and varied greatly among the various tribes. Common across the lands however, was the custom of dueling, or la lutte. A man, or woman for that matter, was able to challenge another whom he or she felt had committed a crime, to a duel either to first blood or even to death. Another common way of dealing with crime was the paying of a weregild, traditionally in the form of enough meat to hold a feast for the entire clan. More serious crimes were settled by the payment of a weregild of a horse or in rare cases several horses. What leaders there were often meted out punishment in the form of banishment, and the accused would be forced to go off alone, unarmed, into the forested wilderness to the west, never to return. Lord Kale brought a more modern set of laws patterned much after the laws of Daven, though traditional justice is often still practiced in rural areas even today. The laws as set by Lord Kale and later modified by his descendants and as enforced today by King Milon are as follows:

1. Worship of any evil God, including but not limited to the Dark Walker, whose true name shall not be uttered, is hereby deemed unlawful and punishable by death.
2. All citizens of the mighty kingdom of Kale shall swear fealty and obeisance to the king and his consorts and shall follow all rightful decrees he should wish to enforce.
3. His majesty the king shall moreover have to the right to modify any existing law at any time as he sees fit or implement new just laws at will.
4. In the event of murder, let any man, woman, or child have the right to avenge him or herself. Said revenge must be witnessed by at least two other citizens of Kale. If one wishes to forego this right, the leader of the city-state in which the murder occurred may deal justice.
5. All beasts of burden are only to be sold within designated markets in designated market towns. All sales must be witnessed and finalized by the market captain in such designated markets.
6. Any and all of these laws are applicable to citizens of Kale and only citizens of Kale. Any foreigner in the kingdom of Kale must declare himself to local authorities within three days of entering the kingdom and will pay a one-time immigration tax of 10 silver per party.
7. Any foreigner wishing to become a citizen of Kale may pay a one-time processing fee of 10 silver directly to the king in Kale City and then his or her application will be considered by the king himself.
8. No baneful enchantments are to be cast upon the citizens of Kale under penalty of banishment or death.

These 8 laws are considered sacred and are enforced when necessary, though individual power is considered one's right, and thus men are left to fend for themselves in many cases.

TOWNS

The capital city of the kingdom is Kale City to the south. Bael, to the northeast, is second only to the capital in size and fame. It owes its fame largely to the naturally occurring large and luscious grapes found near the lake west of Bael and now cultivated in all the surrounding lands around Bael. Most other large towns lie along the banks of the River Dalewash. Far to the north almost to the borders of the Belendale lies Dael, a city made famous for its rich farmlands. Dael has also been the historical trading post with the elves to the north, though it has been many years since this trade has prospered. Krak's Hope to the southwest of Dael is mostly known as an outpost of Dael. It grew immensely in size during the years of the evil conquest as men retreated from their homesteads to the west and took up city life. Nice lies to the south of Dael and is another port city on the Dalewash. As it is connected to Bael by road and Kale City, it is one of the most important ports of Kale, as the wine from the Bael region is brought overland to Nice and then shipped south by ferry to Kale City. There is now a near forgotten road leading westwards from Nice. Some say this road once led to an outpost city within the Western Wilderness, and others say that every fifty years or so elves are seen making their way westward using this ancient road. Most deny that it is even a road, though, these days as it is so badly overgrown. Fort Tress lies to the east of Nice on the edge of the Woods of the Lake, and is a rather large outpost along the road north to Selblat and then on to Kelerak and east to Bael. To the east of Nice and Dael and north of Bael, and connected to these cities by road, lie the cities of Selblat, and the outpost of Fort Sont, both trading cities on the road to Kelerak. Further south along the Dalewash, Camorford acts as a small port town for the outpost towns of Agraton and Fetorville. Though life is perilous in this area due to the proximity of the Western Wilderness, many choose to live in the area, for work is plentiful. Fetorville, though small, knows fame for its superior carpenters and woodworkers. Camorford is also known for its shipbuilding. Fort Rienne lies further south along the Dalewash and serves mostly as protection for the cargoes ferried south to Kale City and on to Daven, and those cargoes originating from the south and traveling north. Fort Rienne is also the port city for the mining town of Bessell to the east. Bessell is located in the hills west of the Kale Mountains, and there iron deposits have been found in abundance and even trace amounts of copper and silver.

GUILDS

Considering that Kale is bordered to the west by untamed wilderness, the guild of transporters is very important to the Kalais. Caravans of covered wagons drawn by oxen are the preferred method of travel for anyone travelling long distances. The guild of transporters has headquarters in Bael, Dael, and Kale City. They do a thriving business due to the trade goods that must be transported between these cities. Lesser offices are located in Camorford and Bessell transporting wood and iron ore. Another similar and important guild is the river-sailor's guild with offices in Kale City, Fort Rienne, Camorford, Nice, and Dael. The guild of boatwrights is especially powerful in Camorford. Ferries are the most common ship built in Kale and use the current of the mighty Dalewash to travel south and are pulled back north by oxen or mules. In Fetorville is located the main office of the guild of carpenters and woodworkers. Due to more than a thousand-year history of crafting wood products and the ready availability of wood in the forest to the west, these men have earned great fame as master woodworkers. There is a secondary office in Kale City where they mostly deal in business matters trading and selling their goods. The guild of miners is located in Bessell and nearby Fort Rienne. Smelting is underdeveloped in Kale and most of the ore mined in Bessell is exported to Kelerak and even as far as the distant Dwarven kingdom of Wawmar. The mercenaries' guild has maintained itself for many years, even during the Dark Occupation, as the Lord of Pride provided them with work to supplement his less-than-reliable goblin army. Recently, new work has been found for unscrupulous Kalais mercenaries, as the dark warlord Afej has hired anyone treacherous enough to work for him. These mercenaries have revived the old adage unjustly held among the Kelerites that the men of Kale are liars and betrayers. Lastly, the guild of herdsmen has a small headquarters in Fort Tress but mostly herdsmen are semi-nomadic and do a rather thriving business travelling in groups from village to village selling the much-desired milk from their goats and cows.

OCCUPATIONAL REALITIES

When Thuldin the fallen, the Lord of Pride, entered the lands of Kale in 7792 F.R, he concentrated mainly on taking Kale City and assumed full control of that city. He failed to realize the individualist spirit of the Kalais,

though, and as long as his under-bosses ensured that port and wine still came south from Bael and ore was still arriving in Kale City from Bessell, he spent little energy travelling the lands, rarely leaving Kale City. Thus, the individual citizen of Kale never stopped thinking of himself as a free man, at least in his innermost heart of hearts. As the yoke of the Lord of Pride became more oppressive, however, the citizens of Kale turned their minds openly towards freedom and as the generations passed, the fighting spirit they inherited from their barbarian ancestors stirred. Thus when the heroes Valanduil of the Belendale and Bartarius Outelion of the northmen came, they were only too happy to help rid their beloved land of the evil that was oppressing them. Always, the Kalais have been a fighting people and as many of them never gave up their barbarian traditions completely, they are easy to anger in times of war. Though the fate of Kelerak to the east is precarious today, and Daven to the south has become a wasteland full of undead, Kale seems to be faring well for the time being. There is no immediate threat to the kingdom, and King Milon enjoys widespread popularity among his peoples. The attacks from the forests to the west have slackened in recent years and there is talk among the peoples of starting once again to slowly move their borders westwards, especially in the area of Fetorville, where wood is always in high demand.

DEMOGRAPHIC INFORMATION

The total area of the Kingdom of Kale is roughly 28,000 square miles. Roughly 28% of this area is arable land, the remaining area is divided among wilderness, rivers, lakes, and the like.

Kale's population is approximately 1,000,000 persons, 99% of which are humans. The remainder are dark folk, mostly goblins, who live as brigands in the wilderness.

626,000 residents are isolated or itinerant.
289,000 residents live in 2000 small villages and hamlets.
40,000 residents live in 10 towns.
45,000 residents live in 3 cities (Kale, Bael, and Dael).
There are no large cities in Kale.

Kale supports 2,220,000 head of livestock, 1,496,000 of which are fowl and 704,000 of which are herd animals.

Kelerak

Kelerak, founded by the Mage-King Keler, is the most advanced of the three Far Western Kingdoms. It has also been called the most decadent by some, at least during its occupation. Lotus was pushed on the populace to keep them docile. Kelerak stretches from the fringes of the Northern barbarian lands to the Kale Mts. in the south; it runs from the Naeb Brakes in the West to the Battleplain in the East. At least these are her current borders nominally, although she is currently split into semi-independent fiefdoms. Kelerak has a flavor that is reminiscent of Old England except more technologically advanced. Kelerak is known for its exotic city architecture. Her largest community is the famous Dragonspur City, numbering more than 50,000 people in its peak season. The current Lord of Dragonspur City is Naglor Osbern. Kelerak was once ruled by the demonic incubus Brathelathor, the Lord of Lust, until he was slain.

Standard of Kelerak: *Or, the claw of a forest dragon upon the throne vert of Keler.*

Details about Kelerak: Kelerite Feudalism

The archmage Keler conquered the land that was to be Kelerak, literally "The Offspring of Keler," during the Kingdom Wars, subsuming the indigenous peoples into the Easterners that made up his army, or driving them North. He then took his newly conquered kingdom and divided it up, granting the land to his generals,

naming them Earls. Keler reasoned that those noblemen who were willing to die in battle for him would also be loyal to him. The land was not simply given to these nobles. They had to swear an oath of loyalty to Keler, they had to collect taxes in their area for him, and they had to provide their new King with soldiers if they were told to do so. These Earls quickly swore allegiance to Keler, and then gallivanted off to their new lands, setting themselves up and looking on themselves nearly as kings. In the terms of the Kelerite Feudal System these Earls were known as Tenant-Lords.

But the Earls soon found that these pieces of land were large and difficult to govern. The Earls had to further divide up their land and these were 'given' to trusted Barons chosen by Keler because they had also fought well in battle. These Barons then divided their lands among their knights. Each vassal, or person who had a lord above him, had to swear an oath to the baron, or earl, collect taxes when told to do so and provide soldiers from his land when they were needed.

Because they had sworn an oath to the lord above them, they had really sworn an oath to the king. These lords worked to maintain law and order. The lords had to do their job well as unsuccessful ones could be removed from their position.

At the bottom of the ladder were the serfs or peasants who had to work a plot of land given to them by their Lord and could not legally leave it.

Eventually, however, these Earls grew too powerful. In the year 6080 F.R. the Earls united against King Theobald Keler and nearly dethroned him. The King was ultimately victorious, however, and forever after outlawed the office of Earl, dividing the land into smaller pieces and giving the power to more, but individually less powerful Barons, who now became directly responsible to the King himself. The King also had the power to confer Lordship on people, primarily as a way to raise money and secure fealty to the crown. These Lords were often granted small tracts of land or villages, but were responsible to the Baron in whose demesne their lands fell. Thus the Kelerite feudal hierarchy became:

King
Baron
Lord
Lord Knight
Knight
Commoner

Farming dominated the lives of most people in Kelerak's early history and it still does. Most people live in villages where there is plenty of land for farming. Most Kelerite towns are small but still need the food produced by surrounding villages; Kelerak does have an abundance of large cities for a Western kingdom, and as such farming is even more important. This is one reason that the worship of Bestra, goddess of agriculture, is so important and widespread.

About three percent of the population comprises the ruling class. The ruling class are not all titled nobles, but rather the educated and wealthy class of families. The lower ranks are the people with money who can, and often do, work their way up into the titled aristocracy. These "untitled" aristocrats are often wealthier than the titled nobles. A titled aristocrat tends to take the nobility angle too seriously, to the detriment of taking care of the business of remaining a noble.

A small, but very important, portion of the commoner aristocrats are the large merchants and bankers. While nobles and senior clergy often get involved in lending money, it is the commoners who do most of it. These pools of money are essential for economic growth. All manner of capital improvements, from military ventures to industrial expansion, required a large amount of cash to get started. The nobles tended to spend their capital on building splendid homes and fortifications. The churches spend much money on temples, spells, and artifact creation. But vital items like iron works, cloth factories and merchant caravans are largely built by entrepreneurial commoners. These items produce more wealth, where castles and temples do not.

Although aristocrats are always eager to keep the nobility an exclusive club, the kings of the green throne see their power to create new aristocrats as a highly effective tool for maintaining the loyalty of nobles, and putting more able commoners into positions of power. In the year 8170 F.R. , the Baron of Dragonspur and

aspiring king of the Green Throne still gives out noble titles in this way, and few commoners (no matter what their personal attitude towards the throne) so honored come away unappreciative.

DAILY LIFE

A peasant family is unlikely to be able to own that most valuable of farming animals an ox. A team of oxen at ploughing time is vital and a village might band together to buy one or two and then use them on a rotating basis. In fact, villagers frequently help one another to ensure the vital farming work gets done. This is especially true at ploughing time, seeding time and harvesting.

The most common tools used by farmers are metal tipped ploughs for turning over the soil and harrows to cover up the soil when seeds have been planted. Very little fertilizer is used, manure being the only common source.

Growing crops is a very hit and miss affair without magical aid and a successful crop is due to a lot of hard work but also the result of some luck. A village with a powerful resident cleric of Bestra is a lucky one indeed, and likely a rich one.

In the summer (the growing season) farmers need sun to get their crops to grow. The harsh weather at the somewhat Northern latitude of Kelerak makes farming all the more difficult. With no substantial harvest, a peasant still has to find money or goods to pay his taxes.

The winter does not mean a farmer has an easy time. There are plenty of tasks to do even if he can not grow crops at that particular time.

Some estates have a reeve employed to ensure that peasants work well and do not steal from a lord.

After the serf has paid his taxes, he can keep what is left which is not a great deal. Peasants live in Thuck houses. These have a wooden frame onto which is plastered wattle and daub. This is a mixture of mud, straw and manure. The straw adds insulation to the wall while the manure is considered good for binding the whole mixture together and giving it strength. The mixture is left to dry in the sun and forms a strong building material.

Thuck houses are not big but repairs are quite cheap and easy to do. The roofs are thatched. There is generally little furniture within the Thuck houses and straw is used for lining the floor. The houses are hot in the summer and cold in the winter. Windows are just holes in the walls as glass is very expensive. Doors might be covered with a curtain rather than having a door as good wood can also be expensive

At night, any animal is brought inside for safety from brigands and wandering monsters. The Orcish taste for horsemeat is well known, but orcs will gladly settle for cattle.

There are also wolves and bears in the forests and these can take a pig or cow as easily as any Orc could. The loss of any animal could be a disaster but the loss of valuable animals such as an ox would be a calamity.

Towns need a larger water supply. Water is often brought into a town using a series of ditches; lead pipes are also used. Water in towns and cities comes out of a fountain pipe. Because the Church of Kantor teaches that water is sacred, bathing is not as much of a rarity as it is in other kingdoms, especially for the rich. A rich person might have a bath once a week, but to make life easier, several people might use the water before it is poured out.

Kelerite peasants tend to bathe monthly or bi-monthly, but face and hand washing is more common.

Large cities, like the famous Dragonspur, have a number of public baths if they are near a river or lake. These are called "shivers". Several people at one time bathe in them. However, as people have to take off what clothes they wear, the shivers also attract thieves from the powerful Thieves Guilds who steal what

they can when the victims are hardly in a position to run after them. Many still do, however, and many times the inhabitants of a town have laughed at the sight of a naked man chasing down a thief.

Families cook and sleep in the same room. Children sleep in a loft if the Thuck house is big enough.

DANGERS

Besides the threat from famine, diseases (such as the Coughing Plague), and wolves or bears, there are worse things that must be dealt with. Undead are a rare source of danger. Most villages have long taken precautions upon the death of a citizen designed to ensure that the person does not rise again after death. These superstitions and religious rituals are more or less effective (some more than others) and most villages do not have problems with undead, but sometimes evil spirits from the Cold East do manage to infest the corpses of villagers, causing them to walk again. Thus villages are often on the lookout for signs of undead, such as collapsed graves, holes near graves, and people who are inexplicably sick. If a village is infested with undead, the villagers turn to the clergy, a resident paladin, or a brave villager or watchmen to combat the menace.

There is also danger from wandering monsters. This is also a rare danger, since the kingdom's borders tend to be quite secure. When a monster is discovered, however, villagers turn to the same adventurous individuals to combat the beast. In times of trouble, adventurers guilds are often founded to serve as protectors of the towns (for pay of course).

As the threat is usually ended quickly, either by the guild or armed intervention from the local knight or baron, these guilds often disband as quickly as they are formed.

FOOD

Most people in Kelerak have to make their own food. Kelerite villagers provide for themselves and farm for their own food as a way of life. Drink usually means water since the rivers have remained more or less unpolluted; peasants also favor ale and beer when they can get it.

Most people eat bread. People prefer white bread made from wheat flour. However, only the richer farmers and lords in villages are able to grow the wheat needed to make white bread. Wheat can only be grown in soil that has received generous amounts of manure, so peasants usually grow rye and barley instead.

Rye and barley produce a dark, heavy bread. Kraton bread is made from a mixture of rye and wheat flour. After a poor harvest, when grain is short supply, people are forced to include beans, peas and even acorns in their bread.

As well as bread, the people of Kelerak eat a great deal of pottage. This is a kind of soup-stew made from oats. People make different kinds of pottage. Sometimes they add beans and peas. On other occasions they use other vegetables such as turnips and parsnips. Leek pottage is especially popular - but the crops used depend on what a peasant has grown in the croft around the side of his home.

The peasants rely mainly on pigs for their regular supply of meat. As pigs are capable of finding their own food in summer and winter, they can be slaughtered throughout the year. Pigs eat acorns and as these are free from the woods and forests, pigs are also cheap to keep.

Peasants also eat mutton. But sheep and lambs are often small, thin creatures, the choice animals generally having been taken by the orcish masters during the occupation, and the leftover meat is not highly valued. People also use the blood of the slaughtered animal to make a dish called Kantor's pudding (blood, milk, animal fat, onions and oatmeal).

Animals such as deer, boar, hares and rabbits live in woodland surrounding most villages. These animals are considered the property of the lord and villagers are not allowed to hunt them. However, many villages do get permission from their lord to hunt animals such as hedgehogs and squirrels.

Lords might also grant permission for people in their villages to catch dace, grayling and gudgeon from the local river. Many villages are built next to a river so these could be a good source of food even if they are small. Trout and salmon are for the lord only. Many lords keep a large pond on their estates filled with large fish. If a peasant is caught stealing from this, he faces a very severe punishment.

The villagers drink water and milk. Another main drink in Kelerite villages is ale. It is difficult to brew ale and the process takes time. Usually the villagers use barley. This has to be soaked for several days in water and then carefully germinated to create malt. After the malt is dried and ground, the brewer adds it to hot water for fermentation.

People in most villages are not allowed to sell their beer unless they have permission first from their lord. To get permission to sell ale at a fair, for example, one needs a license, which has to be paid for.

Food for the rich and poor varies enormously - as would be expected.

LAWS

Here is set down what Keler, first king and founder of Kelerak, established in consultation with his magnates after the conquest of his new lands. These are the general laws that apply to the entire kingdom, but individual barons often impose their own additional laws.

1. The worship of The Dark Walker under any incarnation is hereby decreed unlawful and punishable by death.
2. It is decreed also that every freeman shall affirm by oath and compact that he will be loyal to the Green Throne both within and without the bounds of Kelerak, that he will preserve the lands and honor of the throne with all fidelity and defend the throne against its enemies.
3. It is willed, moreover, that all the men of Kelerak shall be protected by the king's peace and shall dwell in quiet. And if any one of them shall be slain, let the lord of his murderer seize him within five days, if he can; but if he cannot, let him pay the throne 46 pieces of silver so long as his substance avails.
4. And let there be no unlawful casting of magics, bewitchment, or ensorcelment of any sort. Magic may only be cast beneficially and it may never influence or affect a person of Kelerak against his will on penalty of death.
5. It is forbidden also that any live cattle shall be bought or sold for money except within cities, and this shall be done before three faithful witnesses; nor even anything old without surety and warrant. But if anyone shall do otherwise, let him pay once, and afterwards a second time for a fine.
6. This also is commanded and willed, that all shall have and hold the law of the king in respect of their lands and all their possessions, with the addition of those decrees ordained for the welfare of the Kelerite people.
7. Every man who wishes to be considered a freeman shall be in pledge so that his surety shall hold him and hand him over to justice if he shall offend in any way. And if any such shall escape, let his sureties see to it that they pay forthwith what is charge against him, and let them clear themselves of any complicity in his escape. Let recourse be had to the courts. And those who ought of right to come and are unwilling to appear, shall be summoned once; and if for the second time they refuse to come, one ox shall be taken from them, and they shall be summoned a third time. And if they do not come the third time, a second ox shall be taken from them. But if they do not come the fourth summons, the man who is unwilling to come shall forfeit from his goods the amount of the charge against him -- "ceappgeld" as it is called -- and in addition to this a fine to the king.
8. The sale of any man by another outside the country is prohibited on pain of a fine to be paid in full to the throne.

9. It is also forbidden that anyone shall be slain or hanged unlawfully for any fault. And this command shall not be violated under pain of a fine in full to the throne or upon repeat offenses he himself shall be put to death.

10. Further, it is willed that any non-human wishing to dwell within the realm of Kelerak shall sue for permission to do so and a tax of 4 silver pieces per year shall be levied for this special allowance.

TOWNS

There are some towns but many villages in Kelerak. Most people are village peasants but religious centers do attract people and several have developed into towns or cities, most notably Bestraville.

Outside of Dragonspur City and Wyvernica, the largest towns in Kelerak are the fishing cities of West and East-of-Sky, and the religious center of Green City. The size of these cities can be explained either religiously or commercially. These cities attract all manner of people but especially traders and pilgrims.

The big market fairs always attract more people to the towns of Kelerak, and as these fairs generally take place in Spring or Summer, the population of the cities and towns greatly increases during these months.

Towns tend to grow around areas where people can easily meet, such as crossroads or rivers. Towns need more water than villages, so a nearby water supply is vital. Rivers provide the water used for washing and drinking.

Village people come to towns to trade, therefore those who are in charge of a town have to do what is needed to ensure that their town is safe. Many towns have large fences built around them and the gates of these fences are locked at night to keep out undesirables and wandering monsters. Cities such as Dragonspur and Wyvernica have city walls that serve the same purpose - but towns generally do not have enough wealth to build such an expensive protection. The great Dragonspur Wall was breached in the Dark Invasion and parts of it were leveled by the Dragon Skywing. It has never been rebuilt, as the Lord of Lust did not see it as a priority.

A successful town attracts many merchants to it. Many towns are owned by a lord and it is in his interest to ensure that his town is popular with merchants as they pay taxes. The more merchants in a town, the more tax a lord can collect. A sheriff collects taxes. As many people cannot read or write, the system is open to abuse and corruption. This is why many people in towns want to get a charter.

A charter gives people in a town certain rights that are clearly stated in the charter. Many charters give towns the right to collect their own taxes, thus removing corrupt sheriffs from doing so. It is also common for a town to ask for its own law court so that legal problems can be settled quickly.

Towns are generally dirty places to live. Many people throw toilet waste into the street along with other rubbish. Rats, carrion crawlers, and other vermin are very common in towns and cities and sometimes lead to plagues. Towns might use pigs to eat what rubbish there is.

As homes are made of wood, fire is another danger in a town or city. Walking in a town at night can also be dangerous. Though towns have a curfew (a time when everyone has to be in his home), large towns and cities have a city guard to deal with those who break the law. No town has street lights - the only choice is candles or items that have had a Continual Flame spell cast upon them; in a wooden city or town, street lights made with non-magical open flames often prove disastrous.

Building in a Kelerite city or town is expensive as land costs a great deal. That is why many Kelerite houses have a small ground floor, a larger second floor and an even larger top floor as builders build up and out. This keeps the cost down.

KELERITE GUILDS

Kelerite guilds play an important role in towns as guilds attempt to guarantee standards amongst crafts.

A group of skilled craftsmen in the same trade may form themselves into a guild. A guild makes sure that anything made by a guild member is up to standard and is sold for a fair price. Membership of a guild is an honor as it was a sign that one is a skilled worker who has some respect in society.

Some members of a guild are chosen to check that other members of the guild are working up to standard. Those guild members who are found to be cheating the public (or charging too little) are fined or made to do work again but at their own cost. The worst punishment is to be expelled from the guild as it means that one can no longer trade in the town or city. A guild looks after its members if they are sick. It also helps the families of dead guild members.

Apprentices to a guild can be as young as twelve years old. They are taught a trade by a guild member. He expects to be paid for this by the parents of the boy. An apprentice lives with his master for anything up to 14 years. The guild member makes a promise to teach the boy well and this can take time. Apprentices are not expected to get married during their apprenticeship. Going to the inn is usually banned as well.

Once an apprenticeship is over, the young person now becomes a journeyman. He is paid a wage and once he has saved enough money, he can start up a business of his own.

Usually only members of a guild can sell within a town. This is meant to keep up quality. However, on market days anybody can sell their goods in the market whether they are skilled or not. An annual fair attracts people from far and wide including those a town or city does not want.

Unfortunately, Kelerite inherited from the Eastern Kingdoms the tradition of powerful thieves guilds. These organized crime syndicates vary in power depending on their membership and the personal power of their leader. They engage in very many illegal activities, ranging from extortion through stealing and fencing to assassination.

OCCUPATIONAL REALITIES

It was fortunate for Brathelathor the disorganized Lord of Lust that the feudal system of Kelerak had been firmly in place and running smoothly for over a thousand years. The Lord of Sin changed little about the system; he merely substituted himself as King and his Orcish War bosses, or Hoths, as the Lords of the system. Of course the average Orcish foot soldier, or dog, enjoyed a station above any human serf or peasant in the Kingdom. Acts of rapine and violence by the foot soldiers were only moderately discouraged and became somewhat commonplace.

The Lord of Lust also rewarded his commanders with the land of the conquered Kelerite, slaying and taking the manors and castles of the original occupants. Some of these occupants became serfs or slaves, or were slain. Other noble families retained their station, after offering a substantial bribe as well as swearing allegiance to the Lord of Lust.

The Deadly Lord also began cultivating Lotus and selling it very cheaply to the populous as an easy method of enforcing docility on large masses of people. This strategy was never very successful, however, and once the kingdom was liberated, the production of lotus was all but stopped by unanimous consent. However, the lotus-addicted beggar lolling in the street is still an unfortunate sign of the Dark Occupation.

For the average citizen, life under the dark occupation became nearly unbearable as he now had to contend with less land, the rampages of orcish soldiers and the incessant in-fighting between the orcish bosses, and the corruption within the system. And while uses to serfdom, the idea of being owned by an orc boss added

to the humiliation of the population. These terrible living conditions only ensured the existence of a healthy resistance in most cities or towns.

Once the kingdom was liberated, many of the barons attempted to reinstitute the ancient feudal system--with themselves as its head. This civil war, coupled with the looming threat of reoccupation from the Dark Forces in the East, is causing Kelerak, for the first time in its long existence, to face the possibility of extinction as a kingdom.

DEMOGRAPHIC INFORMATION

The total area of the baronies that used to make up the Kingdom of Kelerak is 30,000 square miles.

The total current population is approximately 990,000 persons because of the harsh realities of the dark occupation. This population is much less than the approximately 2,000,000 inhabitants the Kingdom can and did support in its heyday. Roughly 98% of the current population is human. The remainder are dark folk, like orcs and goblins.

21,080 residents are isolated or itinerant; many of these are dark folk.

805,820 residents live in 1958 villages.

69,400 residents live in 12 towns.

49,700 residents live in 6 cities (East and West-of-Sky, Green City, Wyvernica, Jacob's Rock, and Dessingrove).

44,000 residents live in 1 big city (Dragonspur City).

Kelerak currently supports 2,178,000 head of livestock:

1,481,040 fowl (e.g. chickens, geese, ducks).

696,960 dairy and meat animals (e.g. cows, goats, pigs, sheep).

Daven

Daven, located South of Kelerak and West of Orland, used to be a powerful kingdom. Her people were fierce fighters and ardent sailors, with a navy second only to Farland herself. Now, however, she has fallen far from her former state. In fact, many have said that she is only liberated in name, as her citizens still cower in their homes and meekly fear the darkness. They can hardly be blamed for this, as the occupation of Daven took a particularly horrible form. It was ruled by the vampiric Lord of Gluttony, Saithith. This chaotic ruler basically let the undead he spawned prey on the hapless citizens of Daven, and after he was slain in 8163 F.R., even this little check was removed from the walking dead; the kingdom is quickly becoming a wasteland as her people stream into Kale or are lost in the night.

Daven has a Germanic-Romanian flavor. Due to her unique weather pattern, she is known for being rainy and misty. Her largest city is Elder Daven, now holding much less than 10,000 people, a third of its former size.

Standard of Daven: *Party per fess wavy crested, azure sky of night and azure, a bear rampant argent above an anchor or.*

Details about Daven

Daven is the southernmost kingdom of Farland. It is located west of Orland and south of Kelerak. It was once a powerful kingdom in better years. Daven suffered much during the dark occupation and was finally liberated from the dark forces in 8163 by the Lords of the West. Since that time, however, a new plague has sprung up to trouble the citizens of Daven. Daven was ruled for more than four hundred years

by a vampire named Saithith. During his rule he spawned hundreds of undead. Though Saithith and those closest to him were dispatched by the Lords of the West, these hundreds still roam the kingdom feeding on human flesh. A good part of the inhabitants of Daven have responded to this threat by fleeing to Kale to the west. Others stubbornly refuse to leave their homeland and cower in their houses praying that they will be spared for another night. The way of life in Daven has become very free, as individualism is necessary. "Every man for himself," is the doctrine of the day, "for who knows if we'll make it through tonight." The concept of leadership and laws means little to a man facing such terrors. Against this utter chaos, a fledgling king is attempting to reassert the ancient laws of Daven in Elder Daven.

Daven's current king is Godric, son of Godfrey. He assumed the throne with claims that he is descended from Magnus the Mighty. Magnus was the most trusted soldier-chancellor of Dakor V. For some months, after Dakor V was murdered in the night in the fateful year 7744, he assumed control of the failing kingdom. Not only was he a political power, but he was also a cousin of Dakor V, and thus claimed the throne. He didn't live long enough for anyone to dispute his claim as the kingdom fell to the Lord of Gluttony later that same year. King Godric claims to be a descendent of Magnus' younger sister Rebeka and a blacksmith by the name of Archibald. He claims that since Rebeka was cousin to Dakor V, he has a valid claim to the throne. Ironically, history is repeating itself, and whether or not king Godric's claims are true, few care. Godric dares not take up residence within the castle where the living dead roam nightly. He resides and holds "court" in a manor house in the western area of Elder Daven. He does command a few fighting cavalymen (which he refers to as *Driddaren*, though their fighting prowess pales in comparison to the ancient holders of that name), and an infantry used to police the city following the old laws of Daven. These men are as vulnerable to attacks of the night as are peasants of the city, though, and chaos reigns after dusk. Thus like king Godric's supposed ancestor, Magnus the mighty, none care enough to dispute his rule as their lives are in enough danger without adding further enemies to the list.

DAVEN FEUDALISM

The native people of northern Daven probably descended from nomadic tribesmen. There were a small number of extended families that were the ruling families. As these people gave up their nomadic lifestyles and turned to agriculture, fighting men became more important as protectors of landholdings. Every man of fighting age sought to own at least one good weapon. More wealthy men owned better weapons and some even armor and horses. Men from the leading families were more likely to be wealthy. Thus these men were usually better fighters, being better equipped. When Daven I arrived to found the kingdom of Daven, he found these people already established in a feudalistic society where might makes right. In an effort to unify the kingdom, he established a system of knighthood, and many of these men were to remain loyal to him and his line. These new knights Daven called the *Driddaren*, ("riders" in Davenish), and it was proclaimed that to become one of the Driddaren, one must command at least ten men and own at least one horse. Many of the heads of these original families became leaders of large areas of land and great numbers of men. Daven I rewarded his highest ranking generals with large estates in the areas of today's cities of Gryphon, New Daven, Arden, Irrol, Zeel City, and Victoria. These generals had come with him from Farland and were intensely loyal to Daven I. Daven I himself presided over the area of present day Elder Daven. In the early days of the kingdom of Daven, barbarian natives that didn't succumb to Daven I's rule were captured and enslaved. Early contact with seafaring pirates from islands to the south of Daven also helped keep a ready supply of slaves available. Many of the aforementioned estates were founded on slave labor. Though never outlawed, slavery hardly exists in modern Daven, for Daven I also brought with him from Farland the concept of slaves buying their freedom. Having seen the boost to morale this gave slaves in Farland, he instituted this practice in Daven. Thus after a few generations, these slaves' ancestors had become freemen and most citizens of Daven were semi-free serfs. The main duty of the Driddaren was usually to keep the serfs under control. The leaders of these estates came to be known as Barons. A Baron typically had between 50 and 200 knights in his service. Elder Daven however, has boasted as many as 3000 knights in times of prosperity. Thus the hierarchy of Daven was first king, second Baron, third knight, and lastly serf. There was also a class of artisans including jewelers, blacksmiths, armorers, weaponsmiths, etc., who owed loose allegiance to a Baron, but enjoyed more freedom than the average Davonian. An established weaponsmith for example usually enjoyed more freedom and renown than did your average knight. Barons paid taxes twice a year to the king and were required to supply Elder Daven with fighting men in times of war. Otherwise, there were few laws that existed uniformly across all of Daven. Laws usually were specific to the way of life in each barony.

DAILY LIFE

Historically Davonians have all been human and other races are little known in Daven. Goblins and Orcs have been a problem, however, as the forces of evil have pressed the kingdom. Since the dark occupation, there have been other evil beasts living within the borders. There are craftsmen of many types in Daven and their lives are that of backbreaking labor, though many peasant farmers envy them for their ability to earn coin. To become a craftsman, a boy or girl becomes an apprentice to an established craftsman for a fee usually paid yearly. In return for this fee, this boy or girl learns the trade of the craftsman. However, in reality he or she is little better than a slave. Most Davonians are semi-free serf peasant farmers. In the feudal society of Daven, a farmer is allowed to farm a plot of land and keep 50 percent of the crops to feed his family. The remaining 50 percent of his crops go to his lord to feed the peoples of the lord's city. In good years, a farmer may have enough from his 50 percent share to sell some of the harvest at market for a little coin. For the most part though, he is a subsistence farmer unable to escape his plight due to the heavy taxes imposed on him by his lord. A farmer is considered wealthy if he can save enough to buy a sow and boar and start raising pigs. This is really a farmer's only hope of escaping the cycle of subsistence living that an agriculturalist lives within. Beasts of burden are also desired to improve crop yields, but it is believed that it is foolhardy to purchase a horse or oxen before one has many pigs. It is said that if your horse dies you have nothing, but if your pig dies, you have a feast. A farmer does enjoy more leisure time than a craftsman does, and Davonians especially love to sit around a fire with a mug of beer and swap tales. Legends abound, usually telling of the glory and superiority of Davonians. To hear the storytellers, the people of ancient Daven were superhuman. Foreigners beware, for a Davonian with a mug or two of beer in him is a passionate fighter when defending his homeland's honor.

DANGERS

Daven, located South of Kelerak and West of Orland, used to be a powerful kingdom. Her people were fierce fighters and ardent sailors, with a navy second only to Farland herself. Now, however, she has fallen far from her former state. In fact, many have said that she is only liberated in name, as her citizens still cower in their homes and meekly fear the darkness. They can hardly be blamed for this, for the chaotic Lord of Gluttony basically let the undead he spawned prey on the hapless citizens of Daven. Since the Lords of the West slew Saithith in 8163 F.R., the plague of undead has worsened as the little control Saithith held over his spawn was removed. The kingdom is quickly becoming a wasteland as her people stream into Kale or are lost in the night. As if the terror of the night wasn't enough, orcs still terrorize Davonians to the northeast. Many in the east have even chosen surrender to the oppressive rule of the Lord of Envy rather than face the dangers of present day Daven alone. Others have escaped to the north and into Kelerak, though few have made it past the enemy armies there and into liberated lands. The Davonians to the west have fared the best as they have the free kingdom of Kale at their backs and an attempt to release the power of the Misty Head River has kept some of the walking dead at bay. Rumors of the legendary group The Slayers gives people hope, though many believe this group only exists in people's minds.

FOOD

The average peasant in Daven eats soup daily. Soup doubles as both food and drink and is consumed both hot and cold. Potatoes, cabbage, carrots, salt and perhaps some pork or fish bones are usually the staples. The soup pot is usually kept going almost constantly and whatever is available is added each day. Thus the flavor never changes too much and varies little between households. An offer to come have soup is often included in daily greetings. Soup is usually thickest and most flavorful in the morning as it usually simmers all night. After breakfast, water is added and the remaining meals are usually a watered down version of breakfast. Lunch and dinner servings of soup usually are accompanied by coarse dark bread if the family can afford bread. Beer has always been a staple of the diet in Daven. The lands of central Daven around the area of Great Daven Lake are very fertile and farmers reap a rich harvest most years of wheat, barley, and hops. Arden and Irrol are famous brewing centers. Pigs are the animals of choice for livestock owners and every peasant farmer aspires to own at least one pig. In fact it is said that a man who doesn't own a pig is little more than a pig himself. This isn't much of an insult though, since the people of Daven realize that pigs are one of the smartest animals. Richer Davonians will often keep pet pigs as well as pigs kept for food. While pork and especially pork sausage is prized throughout the lands, pork is more commonly found in the north, as fish is common and prized in the south. Carp and herring are favorites. One of the traditional dishes found at any feast in southern Daven is herring salad. The basic ingredients of herring salad are available greens, pickled cucumbers and beets, and cooked herring all

chopped up and tossed together and served cold. From pickling fish in Elder Daven for shipment north to the famous pickled cabbage from Necrovia (i.e. sauerkraut), pickling is commonly used to preserve foods throughout the kingdom. Pickled cucumbers are also prized throughout the land, and it is these that were first pickled and gave the process its name. The Zeel Flats have rich salt deposits used for this purpose and are also shipped north and for use in cooking as well as salting pork. Aside from the liberal use of salt, spices are used sparingly in Davenish cooking, as they are rare and expensive.

GUILDS

One of the most notable guilds and one that gives Daven great fame is its Seaman's Guild. Daven's navy once rivaled the royal navy of Farland, though hard times have fallen on the kingdom of late. Similarly Daven's Shipbuilder's Guild in years past was responsible for some of the finest ships that sailed the seas of Farland.

A small thieves' guild operates out of Elder Daven, though they are really more of an extension of the island pirate colony to the south rather than an independent group. Obviously, under the penalty of death, the members of this group remain secret, although since liberation there have been some brash raids on some of the richer districts in Elder Daven.

Victoria and Necrovia boast offices of the Logger's Guild. The job of the lumberjack has been much sought after in Daven as wood is required for the ships and houses in Elder Daven and lumber can be had only far to east and west. Thus the logger's guild has always done well, and they enjoy a lot of political power in Victoria and Necrovia.

Another unique group that exists in Elder Daven is the guild of scholars. Daven has long been famous for having one of the few universities in Farland. The guild was founded in 7023 F.R. The university was founded a year later after first contact between the mage Seldorius the Wise of the wizard's isle to the south of Daven and founder of the University of Daven, Ewald Von Meinhart of Elder Daven. Seldorius needed resources available on the mainland and during this time of war and uncertainty, Ewald and his friends felt unable to help their king in fighting the enemy and therefore felt useless. They had always been men of brain rather than brawn. At Seldorius' suggestion, they approached the king and were granted permission to start a library and classes in the history of war. In return Seldorius required resources available in Daven to be delivered to him. Seldorius in turn would teach Ewald and his friends the methods of scribing histories and researching past histories. Seldorius also taught Ewald and his friends some rudimentary knowledge about magic. As the years passed, degrees began to be offered by the University of Daven in History of Warfare, Ancient History, History of Religion, and History of Magic. Due to this last course, knowledge of magic in Daven is much more advanced than in many of the other kingdoms. While the use of magic is still rare, magic is venerated rather than feared. Those who do have some ability in the arts guard it jealously, reveling in the fame it brings them.

In the last year, there have been rumors of a new group operating without the king's decree. They call themselves the Guild of Slayers. Little is known about them and it is said that they operate only at night, but at least one vampire troubling farmers east of Necrovia has ceased its attacks. Some people say that the gods have sent another group from the West to fight the living dead that plague them. Others say that the Lords of the West have returned. But most people in Daven still cower in their houses come nightfall and take little heed of children's stories.

HISTORY

There are many clues that an ancient kingdom existed to the south. Though no ruined towns are known of, the most obvious clue is the existence of odd monoliths delineating the course of the Road of Souls between Elder Daven and the Misty Head River. These monoliths are extremely large and appear at exact intervals of one mile. The very size of these stones makes it impossible that ancient men erected these without the help of very complex machinery of a type unknown in modern day Daven. It is a common peasant belief that long ago dragons were quite common in southern Daven and they placed the monoliths there. A popular fable tells that in ancient times men and dragons lived in harmony. The famous king Franz of the ancient kingdom of Davelon once took a long journey from his mountain homeland to the sea. In those days men took many wives, and King Franz, being a great king, had 200 wives. Along the way, the vile tongue of

his court wizard, Adolf, led King Franz to believe that each of his wives in turn had committed adultery. As King Franz was a very large man and loved to eat and feast and spend time with his wives, more than to exercise, his party made slow progress covering only one mile per day. Each night, Adolf spoke poison into King Franz's ear and each midnight in a murderous rage, he killed one of his wives. She was left there to die and for her body to rot, 'til only her soul remained. It is from this tale that the road acquired its name. Dragons in the area witnessed these atrocities, and having loved the wives of King Franz as wonderful and virtuous women, the dragons raised cairns of pure stone in each of their resting places. Having seen the horrors men could commit, dragons withdrew from the lands of men ever after and the friendship between dragons and men thus died. Some also say that the monoliths contain the corpses of dead dragons and it is dragon souls that gave the road its name. Another theory has recently been offered when historians from the University of Daven discovered evidence that long ago Daven was inhabited by a powerful druidic society. Indeed, the ancient Farlandish scholars used to call the lands of present-day Daven Druidia. The theory goes--and it seems a more likely one--that the Druid inhabitants used powerful magic to place the monoliths along the Road of Souls. These were used to ward travelers along the road. These historians have suggested that while not proven, many of the monoliths may still contain this powerful magic, though none have discovered how this powerful warding is activated. Unfortunately, the university is no longer safe in these days of peril, and all eminent historians have vanished in the last year. Daven I, a general of Farland, founded the present-day kingdom of Daven in the year 5915 (F.R.). Daven I was of Lorindish ancestry, an ancient kingdom in the area of present day Dessingrove in Kelerak. However after the fall of Lorindon, Daven's ancestors reverted to barbaracy and Daven I owes his education to the Farland military where he spent many years. His rule lasted only 16 years, as in 5931 goblins from Goblin Bay attacked what would become Elder Daven and slew Daven I. His eldest son Dortmund succeeded him.

Daven has a long history of warfare. Only 35 years after the kingdom was founded, Orland started a civil war and in 5952, Daven was drawn into the conflict on the side of Lord Iain revolting against King Tomas II of Orland. Lord Iain eventually seceded from Orland with Daven's help and founded the kingdom of Cairn Kelsh. Many centuries later Orland convinced a force from Cairn Kelsh to invade Daven and the town of Kestrel was taken. Some years later the town was retaken and renamed Victoria. Then in 6485, Daven and Kelerak formed an alliance and invaded Cairn Kelsh. Orland aided Cairn Kelsh and the Plains War began. Five years later, Orland refused to help Cairn Kelsh and Daven annexed the lands of Cairn Kelsh. Five years after its capture, this land was sold back to Orland at an outrageously cheap price. After about one hundred years of relative peace, the citizens of Daven were once again called to arms as Kale and Daven entered into a minor war over a border dispute. This ended in 6635 with Daven expanding its territory west into Kale. Peace was again known in the south until in 6850, raids from an island pirate colony to the south became too troublesome to ignore. To combat this threat, a corsair, Robert the Blue, was commissioned and successfully destroyed the pirate colony. However, Robert the Blue then turned traitor and became a pirate himself, taking up raids from the Selfhaven Archipelago. In the year 6888, Farland responded to Daven's request for help and destroyed Robert the blue's fleet in a pitched naval battle. Then in 6900, Daven again became involved in a continental war as Kale and Daven attacked Orland, beginning the Decadion War. Three years after the start of this devastating war, the Orlandish assassin Roche assassinated the king of Daven. Daven was invaded by the combined might of Orland, Zeland, and Farland in 6980, and fell in 6990. Daven was annexed as Western Orland. Then in 7010, Abelard Von Basil, of the royal family of Daven, led a successful revolt and the kingdom was reestablished. Twenty years later Daven joined forces with Kelerak and invaded Orland unsuccessfully at the Battle of Greenhill. Then in 7040, an unheard of turn of events came to pass. The Elves of the Summervale decided to interfere with the humans' war using the powerful artifact, The Stone of Silence. The war was ended using this artifact and both sides made peace. Eight years later, Farland militarily coerced Daven to pay yearly tribute. In the years thereafter, Daven enjoyed many centuries of peace. Unfortunately, this long period of peace led the kings of Daven to divert money away from the military and the once mighty navy and fighting men of Daven dwindled and became less able. Thus Daven was caught unawares and unready when the scourge of evil reared its head in the east. In 7744, the king of Daven, Dakor V was mysteriously slain by an evil creature of the night.

Orc sightings became frequent. The leaders of Daven were thrown into turmoil, as war had been unknown in Daven for so long. While bureaucrats argued in Daven as to the best course of action, the forces of evil attacked simultaneously with a fleet of ships and a frightening army led by the Lord of Gluttony. Aminas the Shadowwalker, of the Elhil, came to Daven's aid and mounted an attack on the forces of evil, taking the mighty Elven artifact the Stone of Silence with him to use in the attack. This was against the original warning of Galadhel, (the Elven smith who created the Stone) only to use the Stone in defense. The artifact disappeared and Aminas was slain outside Elder Daven. Elder Daven fell, and the forces of Zeel hurrying to reinforce Elder Daven were struck down by an evil plague. Thus the occupation under Saithith, the Lord of Gluttony, began.

In 8163 F.R., the Lords of the West entered Daven and were able to defeat Saithith as well as many of his henchmen, thus freeing the people of Daven. Unfortunately, not all of the vampire spawn were dispatched and today roving undead overrun the kingdom of Daven. Those of the populace that have chosen to remain cower in fear once night falls within tightly boarded up houses. Many have chosen to flee the cursed walking dead and Kale has its hands full with refugees emigrating from Daven.

LAWS

To become one of the Driddaren, one must own at least one horse and command at least ten men.

A member of the Driddaren in direct service to the king may forgo the requirement of commanding ten men.

A Baron may set his own laws and his subjects must follow those to the letter of the law. However these laws shall not be contradictory to the king's edicts.

A Baron must furthermore pay the king the required tax twice a year.

A Baron must furnish a militia and respond immediately to the king's appeal for troops in times of war or peril.

A slave may purchase his freedom at the price of 6sp for any man and 3sp for any woman. The price for a child under the age of twelve shall be half that of an adult.

Piracy is punishable by death.

OCCUPATIONAL REALITIES

The citizens of Daven had the misfortune to have been conquered and ruled during the Dark Years by a ruthless vampire, Saithith the Lord of Gluttony. While Saithith brought along an army of orcs and other fell creatures from the enemy lands to attack Daven, he always had an affinity for undead warriors. During his rule of Daven, a patrol of orcs or humans under his control usually had an undead commander. Vampires and vampire spawn became all too common in Daven during the dark occupation. New laws were added during Saithith's rule to limit humans' power against this growing force of vampires. All religious temples worshipping any gods other than Vornoth were declared illegal. Holy symbols (except that of the Vornoth or the dweller) and especially crosses were illegal. Garlic was declared illegal, as was holy water. Throughout the land waterways were dammed and altered so that patrols could easily move about Daven without having to cross any running water. It was mandated that whenever anyone opened his or her door to anyone displaying the Lord of Gluttony's insignia, he or she must be invited in at once. Finally, any official or legal inquires into the whereabouts of an individual was forbidden, and even asking where someone was was socially discouraged. Anyone caught disobeying these mandates was brought to the castle in Elder Daven under cover of night to face justice at a midnight hearing. Never were these unfortunates seen again in the light of day. Saithith kept the system of Baronies intact during his rule and awarded control of these baronies to his most trusted vampire generals. A tax of 1sp each three months was levied on every family. If the tax collector was not paid, the head of the family would be brought to a midnight hearing. If the family was unable to afford the 1sp, it was permitted to instead send a family member with the tax collector to serve the Baron. Many of those who were sent into service vanished mysteriously, while others became little more than slaves diverting and damming waterways and doing other menial and backbreaking labors. Perhaps most dangerous to the average citizen of Daven, though, were the mindless vampire spawn that roamed the countryside feeding on human flesh. Peasant farmers no longer had the protection of their lords against this terror as their new lords were creating the fearsome problem. Thus it was common for families to crowd cowering into their houses after dark whispering prayers under their breath all night.

TOWNS

Major towns and cities in Daven are often capitals of Baronies. Many towns have foreign names due to Daven having been affected by nomenclature from its natives, Kale, Kelerak, Farland, ancient Lorindon, and the cultures and languages from the islands to the south. The main centers are Gryphon, New Daven, Arden, Irrol, Zeel City, Victoria, and the capitol of the kingdom Elder Daven. Elder Daven is the largest city in Daven and once boasted more than 30,000 inhabitants, though now it has shrunk to less than a third of its former size, boasting barely 10,000. This number dwindles daily as refugees flee the terror of the walking dead of Daven. Smaller and less important cities and towns are Crossways, Endless Well, Necrovia, and Baronsdoom.

Orland

Orland, the youngest member of the old Eastern Alliance, is a fair land with a strong Scottish flavor. The people wear Kilt-like clothing and play a curious instrument that looks much like an octopus or squid. They are a hearty people who have withstood the occupation as well as can be expected. The kingdom has even fared relatively well economically, with a large farming, lumber, and oil industry. The largest city is Orland, with a population of 50,000. This kingdom is ruled by Garlgax the drow Lord of Envy.

Standard of Orland: *Azure, a crescent argent above the castle of Or proper.*

Zeland

Zeland, an old member of the Eastern Alliance, when it existed, is ancient Irish in flavor. It has its own particular mythos, and its people are quick to fight and to live life to the fullest. Besides Kale, it has perhaps suffered the least under occupation, although the people have become considerably less industrious. In fact, industriousness is discouraged. As such, although the quality of life has suffered relatively little, the economy is in a shambles. The capital city is Old Zeland, with a population of 52,000. This kingdom is still ruled by Bork the Slaad, the Lord of Sloth.

Standard of Zeland: *Argent, the base tenne, the sun in his splendor above the castle of Zel proper.*

Farland the Great

Farland, always the greatest of the human kingdoms and the leader of the old Eastern Alliance, has managed to retain some of its greatness even during the occupation. The Lord of Anger has seen to that, and it has been a point of some pride with him. Farland is reminiscent of the ancient Roman Empire, and the Far City, with a population of 100,000 plus, of Rome herself. While suffering under a harsh and strict occupation, the citizens have even managed to keep their culture alive, if they have not been able to make it grow. The mysterious Lord of Anger, captain of the Deadly Lords, rules this powerful land.

Standard of Farland: *Argent, the base vert, the sun in his splendor above the castle of Publius proper.*

Sheltinnobortanu

Sheltinnobortanu, or Bald Mountain as non-gnomes call it, is the gnomish capital and only gnomish community in Farland. The entire small mountain is a warren of tunnels and burrows. Most races would find these tunnels stifling, cramped, and uncomfortable, but the gnomes find them supremely homely and defensible. The tunnels are especially small so as to make it nearly impossible for a troll to enter (gnomes hate trolls). The location of the mountain itself is secret, but rumor has it that it is located somewhere in the Kale Mts. Bald Mountain is rich with gems, which the gnomes love to mine and work into artistic objects. The place is still subject to Troll attacks, however, as these sadistic beings seem to have an unreasoning hatred of the poor gnomes. While the gnomes can easily outwit the feeble-minded trolls, the vicious attacks are slowly wittling away the gnomish race.

The Belendale and the Summervale

The Belendale, of old called *Ardaranel*, is a vast forest, unexplored by most races, that is said to house the entirety of the mythical elven race. Their capital is said to be the Summervale. This place, which is almost surely a legend, or at least a metaphor and not an actual place, is said to be located in the heart of the forest, cradled by a spur of the Kelerak Mts. called the Elfspires. The city is said to be their last bastion in Farland. The Summervale is rumored to be a place of great beauty, with lovely trees and fountains, golden and stone spires, Elven choruses, and beautiful sculptures. These tales are undoubtedly wishful thinking.

Standard of Elven Glorion, the Summervale: *Azure sky, the swan Alfain proper.*

Wawmar

The Greatest of the Dwarfholds, with vaulted ceilings, huge staircases, and runes of power upon the Gate, since the occupation this once great Kingdom has cynically been called the pit. It is unoccupied by civilized beings and little is known about it, as anyone who has entered since the occupation has never returned, and the dwarves were not entirely welcoming before the occupation either. Wawmar is believed to be the only source of Truesilver on all of Farland. Wawmar is "ruled" by the solitary Lord of Greed, the legendary Dragon that humans call Firefight.

Standard of Wawmar: *Gules, the Hammer of Mar above a dragon of the depths in retreat.*

Westdelving

The only remaining shire of Hoblitan or halflings is called Westdelving, located in and just south of the Forest of Blorn in Orland. Luckily the evil forces are still unaware of the existence of this shire. This is a somewhat large community, with half its homes above ground (in the forest), and half being burrows in the hillsides and downs. In any case there is hardly a structure over one story in all of Westdelving. All in all, it is a conservative, cheery, peaceful, and content place, except when there are orcs or other humanoids about.

Wintervale

This frozen land is the home of the Dweller in the Vale, the master of the Lords of Sin. It is a horrid land, blanketed by a perpetual glacier. Only Orcs and other hardy races are known to naturally make this land their home. East and South of the Wintervale lie lands under the sway of the Dweller.

Details about the Wintervale:

The Pass of Doom: This high and treacherous gap in the Trollheim Heights is essentially the only way to the East unless one goes by ship, for the Plateau to the south is blocked by impassable mountains that fall into the sea. The pass, however, has an evil fame, for the minions of the Dweller watch it. Two high fortifications, called the *Branaglar* or Doom-Spikes, stand at the most narrow section of the pass, and none pass these watchful strong places unnoticed. Black windows like eyes sockets in a skull face in all directions high up on the tower, and some nameless observer keeps an unceasing vigilance here in this cold and windy location. Tales say that the rock below the Spikes is riddled with caverns and holes, and at the alien sound of some immense horn a black tide of trolls and all manner of other monstrous denizens rushes forth to hold the pass and slay or take prisoner anyone foolish enough to cross without leave of the Nameless City.

The Wintervale: Beyond the Pass of Doom, which the Elves used to call the Dark Pass, lies the frozen expanse of the Great Glacier, a weather anomaly that has thrust down from the empty north like a greedy hand. This slowly flowing river of ice has carved a depression that spans hundreds of miles in the once fertile lands, cutting as a knife through the steppes and even the mountains. This ever-cold valley is called the Wintervale, the seat of Evil in Farland and the gateway to the realms that the Emperors of Farland called the Enemy Lands. The Great Glacier serves as a natural barrier between the Eastern and Western regions, although it truly is a realm of immense size in and of itself. Only creatures with a natural affinity for the cold make this place their home, and the evil will that seems to have spawned the Glacier also inhabits these beasts and monsters, imbuing them with a fell and dark spirit. Tribes of Frost Giants and Packs of Winter Wolves prowl the ice, hunting for food and seeking to do evil deeds. One of the denizens of the Winter Vale is feared above all others, however, and the inhabitants of the Dweller's Lands regard it as the spirit of the Glacier. It is the gigantic and ancient ice-worm called Corpse-Grinder. It is unclear whether the evil worm is commanded by the Dweller but it does seem to leave the minions of the Dweller alone. Other hapless creatures lost in the expanse of the Great Ice have no such protection.

Corpse-Grinder: CR 15; Gargantuan Magical Beast, Remorhaz; HD 23d10+147 (Magical Beast); hp 250; Init +5; Spd Burrow 20, 30; AC 24; Atk +31/+26/+21/+16/+11 (4d6+18, Bite); SA: Improved grab (Ex), Swallow whole (Ex); SQ: Heat (Ex), Tremorsense (Ex); AL NE; SV Fort +21, Ref +13, Will +10; STR 34, DEX 13, CON 25, INT 5, WIS 12, CHA 10.

Skills:

Intimidate +7, Listen +5, Spot +10, Survival +5.

Feats:

Cleave, Improved Initiative, Iron Will, Power Attack.

Besides the native creatures, it seems that only peoples with the permission of the Denizen of the Nameless City make it through the Great Glacier and the Pass unscathed, and all too often the only creatures that have this leave are Orcs and Dark Folk. To the eyes, the Wintervale is a huge and featureless expanse of ice, curving down ever so slightly towards the center of the valley. Mountains and hills are visible around the perimeter of the glacier that makes up the Wintervale, but from the center of the Vale, these mountains are lost in the distance and haze. The weather on the Glacier is harsh, with biting winds and howling blizzards. Below the Trollheim Heights, the vale slopes imperceptibly southward, and forlorn travelers who survive the inhospitable and unnatural environment of the Vale often find themselves drawn by the path of least resistance to the place they most hope to avoid, to ruined towers and edifices jutting up like the broken-toothed grin of a maniac: the Nameless City.

The Nameless City: This ruined necropolis was once a thriving city whose name is now lost or unspoken. The place always had an evil repute among the Elves, however, and it is now more than ever a reputation that is deserved, for the place is in large measure truly a city of the dead. Almost all of the buildings of the

city are in ruins, destroyed during the Battle of Sorrow. Some of the outer buildings in the city are still functional and here the unique living residents of the city dwell and work. These are the *Irzuk*, the Red-Skinned Orcs of the Vale, who are known for their sense of smell (+2 to *wilderness lore when tracking by scent, favored class ranger*). These strange orcs are actually a breed of dark folk that comes out of the spawning pits of Gorug, but most have taken up residence in the Nameless city, as they have a natural hearty resistance to cold. Thousands of these orcs swarm over the ruined docks of the frozen harbor and through the streets near the Eastern Skull Gate of the city, conducting the business of their master, the Chancellor of the City, Lord Kiborus, who is called the Cold Master. The orcs never venture into the inner city, however, for there the ghosts and corpses of the old inhabitants of the city--and their victims--still walk. Lord Kiborus also holds the power of command over these shadowy inhabitants.

Kiborus: Male Vampire, Human Clr15; Medium Undead ; HD 15d8 (Cleric); hp 91; Init +8; Spd 30; AC 32; Atk +15 base melee, +15 base ranged; +10/+17 (1d6+2, Slam; 1d8+6, +2 Mace, heavy); SA: Domination (Su), Energy drain (Su), Blood drain (Ex), Children of the night (Su), Create spawn (Su); SQ: Damage reduction (Su), Resistance: Turn (Ex), Resistance: Cold (Ex), Resistance: Electricity (Ex), Gaseous form (Su), Spider climb (Ex), Alternate form (Su), Fast healing (Ex), Undead; Class Features: Cleric: Spontaneous casting, Spells, Shield proficiency, Heavy armor proficiency, Medium armor proficiency, Light armor proficiency, Simple weapon proficiency, Turn or rebuke undead; Racial Features: Save DC for Domination & Energy Drain = 10 + 1/2 HD + CHA mod, Domination: Range 30', and caster level 13, Energy Drain: 2 levels, Blood Drain: Successful grapple and pin required to drain 1d4 CON each round, DR 15/+1, Turn Resistance +4, Cold Resistance 30, Electricity Resistance 20, Fast Healing 5; AL CE; SV Fort +9, Ref +11, Will +13; STR 18, DEX 19, CON --, INT 13, WIS 18, CHA 17. CR:17

Possessions:

Weapons: +2 Mace, heavy; Unholy.

Armor: +3 Chain shirt.

Shields: +1 Shield, large, steel.

Magic: Ring: Protection +2; Wondrous: Horn of blasting.

Skills:

Bluff +11, Concentration +18, Diplomacy +10, Heal +8, Hide +10, Intimidate +10, Knowledge (Arcana) +6, Knowledge (religion) +7, Listen +14, Move Silently +10, Search +9, Sense Motive +12, Spellcraft +19, Spot +14.

Feats:

Alertness, Charismatic Leadership, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Dwarf's Toughness, Improved Initiative, Leadership, Lightning Reflexes, Mobility, Spring Attack.

Spells Prepared (Clr 6/6/6/6/5/4/3/2/1): ; 1st - Cause Fear, Command, Detect Good, Doom, Endure Elements, Protection from Good (d), Sanctuary; 2nd - Bull's Strength, Darkness, Desecrate (d), Enthrall, Hold Person, Resist Elements, Silence; 3rd - Animate Dead, Bestow Curse, Blindness/Deafness, Dispel Magic, Inflict Serious Wounds, Magic Circle against Good (d), Summon Monster III; 4th - Dimensional Anchor, Divination, Divine Power, Freedom of Movement, Inflict Critical Wounds, Unholy Blight (d); 6th - Blade Barrier, Create Undead (d), Harm, Word of Recall; 7th - Blasphemy (d), Control Weather, Destruction; 8th - Create Greater Undead (d), Fire Storm.

Kiborus Fabius of Farland became a vampire in the year 7260 F.R. He was a priest in the Far City in Farland, but he secretly harbored dark desires in his heart. The Walker knew this and decided to test him: he possessed him and had Kiborus abduct and murder a young girl. Although he was under the Walker's control, in his heart of hearts Kiborus enjoyed the deed. Thus he failed the test. To punish him, an ancient Vampire named Crimson was sent to visit him. After years of servitude, Kiborus slew his creator and found service with The Dweller in the Vale. This Dark Ruler sent him to Daven to recruit The Lord of Gluttony. He slew the then-king of Daven, Dakor V. He later made Saithith. After teaching Saithith how to be a successful vampire, Kiborus left. Finally, the eminent vampire took up residence as the Chancellor of the Nameless City.

Lord Kiborus is an average-looking bald, bearded man. His beard is neatly trimmed, and his baldhead gleams. He has pale, shiny skin, but can easily pass for human in less than perfect lighting. His eyes are remarkable, however; they are violet in color and sparkle with a horrible silver light. He rarely shows the fangs that pass for his canines. Kiborus dresses in rich black garb made of velvet, cut in a timeless style, and he wears a diamond at his throat. At first glance, this combination puts one in mind of a priest. Kiborus will fight with his unholy mace about 50% of the time (determine at beginning of all melees). The former priest of Heshtail (now a priest of Vornoth) is very polished and mannerly in his speaking, but he has a fiery temper and is quick to anger. When he flies into a rage, he is murderous.

The sight that dominates the city, however, is the Frostspire, a huge and featureless tower that rises up hundreds of feet into the mists that perpetually cloak the cold, damp city. The tower is indeed made of pure, translucent ice, ice that seems impervious to the hottest fires, for this spike resisted all attempts by the Leagued Armies to destroy it. There is only one visible means of access to this horrible structure--a great dark opening like a toothless maw that gapes, doorless and seemingly unguarded, in the base of its western face. Here bides the Dweller in the Wintervale, legends say, though if this is true no one currently alive in the West can verify it.

Orc Cities: The cities of Gorug and *Haigrog*, or Orc-haven, are the two ancestral cities of the orc race. For many thousands of years these cities have existed, mostly as crude settlements, and they have been sacked and burned numerous times, and as many times by orcs as by other races. Until the victory of the Wintervale approximately 350 years ago, the Dweller periodically used nearly every resident of the cities in the perpetual Western Wars, which the orcs called the Wars of Orc-Pain, and as such the communities remained crude and barbaric. After the Dark Conquest, the denizens of these two cities were left in relative peace, which they promptly used to wage war on each other. Neither city was interested in decimating its population in reckless onslaughts, however, and as such they turned to solutions that were subtler, at least for orcs. The Uruk leaders of Gorug developed a secret breeding plan, to create specialized orcs and dark folk to completely and totally serve the bellicose purpose to which they are assigned. For example, the *Irzruk* or trackers were bred here. The uruk race was also changed, crossed with trolls, to create a race of regenerating super-warriors called the *Bazok*.

Bazok (Orc-Troll)
Medium-sized Giant

Hit dice: 2d8+2 (16 hps)

Initiative: +0

Speed: 30 ft.

AC: 19 (+4 natural, +4 scale mail, +1 dex)

Base Attack/ Grapple: +2, +7

Full Attack: Greatsword +8 melee; or longspear +2 ranged; or 2 claws +7

Damage: greatsword 2d6 +7, or longspear 1d8+5; or claws 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with longspear)

Special Attacks: Rend

Special Qualities: Fast Healing 5, Darkvision 60 ft.; scent

Saves: Fort +7, Ref +2, Will -1

Abilities: Str 21, Dex 12, Con 17, Int 7, Wis 8, Cha 6

Skills: Intimidate +2, Listen +2, Spot +2

Feats: Weapon Focus (greatsword)

Climate/ Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), squad (5-8), or band (11-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

A cross between the largest Uruks and trolls, Bazoks look like gigantic (7 1/2 foot tall) orcs with thick muscles and green, warty skin. They only obey uruk orcs, whom they have been taught to respect since birth, and will destroy any other humanoid that annoys them, if uruks are not present to restrain them. They even hate trolls, although they fear them. They have no culture, and are generally kept locked in pens between fights. Bazoks are just smart enough to resent this.

COMBAT

Bazoks begin combat by throwing their long spears. On the next round they draw their greatswords and charge into melee. Their weak regenerative ability gives them courage in battle, but they are not completely fearless and have been known to flee, especially if their uruk commanders have been slain.

Rend (Ex): If the Bazok hits with both claw attacks against the same opponent, it latches on and rends the flesh. This attack automatically deals 2d4+7 additional hit points of damage.

Scent (Ex): A Bazok can detect approaching enemies, sniff out hidden foes, and track by sense of smell as if it had a Survival skill of 5.

Other races of Dark Folk were crossed and mixed, with less notable results.

The Denizens of Orc-haven, on the other hand, cultivated the ability to create machines and engines of war. They created devices to hurl fire and rock long distances, devices to use against infantry, and gigantic self-propelled towers to scale walls. In the process of this strange arms race, these two cities developed something of a culture rare among orcs, even in the conquered and more civilized lands. They each developed ruling classes and even written histories and plans. The ruling caste of Gorug is the Leg-Breakers and the ruling tribe of Orc-haven is the Red Fangs, and both of these clans are responsible for the written records of their city. Luckily for the rest of Farland, and perhaps even for the Wintervale, the perpetual strife between these two cities retards their cultural and military progress, and both cities are still under the sway of the Nameless City and still provide troops if they are called upon to do so. *(Because of their centuries of civilization, the favored class of the orcs of these cities is fighter.)*

Cadocia and Human Lands: Frigid Cadocia to the north is a land that is nearly civilized. Indeed, trade and currency are possessed by the Eskimo-like Cadocians. These folk subsist through hunting, gathering, and fishing, and they have developed seaworthy ships to hunt whales. Most of the Cadocians live in small communities that move to follow the food source, but there are two cities in the land, although both are small. Majutenos boasts a population of some 5000, which swells in the summer. Laipedos is the second largest town, with a population of 2000. The Cadocians send tribute to the Nameless City and are ruled by its representatives. The average Cadocian wants nothing more than to be left alone by the brutal agents of the Vale to live his life in peace.

Along the Eastern coasts of the area called Yrrkune live oriental peoples that call themselves the Kunese. These peoples are mostly barbaric, and they have no major cities. They willingly serve the Wintervale and even worship the Dweller as a god, along with Vornoth, whom they call Sodring. While these people have not been allowed to establish cities or develop much of a culture, they still have certain facets of their civilization that are notable. They believe above all in honor, and they will do their utmost to fulfill any oath they take, even to the extent of committing suicide if they fail.

South of the Greatwall Mountains is a huge continent called Eruna, full of wild, dark-skinned humans and all manner of beasts and monsters. The dweller has sent agents into these lands too, but he by no means holds sway, except in the city of Budum-ishi. This community, built in a fertile river-valley, consist of men with light brown skin. This city is ancient indeed, and once held sway over a civilization that encompassed the entire area in which it is set. Now this ancient place is all that is left. The people of Budum-ishi revere their ancestors and build for them great tombs and monuments, sacrificing many slaves by walling them up alive within the crypts. They worship gods with the heads of animals, the Lord of whom is Vornok-ka, or Vornoth, pictured as a man with the head of a bat. As a people, they are concerned with dark and ancient secrets and magics of all sorts. Because orcs and barbarian folk are not skilled in this area, the wizards who of old used to provide support for the dweller's shock troops came from this region. The infamous Khadufel the Southerner, the wizard who belongs to The Eye, hails from Budum-ishi.

LANDMARKS

The Belendale

The total expanse of this huge forest is unknown to the human race. Split down the middle by the tall Kelerak Mountains, this wood is rumored to house monsters, beasts, and magic of all sorts. Few who venture in are welcome, and even fewer return.

The Deadlands

This section of broken lands lies at the horrid gate to the land of icy evil known as the Wintervale. It is said to be the birthplace of the first human kingdom, long since fallen to dust. Now only ghosts and worse are said to inhabit it.

The Great River or The Deadwash

Also known as the Highland River, this stream is the longest river on the continent of Farland. It is as large as the Mississippi in spots.

The Great Peaks or the Mountains of Or

Running the length of the entire Kingdom of Farland, these mountains are the tallest in all of Farland. Some scholars theorize that this natural frontier and barrier is partially responsible for the military success of the Kingdom of Farland. It has only successfully been invaded once in recorded history due to these mountains.

The Sarumvest

The second largest forest on the continent of Farland, it is said to be the ancestral home of the legendary elves. As of now, no civilized races are known to inhabit it. In this haunted wood, the dead are said to walk.

Selfhaven Archipelago

Lying somewhere south of Daven in the Endless Sea is this fabled island. One of the only places in Farland to escape the occupation, it is said to be the home of a thriving pirate kingdom.

Thitherlands

West of Kale lie the unexplored wilderness called the Thitherlands. Legends say that barbarian men of strange tongues make this their home. Tales also tell of the fabled Elvish ship-haven of *Laithostar* from which elves sail into the west. This port is said to lie somewhere on the coasts of this unknown land.

Valley of Mists

Lying north and east of the Kale Mountains, this mysterious valley is said to house almost the entirety of the troll race.

Wizard Isle

Said to lie somewhere in the Lonely Sea, this mysterious island was supposedly once the home of the Arch-mage Seldorius of Farland. The mage has long since disappeared into the mists of time.

LANGUAGES OF FARLAND

There are only twenty main languages in Farland. The human kingdoms speak a total of four languages, all of which are derived from the speech of Old Aelfar (which originally derived in part from Elhil or Elven) mixed with the language of the primitive tribes who lived in the space to which they migrated. They bear some words in common, but are different for the most part.

1. Farlandish (Great Speech) (Speakers of Farlandish can make an INT check with a DC of 10 to understand Kingdom Common. They must make this check once per encounter.) All humans use the Aelfarian alphabet.
2. Kingdom Common (Zeland, Orland, and the Halflings) (Speakers of Kingdom Common can make an INT check with a DC of 12 to understand Farlandish. They must make this check once per encounter)

3. Kalish (Kale) (Speakers of Kalish can make an INT check with a DC of 14 to understand Kelevan. They must make this check once per encounter)
4. Keleven (Kelerak and Daven) (Speakers of Kelevan can make an INT check with a DC of 14 to understand Kalish. They must make this check once per encounter)
 - 4a. Anarian (Barbarian tongue of the Northern Wastes)
5. Blackspeech (orcs, goblins, trolls, ogres, kobolds, gnolls, and other goblinoids)
 - 5a. Wild Blackspeech (other evil monsters, somewhat similar to blackspeech but learned separately)
 - b. Blackspeech, secret (old blackspeech)
6. Boolaluum (Treant) Speakers of Treant can understand Elven with a DC 20 INT check and vice versa.
7. Khazdun (Dwarven-- hill and mountain, both only slightly different). Hill Dwarves can make an INT check with a DC of 5 to understand Mountain Dwarven and vice versa. They must make this check once per encounter. Hill uses the Mithaud alphabet, and mountain uses the Wawmar alphabet; both are runic. Speakers of Dwarven can also understand Dark Dwarven with an INT check DC 16. Dwarven is never taught to non-dwarves.
8. Altarian (Elvish or High Speech, uses the Elwar alphabet.) Speakers of Elven can make an INT check with a DC of 15 to understand Farlandish. They must make this check once per encounter. Elves can also understand Drow with a DC 20 check..
9. Sadipadoopalian (Gnomish) Speakers of Gnomish can understand Dwarven with a DC 20 INT check and vice versa.
10. Lizard Man
11. Naga
12. Mordularian (Drow) Drow can understand Elven with an Int check DC 14. They must make this check once per encounter.
 - 12a. Drow handspeech
13. Svirfnebli
14. Undercommon
15. Titan
16. Dragon. (Good dragons make an INT check DC 7 to understand the dialect of evil dragons and vice versa.)
17. Dark Dwarven (the language of Duergar and Derro and other related Underdark beings.) Speakers of Dark Dwarven can understand Dwarven on an Int check DC 15.
18. Faerie (related to Elven). Speakers of Faerie understand Elven INT check DC 10).
19. Old Speech (language of most good or neutral monsters, with slightly different dialects).
20. Undersea common
 - 20a. Undersea blackspeech

All the goblinoids speak slightly different dialects of blackspeech. A speaker of a language like Blackspeech or Old Speech (where there are many related dialects) must initially chose a dialect of concentration. The speaker will then be entirely fluent in this dialect. Speakers of this dialect will then be able to understand other dialects with an Int check against a DC of 5-15, depending on the similarity of the dialects. Creatures from other planes or continents obviously speak different languages, and there are several dead languages not present above that it may be possible for a character to speak, such as Aelfarian.

CALENDARS OF FARLAND

Each race and geographical location has its own method of keeping track of time. The first two categories refer to the human kingdoms (the Eastern Lands consist of Farland the Great, Zeland and Orland, and the West consists of Kale, Kelerak and Daven.) Of course the demi-human races have their own calendars. All races except the goblinoids use a twelve-month calendar and a thirty-day month. Every third year there is a 15 day period, a sub-month, tacked on to the end of Vornos to make up for a calendar deficit that stems from the faulty Aelfarian calendar system. This sub-month is called Tanaros and is sacred to the Druidic dual god. In the West it is simply called Holiday, as many people (those who can afford it) spend the time celebrating and shirking societal restrictions. The next Tanaros occurs at the end of 8171 F.R.

Month	Eastern Month	Western Month	Elven Month	Dwarven Month
1 st	Kantalos	Kalt	Aeglal (Snow)	Marin
2 nd	Neltalos	Nelt	Valsal (Storms)	Haudin
3 rd	Thrantos	Thros	Sulheral (Wind)	Khuldin
4 th	Bestalos	Besel	Sulimal (Breath)	Rhallin
5 th	Heshtalos	Hest	Artanal (Flowers)	Balhalin
6 th	Janoros	Jans	Idrilal (Light)	Dundin
7 th	Reeanos	Reos	Maural (Heat)	Bundin
8 th	Flamgos	Flame	Naural (Fire)	Mithrin
9 th	Calbros	Cabos	Silial (Moon)	Dhurlin
10 th	Dekkos	Dekkos	Yavekal (Fruit)	Khallin
11 th	Belos	Belos	Undomal (Twilight)	Thetin
12 th	Vornos	Darkenmonth	Vornal (Darkness)	Wawin

Days of the Week	Eastern Day	Western Day	Elven Day	Dwarven Day
1 st	Wedae	Westday	Celebaer (silver)	Angwan
2 nd	Khamdae	Eastday	Thinaer (grey)	Borwan
3 rd	Hoarmdae	Northday	Finaer (red)	Azwhan
4 th	Amdae	Harpday	Calaer (white)	Gimwan
5 th	Suildae	Seaday	Glorfinaer (gold)	Thelwan
6 th	Dwardae	Dogday	Glinaer (bright)	Thorwan
7 th	Radae	Southday	Morthaer (dark)	Khulwan

Common Holidays: Midsummer, Harvest, Yule (25th of Belos), Dark Eve Falling (12th of Vornos), New Years (1st of Kantalos).

POETRY AND SONGS

The Lay of Talkana Silumiel

In Alustel there lived of old
 Beneath the boughs awash with light
 An Elven maid with hair of gold
 Where stars shone day and night.

No beauty grander ever graced
 The lissome form of elf or man.
 The good reflected in her face
 She spread throughout the land.

The daughter of Balanuil

Wise patron of Al-Dustriel
Elfhouses great and greater still
T'were none in Alustel.

Talkana they called her on sight,
The fairest Daughter of the Moon,
For in her eyes, both clear and bright
Grey magic sang in tune.

Capacity of priest and mage
And loving heart of Elven maid
She traveled long in role of sage
From Sarumvest she strayed.

Of Elves, the wordsmiths, great was she,
Of dweomer magic greater still
And wandering, light-limbed and free
She taught them both with skill.

To beast and tree and delving dwarf
With lithe, quick step and watchful eye
The Elhil learning she brought forth
All learned it that would try.

Because goodwill she always sought
To Liferock cold she learning bore
With tongue of gold full well she wrought
'Tween dwarf and elf rapport.

But fades the summer, comes the fall
And Elven lands will wear away
And cold will grow both hearth and hall
For nature's law's decay.

From Elven ken Talkana passed
Though loved they fierce the Elven maid
They searched strange lands both cold and vast
But then returned to glade.

Now light shines pale in Alustel
And sorrow marks the Sarumvest
Where Talkana's graceful feet once fell
But nevermore shall rest.

For fades the summer from glade and vale
And Elven lands are brown and sere
As ever colder grows the trail
Of Moondaughter who disappeared.

by Galdin Palantar the bard, written this year 9000 Elhil Reckoning

An old Dragonspur drinking song

Raise your cup and drink it down
For the fire's warmth is good

Here we sit in this grand old town
And sing as we know we should.

For the folk of the East they act so proud
Smart Kelerites will steer clear
And the hammer of dwarf is way too loud
When you've had your share of beer.

So raise your glass of ale so pure
And say a toast to the crown
For we're the men of Dragonspur
So buy us another round!

The men of Kale all tell lies
But their women aren't so bad
So we'll met them out 'neath starry skies
And make them very glad!

So raise your glass of ale so pure
And say a toast to the crown
We're the fighting men of the Spur
So buy us another round!

Zeland and Orland can go to hell
Unless they've got wine to share
And Farland's mighty, which is good and well
As long as they stay way over there.

So raise your glass of ale so pure
And say a toast to the crown
For we're the men of Dragonspur
So buy us another round!

Elven lands are vast and wide
We hear they dance from glade to glade
But all that prancing we can't abide
It's too pantywaist I'm afraid.

So raise your glass of ale so pure
And say a toast to the crown
For we're the men of Dragonspur
So buy us another round!

An Elven Song of Longing

Gold are the Beeches in Ardaranel
The summers there bring joy to me
The leaves in autumn too glorious to tell
But ever my thoughts seek the sea.

Even now it calls with perpetual voice.
Farther I drift from grass and tree,
The Doom of elves, the age-old choice:
Stay or sail to Faerie.

The memory of stars upon the sea
The ancient folk can not suppress.

It sings to me of High Faerie,
The Havens where my heart doth rest.

For sun and grass and forest glade
Long have been my heart's content,
But all these lands grow pale and fade
As elves sing their sad lament.

For the thought of stars upon the sea
I am unable to suppress.
It speaks to me of Fair Faerie.
The Havens where my heart doth rest.

An Orcish War Chant

Onward, dogs, to strife, to war
Whips at back drive feet that's sore
With gnash of tusk and fire that's red
No resting now unless you're dead.

Gralar! Gralay! With blood and clash of steel!
Yahoy! Yahay! We fight for our next meal!
No pause, no cease, no give or retreat
Fight on in cold or wretched heat!

They tell us fight for Hoth and Hai
I say be damned until you die
No light no water for another day
Who needs that claptrap anyway?

Broken tusk and aching back
We battle now, cities to sack
Then we crawl back to the pit
Your doom now in blood is writ!

Onward, dogs, to strife, to war
Whips at back drive feet that's sore
With gnash of fang and fire that's red
Life is pain and then you're dead!

Gralay! Gralar! Yahay! Yahar!

A Dwarven Burial Song

The night is black, the sky is blotted out, we have left the
holds of our fathers,
And Tili has returned to the Maker. The light becomes
dark,
The night and again night, the day with sorrow tomorrow
For Tili has returned to the Maker.

The Old Ones have passed away, their homes are the
stones far off, below,
Their spirits are laboring free. Where are their spirits

laboring?
Only the rocks know, or the passing wind.
And Tili has returned to the Maker.

Are they below, the Old Ones? Are they here?
Do they labor warm by his forge, do they see our offering?
Tomorrow is naked and empty, for Tili has gone
He is no longer seated with us at our fire.

Dwarven Religious Song

King under Mountain
King of Kings
From the depth of stone we call

Heed our song
Fill our hearts
In the name of Walin Greatfather we call

Speed our hammers
Guide our axes
As from the dusty plains we call

For ahead is the test
Plentiful times are past
In the name of Walin Greatfather we call.

The Ballad of Bartarius

To save the 'Spur the heroes set out.
Bellicose Bartarius the captaincy caught,
Redoubtable Ragnor at this was irate,
But submitted his services to succor the group.
Malevolent Malcall, matchless in might,
Seeking naught but war and weary of town,
Assayed to aid the associates as well.
Fearful Fundin the dwarf made up a fourth.
Thus complete, the companions, a wyrm to confront,
Left the luxury of town for the lawless waste.

The wheel of fate whirls along its endless way,
The good gods themselves guide the hero's blade,
But the path is protracted and perplexes the soul
Will the sword-arm shake opposed with the shadow?

Evil assays soon enough to end the journey:
A plot of penumbras peril with power demonic
Conspires to conquer the contiguous kingdom.

The heroes harry the beast to its hideout
But brave Bartarius flees; a cunning contrivance he plans.
Of course Outelion only returns when danger is over.
Baron Oliver is freed from bondage to the base demon
And the companions construct a friendship 'tween kingdoms.
For Grand Oliver is grateful to the glorious group.
With farewells, they set off, the fearsome dragon to find.

The wheel of fate whirls along its weary way,
The true gods test the heroes' tremendous heart,
The warrior must search to the depths of the soul
But the course and its conclusion are still in question.

Brave Bartarius leads the group through the badlands,
Ever Outelion makes the group endure
And he bears the greatest brunt of the battles on his back.
Perhaps marauding Malcall and the others help much.
Dark and dire dangers do not deter the heroes,
Hateful harpies and awful orcs attack the group
But always-awesome Bartarius and radiant Ragnor prevail.
Enemy baronies, cold with evil, exert a terrible force
But fearing Fundin and matchless Malcall press on.
For brooding Bartarius buttresses the group.

The lamentations of life are wailed limitlessly
But the gods do not grant respite nor guidance.
The warrior is always alone in the awful storm,
And the worst comes inexorably on its evil way.

Now in the Naeb Brakes, the group knows to beware
For a wretched wurm of great might waits.
They fight their way into the fiercely guarded fortress:
The minions of Afej the malicious prowl with missiles.
I can prove this for I was present at the evil place.
Though these beasts are brutal, the battle is won.
The dragon next to be destroyed, yet this is no easy death.
Its jaws are clashing doom and its breath limitless lightening.
It reared, relentless in its rage, and breathed a raging bolt
Outelion was gravely hurt. Is this the end of his hostility?

Spells subtly ensorcell and Death awaits to descend
With each hero hurt near to the limits of tolerable harm.
But axe, dweomer, and brand blaze to fell the behemoth.
And only the gleam of gold awaits for the heroes to garner.

But great is the power of gold guarded by a dragon,
And from sheathed blade to ignoble bloodshed they turned:
Slain were many men who were merely innocent.
I was there and thus can tell it truly to thee.
With Bartarius near breaking we heard, "I'll go back to Woodtown!"
Yet the group forever presses forward in hopes of saving the Spur,
For brave Bartarius, belying his doubts, leads the beleaguered.
The coins come to the Spur and are counted in time.
Thus the heroes win and battle-hardened Bartarius is knighted
They are legends yet they are left with only the questions and the quests.

I, Tancred the Bard, wrote this
8170 F.R.

The Dark Conquest

The wind blows cold on brake and heath
The weeping willows cry
The mountains dark are jagged teeth
Against a leaden sky.

So suddenly the blow it fell
That none could it resist
Cold lands soon found themselves in hell
With blow of icy fist.

The armies marched to war in vain
Just when the bell had tolled
For all they met was death and pain
Forever after cold.

From far across the Mts. of Or the ice-cold hand had reached
Cruel uncaring gods looked down and could not be beseeched.
Shadow dark like smoke and gloom then spread across the land.
No place is there, though dark or fair, that did not feel the hand.

The brave and noble lords of old
Too fell to flame and blade
And pestilence unclean took hold
With works of good unmade.

The creeping mists and hand of doom
Had laid it all to waste.
The darkest end like closing tomb
When free men were debased.

For yet the clouds of stormy war
Upon the vistas loom.
And known it is on farthest shore
That men now face their doom.

The might and mien of kingdoms gone cannot the vale forfend
For trees that brave the storm and wind are doomed to break and bend.
Now hope and joy lies underfoot, both trodden in the soil.
And lives of men forever more hold naught but pain and toil.

I, Tancred the Bard, wrote this
8168 F.R

Aurel's Gift

A strong, proud man did fall that day
His death was not in vain.
Although his passing saved their lives
His men's good hearts were pained.

A cold fall morn was seen that day
A death it might foretell.
The captain's men's morale was high
Ahead what gaped was hell.

In chaos battle fierce was joined
Black arrows stained the sky.
Some life was lost; indeed too much
Too many wives would cry.

The tide of war began to turn
Against the Captain's men.
Each one began to pray to God
To see his land again.

The captain ordered a retreat
The foe was pressing strong.
The men were cut down right and left,
Withdraw went sadly wrong.

The captain took up his yew bow
And made a final stand.
By beating back the enemy
His men could gain their land.

No more of him was seen that day
Nor any day since then.
His precious life he traded for
The lives of his good men.

By Guisson the Poet, written after the
invasion of Kale by the Far Empire.

Fiendish Doggerel

Greetings gents, again we meet
My place is now to smile and greet.
The hope that shines within the West
On your shoulders now doth rest.

To increase your knowledge now I send
You to the place where I did rend
To shards the future of the land
Darkness born of this pale hand.

The dreamtime! Now, away you go!
More you certainly will know.
Though understand it you may not,
Why this dark fate is now my lot.

First I was of vampire kin,
Because of my foulest sin.
The *Book of Seven* from my cult
This doom upon the land my fault.

But dreamtime to you is real,
If you die you cannot heal.
Damage there is real enough
So watch and be sure that you're tough.

----- {lacuna}

For your aid advice had I
Past mistakes to rectify.
Cruel but just gods have spoke
Retribution for the command I broke.

But your rudeness now I will reward
Don't try to resist me with a sword.
It will do you no good at all
So be a good boy and fall!

By The Fiend, a mysterious age-old vampire
who seems to be helping the Forces of Light
for reasons known only to himself.

Western Funeral Prayer of Kantor

Oh god of sea, we pray you hear on high:
To strife and pain this man of war was born,
Now sword is broke and bent, and clove is horn;
Receive him in the ocean of the sky.
Pray grant to him the rest his shade doth need,
Admit him to the holy isle we plead.
In strength he fought, at last in death is free,
Pray grant some light to guide him 'cross the sea.
His work and pain he leaves at last behind.

Though seas of ours are rough with ill and woe,
And soon dark ship doth wait for us to go.

Pray grant to us his strength of soul and mind,
That when finally you call across the gale,
We have at last the will and heart to sail.

A traditional prayer said to Kantor
upon the death of a warrior.

The Lament of Ingwe and Valanduil

Ingwe: Si harthio (Here I bide)
The golden light calls
Elves to their morning songs
But I do not sing.
Si hosgario linen (Here I am silent).

Valanduil: Tirio haron nenel (I seek far and wide)
Even in morning the shadow falls.
The time away is too long
My soul feels the sting
A ing ristia (And my heart is rent).

Ingwe: Si harthio (Here I bide)
Midday holds no joy
For I do not hear your voice.
My heart is sunk in gloom.
A si hosgario linen (And here I am silent).

Valanduil: Tirio haron nenel (I seek far and wide)
Day they seek to destroy.
Thus I have no choice;
For foretold was my doom.
Al ing ristia (Yet my heart is rent).

Ingwe: Si harthio (Here I bide)
As night falls swiftly,
I know I wait in vain.
For your task is impossible.
Hosgariatha arned linen (Forever I will be silent).

Valanduil: Lin Tirio haron nenel (Still I seek far and wide)
Darkness comes over me.
I travel long in pain.
From afar I feel your pull.
Ing arned ristiatha (Forever my heart will be rent).

Elven Song of Departure

We who are old, old and sad,
O so old!
Thousands of years, thousands of years,
If all were told:

Give to these mortals, heirs to the world,
A heart that's strong;
And the long dew-dropping hours of the night,
And the twilight's song:

We leave these lands, the shores of the world,
To rest far from men.
Is there another way, another way?
Tell us it then:

Us who are old, old and sad,
O so old!
Thousands of years, thousands of years,
If all were told.

Adapted by the Webmaster from
W.B. Yeats' "A Faery Song"

The Fatal Fight

1

'Twas late in the sere season of summer
With wars fought and so wearily won,
When came the Eye of evil from the East.
With dreadful threat of deadly doom,
A command they decreed for capture
Of the Lord Bartarius. His brazen band
Would also be assailed if aught resisted.
Mayhap Naglor the Lord Mayor might
Even be assaulted ere the Eye departed.
These savages must be sought or the Spur falls.

 This goal in mind the Lords prepare
 With setting sun to seek their fate.
 They are resigned without despair,
 For judgement comes to small and great.

2

Bartarius clasped his bold and mighty blade,
The dread brand of the deceased Dakor,
Filigreed with fine detail, its fiery edge
Hade ne'er yet failed the Lord in fierce fight.
Resplendent in rare and rich harness of Wodene,
That ancient Anarian who attacked the Spur,
Outelion left his lodging, to go lead his men
To that preordained place of peril and death.
Bartarius would not flee from the fight
For his old fleeing days had passed.

With dying fall the sun did set
Into the west that fateful day,
Foreboding doom and deadly threat,
And yet there was no other way.

3

The brave band of Lords is bade to come,
And ever ardent they answer Outelion's call.
Who was in that war-tried troop of Lords?
Peerless Payn, the Lord Knight and protector
Of the city was there. His scimitar ever seeks
To strike the fell fiends that threaten his friends.
Matchless Malcall, sword-mighty and strong
Also swore to win or fall facing his evil foes.
Tharivol the cleric came to support the companions.
Last was Valanduil, wise wizard and Elven-immortal.

All hope upon the Lords does rest,
No others can resist the Eye.
Yet this might be the fatal test,
And doom for some at last is nigh.

4

The troop recalls another time they traveled
To seek a great wurm's gold to guard the Spur.
That journey was deadly, but gems and jewels
Were won and none fell, though they took wounds
That threatened to end the tale of their lives.
Yet they lived, but this time the threat is worse.
Their hearts, though, are steel and fire, their blades
Sharp to match the might and mettle of their spirits.
Mounting steeds as swift as wind, they set off,
Riding like rain on the field or a rolling storm.

The fatal hour approaches fast
But warriors do not shirk their fate.
The days of yore long since are past
But heroes now prove just as great.

5

Soon arriving in Cambury with the sinking sun
The heroes halt and hail a figure that waits
Like a coiled snake with prey in its clammy clasp.
Immortal Valanduil valiantly defies the villain.
Khadufel, dark conjurer of the evil conclave,
Answers with fraud to fool his brave foes.
I hear his deceit fulfilled its foul effect:
Benighted Bolg-Gatha struck with his blade.
Venom dripped like dross from the demon's knife

And the baneful blow clove flesh and bone.

The knife from shadow flashed and gleamed
To bring Bartarius to noble end
In death his sins are all redeemed
His soul to god at last ascends.

6

Like lightening Malcall lethally strikes.
Bolg-Gatha, taken aback by his battle-rage,
Quickly flees the fight, although not forever.
He slinks into shadow to plot another strike.
Sir Payn is a whirlwind of flashing weapons,
Caught in combat with a crowd of foes,
And though damaged, he deals them death.
Valanduil bravely vies with the villainous mage,
Yet his weapon is worthless against the wizard;
Although steadfast of will, he is at last ensorcelled.

Soon night will fall upon the field,
And cast a shadow on their hearts,
And yet they swear to never yield,
Until the dark at last departs.

7

The wily wizard attacks with dweomers strong:
His evil spells strike down the sainted Tharivol.
He fell while valiantly defending his friends.
The women should weep and bewail his end,
And let them also mourn Lord Bartarius' loss.
Yet the evil enemy has not ended their attack.
But mighty Malcall and powerful Payn prove
Too much for their foes, and the threat is rebuked.
They defeat the foul Bolg-Gatha, felling him
With stalwart swords and strength of arm.

The Eye cannot their strength resist
And seek at last to 'scape the fight
But fail to flee the iron fist
Of holy wrath and righteous might.

8

The site of battle smokes and steams with blood
Freshly spilled, and the bodies of friend and foe
Both lie like carrion, killed in the heat of combat.
Yet the heroes hold the field, having driven off
The only enemies outstanding. Bauglar, an Orc,
And the baleful group's tracker, has turned tail.
Khadufel also absconded, but alas with the Elf:
His cunning compelled the captured immortal
To give himself to the grim and ghastly host,
One more casualty forfeited to the fatal fray.

The battle seems to have gone wrong,
Portentously the sun has set.
But god's control o'er death is strong
For hope is not lost even yet.

9

From the field, fearless Malcall bore his friends,
Maugre the danger from an onslaught of onrushing orcs.

In his prowess, Payn brought the body of Bolg-Gatha
To use in trade for the timeless Valanduil, enemy-held.
But the best tiding, I have heard told, is truly this:
Priests of Kantor, from beyond have beckoned Bartarius,
Lord of the City, to return to the land of the living.
With him is summoned the shade of Tharivol—oh miracle!
He who freed the forlorn Spur forsakes not the people,
And the Lord has sworn to liberate the luckless Elf.

It seems that when the tide has turned
And into death all hope has passed,
The light of day through clouds will burn,
The rays of dawn shall come at last.

I, Tancred the Bard, wrote this
8170 F.R

PROVERBS AND SAYINGS OF FARLAND

(Note: Many are generally attributed to the famous Sage and Wizard Seldorius of Farland, who long ago disappeared into the mists of time. Some are folk wisdom.)

Do not ask an elf for advice, for he will say both yes and no.

Where the warg howls, the goblin prowls.

All roads lead to the Far City.

None but an elf should ask a gnome for advice, lest old age overtake him.

Speech and song are food and drink for Elves, gold and silver are food and drink for dwarves.

Halflings have but half the height and strength of a man; they also have but half the rashness and vice.

Better to bundle up against the Great Glacier than to try to melt it with fire.

Aelfar was mighty, but it too fell.

Better to try to outlive an Elf than to change a Dwarf's mind. (Also: Better to try to outlive an Elf than outdrink a Dwarf.)

Men are like the grasses on the plains; they bend with the wind but rarely do they break.

The Nameless City is nameless for a reason.

Elves are doomed; man makes his fate. (Also: Long is the life of an Elf, but doomed; short is the life of a man, but free.)

When in Orc-haven, look to meet Orcs.

Even the Northern barbarians know of the might of Farland.

Leeches and poultices do not appease Grlarshh.

The trees, grass, and even the stones remember the Elves.

The night belongs to the Walker, but it was not always so.

Long are the legs of men.

A man or orc may choose to dwell where an elf or dwarf would fail.

Famine and plague kills as surely as orc with fire and blade.

Reality is a splintered mirror, reflecting back myriad similar yet different reflections.

Slave to an orc or slave to a man, it's slavery no matter how you slice it. (An old Kelerak saying).

Even in Elven vales, winter must come.

Where there is hope, there is life... and need of victuals. (An old Halfling saying.)

One is made wise, yea wiser, through the experience of dusky sorrow more than from the experience of ethereal joy.

An elf who has heard the call of the seagull will tarry no longer under the trees.

Sharpen your axe today, for there may be orc skulls to cleave tomorrow. (An old dwarven saying)

Great is the power on the hearts of the greedy of treasure long brooded over by a dragon.

True is prophesy, but more true is human will.

An angry dwarf has the wits of an orc, and the might.

Any way you slice him, a man is still a man

Dice 'n cleave Dice 'n cleave it's 'ow we get da 'umans leave (Orcish proverb)

MAGIC ITEMS OF FARLAND

Armor of Zestor: This +3 silver-chased splintmail acts as +5 when its wearer is attacked by a winged creature. It belonged to Zestor Half-Elven, also known as Zestor Wyvernslayer. Zestor was an ancient King of the lands of Kelerak. (Human item)

Blacksword: This +3 black longsword is unbreakable in normal use. Once drawn it cannot be put away until it draws blood. If the wielder attempts to sheathe it he takes 1d12 hp damage (Fort save DC 15 for half. If he makes the save he can sheath the sword, otherwise he physically cannot do so, although he can try again in one round, taking damage all over again. The wielder instinctively knows this fact). Once per day the wielder can cast cure critical wounds on himself or cause critical wounds on another at the 10th level. Once a month the wielder must make a Will save DC 18 or shift one alignment toward evil (Evil item).

Crossbow of Wawmar: Crafted under the hammers of the most expert metalsmiths in the world, the dwarves of Wawmar, this steel +3 crossbow cannot be broken in battle or under normal use, although it is not indestructible (it can be destroyed in a normal forge). If the total number rolled to hit is 4 above the number needed, then the opponent must save vs. will at DC 18 or be held. This power functions three times per day (Dwarven item)

Crown of Aelfar: Created shortly after the Primordial Wars, this artifact was the symbol of power and authority of the first human civilization. Beckair Publius, the founder of the kingdom of Farland, rescued the Crown from the devastation of the fall of Aelfar and used it to signify his right to rule the newly founded kingdom. Publius used the item at the final battle of the War of Vengeance, the Battle of the Death Downs, where it was supposedly destroyed while Publius was in conflict with the Dweller itself. The Crown is rumored to have had the following powers: the crown grants its wearer a +4 dodge bonus to AC, a spell resistance of 15, and damage reduction of 10/+1. The spell also makes any mace or axe that the wearer uses act as a magical +4 weapon when grasped by the wearer. The crown also allows its user to cast lightning bolt (10d6 damage, save DC 17) and heal/harm, both 1/day. Like most every artifact, its wearer will not willingly give up the Crown. A wearer who is not of neutral alignment, however, gains two negative levels from wearing the crown. Upon first donning the Crown, the wearer loses 2 points of CON permanently. (Human artifact)

Ear ring of Neltak: This tiny golden upside-down axe, holy to the god Neltak, Lord of Law, confers hold portal, cure serious wounds, and Zone of Truth all 2/day all at the tenth level of ability. Wearer must be neutral in some respect or the ear ring will not function. (Human item)

Helmet of Anarim: This powerful helm, crafted for the High King of the Kingdom of Farland in its hey-day, acts as a Ring of Elemental Resistance: major (fire) and a ring of Elemental Command (Fire). It also confers a +1 dodge bonus to AC (which of course stacks with armor and shield). This beautiful item is intricately carved and made of gold; flames are perpetually reflected in the burdgeoned surfaces of the helm even when the wearer is not near fire (Human item).

Ruby Skull: This mysterious artifact is shaped like an extra large, man-like skull with 3 eye orbits and fang-like teeth. Its origin or current location is unknown (although the skull is rumored to have come from the god Soggoth who died untimely). Historians attribute the existence of the Duergar race to this evil item. The skull allows its user to have a perfectly accurate premonition of upcoming events 1/week. This premonition is fairly detailed but can be ambiguous. The skull also allows the user to cast animate dead 1/day, speak with dead 1/day, cause disease 1/day, fear 2/day, and finger of death 1/day. All spells are cast at the 20th level of the appropriate class, and as if the possessor had an 18 in the relevant ability. The user of the skull's face becomes more skull-like and gaunt with each use of finger of death, until after five uses the possessor resembles a living skull. The possessor also gains a slight body odor with each use of animate dead (a permanent -1 to all charisma-related skills per 7 uses of either or both of these abilities) until with the 42nd use the stench becomes horrible (-6 to all charisma skills maximum). Upon the final charisma-related skill loss, the user becomes irrevocably lawful evil. Finally, the skull is strongly evil and sentient with a 15 INT, 13 WIS, CHA 16, EGO 34 and can cast suggestion on its user or on another person 1/week; the user cannot control this ability. User saves at -4 vs. this spell. It will almost never reveal anything about its origin, however. The skull's current location is unknown but it may rest with the twisted Duergar race in the depths of the caverns that riddle Farland's core. (Extra-planar artifact).

Traveler's Staff: The head of this comfortable walking stick is always carved to look like a natural animal or beast of the wilderness. A leather thong hangs out of its mouth and wraps around the traveler's wrist. This

staff grants the user 5 ranks of Knowledge (nature). In the hands of a druid or ranger, the staff is more powerful; to these individuals, for whom the staff was made, it grants 10 ranks of Knowledge (nature), 5 ranks of survival, and confers a +2 bonus to Wild Empathy checks, but only towards the animal represented on the staff's head. The staff needs to be held in the hand to function (human item).

Shield of Thetak: This storied +2 medium shield is enruned and engraved with fierce Dwarven warnings. These warnings blaze on command once per day, allowing its user to cast hold monster as a 15th level caster. (Dwarven item)

Staff of Aelfar: This great staff dates back to c. 2600 F.R., the time of ancient Aelfar. It once belonged to the mightiest priest of Aelfar, and is rumored to have been given to him by Heshtail himself. The staff, like ancient Aelfar, is now lost. This +2 staff looks like an ancient ironwood staff shod in bronze and crowned by a holy symbol of Heshtail. This holy symbol is made from an unknown, indestructible metal. The staff can only be touched by a LG character. Other G aligned characters take 2D6 no save; others alignments must make a Fort save DC 18 or die on the spot. If the save is made, evil characters still take 2D6 (Of course this power cannot be used aggressively). Neutral and evil characters feel a strong awe and foreboding from the staff and will usually find it difficult to bring themselves to touch it. In the hands of a good character it adds a +2 to fort and will saves and casts remove fear, cure serious wounds, bless, aid, remove curse, and cure critical wounds all 1/day. In the hands of a cleric of Heshtail it is much more powerful. In addition to the above, it allows the cleric to turn undead as two levels higher, and allows him to cast heal once a day, and true resurrection 1/week. The staff causes the user to age 1 year every time he resurrects. The user is also compelled (no save) to donate 80% of all monetary possessions to a temple of Heshtail. Finally, the staff cannot function in the presence of a dragon, either dead or alive. The staff always functions at the 20th level of ability (Extraplanar item).

NEW SPELLS

Amnesia

Enchantment (Compulsion)

[Mind-affecting]

Level: Brd 5, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft.)

Target: One living creature

Duration: Permanent (D)

Saving throw: Will negates

Spell Resistance: Yes

This powerful spell causes the target to forget everything that is not innately known. This means that the victim forgets his own name, his history, his family and friends, as well as his goal or current mission. The fact that this spell has just been cast is also forgotten. He retains his level and all abilities that go along with his class; for example, a fighter does not forget how to use his feats, a barbarian remembers how to instinctively rage, and a thief knows how to use sneak attack. Moreover, a character will automatically use class abilities if the situation demands their use. A wizard or cleric does not forget memorized spells, but does forget that he is in fact a spell-caster, and he also forgets that he has spells memorized at all. Should the victim somehow learn that he is a spell-caster and what spells he has memorized, the victim can proceed to cast them if he has the components. Furthermore, the victim does not forget his alignment and will instinctively resist actions that are against his ethical bent. The character remembers how to speak all the languages he formerly knew. A subject who is affected by this spell will often be very confused and distraught for some time following the spell. *Remove Curse* ends the Amnesia only if the level of the character casting it is at least two higher than the level of the character who cast *Amnesia*. *Break Enchantment* does not end the *Amnesia*, although *Limited Wish*, *Miracle*, and *Wish* do. These are the only

spells that remove the amnesia. The material component is silver powder soaked in expensive wine, both worth a total of 50 silver pieces.

Anti-fly Field

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5ft./level)

Area: hemisphere 50 ft. high at highest point + 10 foot per level

Duration: 1 hour/ level

Saving Throw: Special.

Spell resistance: No.

This spell is a very specialized version of Dispel Magic. It affects one location and is immovable once cast; the spell prevents magical flight or levitation within the hemisphere of effect. The anti-fly field will remove or prevent flight from spells, magic items, spell-like abilities, and supernatural abilities, but not extraordinary or normal flight, even from a magically summoned or polymorphed creature. A creature that flies into or attempts to levitate within the area must face a check similar to Dispel Magic. The anti-fly check is 1d20 + 1 per caster level (maximum + 10) against a DC of 11 + the level of the caster who has cast Fly or Levitate or some other magical flight effect. A successful anti-fly check causes the creature to be affected as if the spell's duration has expired or the effect has otherwise ended. When attempting to prevent flight granted from magic items like Magic Carpets the check is made against the level of the caster who created the item. The check need only be made once per entering the anti-fly field, although if the flyer leaves and re-enters, he faces a new check. The effect does not extend into the ethereal plane. The material component is a tiny vial of tar or molasses.

Hesitate

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. +5 ft. per level)

Targets: 1 creature per level up to a max of 6

Duration: 2d4 rounds

Saving Throw: Will negates

Spell resistance: yes

This spell is similar to, but less powerful than, *Confusion*. If the subject fails his Will save he is magically confused and thus hesitates before taking his first action at the start of every round. Thus his initiative is penalized by 8 starting in the round that the spell is cast and continuing until its duration expires. Of course if the victim has acted before the caster in the round in which the spell is cast, then the victim begins hesitating on his next action. Taking the Refocus action will raise the victim's initiative to 20 but the penalty will still be applied. The material component for this spell is a small copper disk

GODS AND DEMI-GODS OF FARLAND

The following section details the Gods and Demi-Gods of Farland. This chart can be used for easy reference:

Farland Deities	Alignment	Domains	Typical Worshipers
Heshtail the Merciful	lawful good	Good, Healing, Law, Protection	Paladins, healers
Bestra, Lady of Goodness	neutral good	Animal, Good, Healing, Plant	farmers, wives, artists
Kantor the Crusader	chaotic good	Chaos, Good, War, Water	sailors, warriors
Neltak, Lord of Law	lawful neutral	Destruction, Law, Protection, Sun	judges, lawyers
Dekk, Lord of Balance	true neutral	Knowledge, Magic, Protection	Monks, scholars
Bel, God of Thieves	chaotic neutral	Chaos, Destruction, Trickery	thieves, sailors
Vornoth, the Dark Walker	all evil	Death, Destruction, Evil, Magic	all evil
Tal-Allustiel, Elven Lord	chaotic good	Animal, Good, Magic, Plant	Elves
Khuldul Rockcarver	lawful Good	Earth, Law, Protection, War	dwarves
Khuckduck Gemcutter	lawful good	Animal, Magic, Trickery	gnomes
Bunga Proudfoot	neutral good	Good, Healing, Travel	halflings

Farland Demi-gods	Alignment	Domains	Typical Worshipers
Reeanan the Bright	lawful good	Good, Knowledge, Sun	Paladins, wizards
Calbran, Lord of Luck	neutral good	Luck, Strength, Protection	athletes, warriors
Thranton, Lord of Lightning	chaotic good	Air, Chaos, Travel	travelers
Aknor the True	lawful neutral	Law, Knowledge, Protection	craftsmen
Janora, goddess of fate	true neutral	Healing, Knowledge, Luck	gamblers
Flamgart, Fire God	chaotic neutral	Chaos, Fire, War	evil warriors
Grlarshh, Death God	neutral evil	Death, Evil, Trickery	outcasts
Dhurli Ironbeard	lawful good	Law, Knowledge, Protection	dwarves
Barlifandorfoven	lawful good	Knowledge, Magic, Protection	Gnomes, illusionists
Bucca Tunnelly	neutral good	Luck, Plant, Trickery	halflings

human:

Heshtail (Merciful One)
 Power of Heaven, Lawful Good
 Portfolio: healing, mercy, merciful war, civilization, good laws
 Weapons and armor allowed clerics: bludgeoning (see PHB, SE).

Domains: Good, healing, Law, Protection.
Typical worshippers: paladins, healers.

Heshtail is pictured as a wise old man who carries a staff and a sword. He is also pictured as a venerable healer, carrying bandages and food to the sick. On top of other worship, his followers revere him by holding a midnight vigil once a month where candles are burned on a special star-shaped pallet, which is held by the high priest. No priest of Heshtail will refuse to grant aid to the wounded, nor will they hesitate to slay the fatally ill out of mercy. The worship of Heshtail was very popular before the Dark Times. Now it is expressly forbidden in occupied lands. Specialty Priests of Heshtail are called Holy Civilites.

Holy days: New Moon, New Year, Yule (25 of Belos), 15th of Reaanos, Radae worship (7th day of the week)

Holy Month: Heshtalos (5th month)

Ceremonies: Candles are burned on a special star-shaped pallet at midnight on the new moon, Radae worship (7th day), Sun Ceremony at noon on 15th of Reaanos, Ceremony of the wounded during Yule time, Ceremony of Laws (12th of Bestalos), others

Church structure: The temple is arranged according to a very structured hierarchical order. There are two main branches of the temple; they represent the staff and the sword of Heshtail. The first branch is the order of the Faithful, representing those concerned with the day to day operations of the temples themselves. They are ranked from: Low Friar, Friar, Prior, Abbot, Cleric, High Cleric, Bishop, to Potentate. The other branch is the order of the Militant, representing the armed forces of the church. They are ranked: from Attendant, Hospitaller, Templar, Sergeant Faithful, Drapier, Marshal, Seneschal, to Master General. Individual temples are ranked according to Districts, with each district having a Potentate. In unoccupied lands, all the districts are ruled over by the High Potentate. The other minor branch of the church of Heshtail is actually the temple of Reeanan. This temple is technically a part of Heshtail's church, but it has its own structure and is semi-independent.

Tithe and donations: 5% to the sick or poor, 5 % to the temple

Players are encouraged to add suitable ceremonies and other details of their own.

Bestra (Lady of Goodness)

Power of Elysium, Neutral Good

Portfolio: Birth, love, agriculture, protection, music, nature, societal relationships

Weapons and armor: not steel weapons, but any armor

Domains: Animal, Good, healing, Plant.

Typical worshippers: farmers, lovers, artists, mothers, gardeners

Bestra is pictured as a beautiful woman armed with a shield and a harp. She is kind and nurturing, and prayed to by mothers everywhere. Her worshipers hold a yearly feast with the crops that Bestra the Good has allowed to grow. Her clerics tend to where a cloth of red satin somewhere on their body, to symbolize the love of Bestra. She is also the patron of poets, minstrels and bards everywhere. Her clerics will never fail to do their best to protect a good creature.

Holy days: Wedae worship (1st day), Harvest, Planting, Midsummer, Yule, 1st of Calbros

Holy Month: Bestalos (4th month).

Ceremonies: Yearly feast of Bestra on Harvest day, Dance of Midsummer 20th of Reeanos, Ceremony of the mothers on Yule, Harp ceremony (24th of Heshtalos), Protection service (24th of Calbros), others.

Church structure: The church is structured in a dual way. There is the Order of the Temple, which tends to its daily maintenance. It is ranked: from Holy servant, Healer, Father or Mother, Deacon, to Counselor. The other branch is the Order of Service, which consists of travelling clerics or monks. It is ranked: from Novice, Cellarer, Planter, Healer, Cantor, to Sancristan. The Church of Bestra values pragmatic service more than rank. The church has no over-all leader, but has a High Counsel, made up of each temple's Counselor from the geographical area, which rules it.

Tithe and donations: 8% to temple.

Players are encouraged to add suitable ceremonies and other details of their own.

Kantor (The Crusader)

Power of Gladsheim, chaotic good

Portfolio: war to protect good, the sea, honesty, helping others

Weapons and Armor: mace, hammer, polearms, longsword, trident, any armor

Domains: Chaos, War, Good, Water.

Typical worshippers: sailors, warriors

Kantor is pictured as a bearded old man in chainmail, wielding a battle axe. A hawk named Deepsea perches on his shoulder. He wears a great, battered old helm and smells slightly of the sea. His clerics are the most violent of the good clerics, but only in the defense of good, never in aggression. His worshippers do not care for laws, but tend to help their neighbors. Once a year they make a pilgrimage to the nearest large body of water and burn a piece of ash at its shore. The clerics of Kantor are among those who despise the rule of evil the most.

Holy days: Suildae worship (5th day), 30th of Thrantos, Yule, Midsummer, 1st of Janoros

Holy Month: Kantalos (1st month)

Ceremonies: Ash Pilgrimage during Kantalos, Ceremony of Storms during 30th of Thrantos (3rd Month), Feast of Fallen Heroes during 1st of Janoros (read a Funeral Prayer of Kantor from this ceremony here), Ceremony of Navigation (first Suildae in Flamgos), others.

Church structure: The Church of Kantor has little over-all organization. Each temple is mainly left to its own devices, handling its own administration and daily business. Only in times of war do the temples of Kantor band together into a Holy Protectorate, electing a High Priest-Marshal to oversee all of the temples in the geographical area. When the crisis has passed, the Protectorate dissolves, leaving the temples to go about doing the good business of Kantor unfettered. The internal hierarchy of each temple differs, although it is generally loose nit. A common arrangement might be: from Servant-brother, Priest, Cardinal Priest, to High Priest.

Tithe and donations: 10% to Church

Players are encouraged to add suitable ceremonies and other details of their own.

Neltak (Lord of Law)

Power of Nirvana, Lawful Neutral

Portfolio: law, ownership, order, guardianship

Weapons and armor: bludgeoning, plus all axes, any armor

Domains: Destruction, Law, Protection, Sun.

Typical worshippers: judges, lawyers, executioners.

Neltak is generally regarded as a large muscular man, bare-chested from the waist up. He carries a large headsman's axe, which he maintains all laws with. His clerics revere Neltak above all others, and as such, are sticklers for the laws of their society. They generally are a benefit to their society because they uphold its laws so well. The religion of Neltak was the state religion of Farland the Great before its occupation. The priests worship Neltak by gathering in a ceremonial "Court of Neltak" once a month, wherein the laws of the sect and of the society are discussed. The head Priest of Neltak in an area always carries a great, ceremonial axe. His worshippers hate thieves, usually. Specialty priests of Neltak are called Guardians.

Holy days: Hoarmdae (3rd day), 7th of Neltalos, New Years, Summer Solstice, Vernal Equinox

Holy Month: Neltalos (2nd month)

Ceremonies: Court of Neltak, held on the 7th of every month except Vornos, ritual of Augury on the 14th of Neltalos, Ritual of order on the 21st of every third month, ritual of law on the 7th of every 7th month, Ritual of Justice (3rd of every 3rd month), Ritual of Protection (14th of Calbros)

Church structure: This extremely organized church is divided into four parts. These are, in decreasing order of authority, the Pontifices (the advisors of the Church), the Sacris Facundis (in charge of rituals), the Bellonium (the division of the Church in charge of war), and the Augurs (these are the clerics and Priests). Each individual in each branch is ranked from: Dialis, Unos, Flamen, Divanarum, Ritualost, Pietos, to Maximus. Thus one could be a Dialis Pontifice, a Flamen Augur, a Unos Sacris Facundis, or a Maximus Bellonius. Each rank also has a high and a low level. Thus one could be a High Maximus Pontifice. There is only one High Maximus Pontifice, who resides in the Far City and who presides over the entire church of Neltak.

Tithe and donations: 10% to Church

Players are encouraged to add suitable ceremonies and other details of their own.

Dekk (Lord of Balance)

Power of Concordant Opposition, True Neutral

Portfolio: Knowledge, balance, dawn and twilight

Weapons and armor: bludgeoning weapons, armor no greater than splintmail

Domains: Knowledge, magic, protection

Typical worshippers: monks, mages

Dekk is pictured as a wizened old sage or wizard, dressed in robes and a cloak. He has a long white beard and is bald. He is often the God of sages and wizards, as well as his personal priests, who are often very much like wizards themselves. Some are often mage/priests. The worshippers of Dekk try to be as neutral in all matters as possible, because they believe that only in such a state can they accurately garner and record knowledge. Their ire is usually aroused only when someone insults their God, who they revere greatly, or when someone needlessly destroys some source of knowledge. Dekk's priests gather to worship Dekk by venerating his great golden scale (one in each major temple) once a month. The priests of Dekk usually value knowledge greatly.

Holy days: Dwardae (6th day), 1st day of Janoros (6th month), Winter Solstice, Yule, solar and lunar eclipses (both full and partial)

Holy Month: Dekkos (10th month)

Ceremonies: Ceremony of the Golden Scale on the 6th day of the last week of every month, Ceremony of Twilight on the 30th of Janoros, Ceremony of Dawn (1st of Flamgos), Day of Holy Knowing (1st of Janoros), Day of Holy Secrets (30th of Belos)

Church structure: The Church of Dekk is entirely monastic. This monasticism is arranged in a dual structure. It is divided into Holy Transcribers, responsible for ceremonies, rituals, and histories, and Holy Bretheren, responsible for everyday operations of the church. The Holy Transcribers are arranged from: Novice, Scribe, Teacher, Refectorian, Librarian, to Sacristan. The Holy Bretheren are arranged from: Infirmarian, Cellarer, Kitchener, Almoner, Canter, to Abbot. All of the Holy Monks of Dekk work together in a perfect unison and harmony, and none are above getting their hands dirty in some hard work, as they believe that hard work leads to a clear mind and inner neutral harmony. The church has access to more goods than one would think, due to their monastic lifestyle. This is due to the sub-church of Dekk, the Official church of Janora.

Tithe and donations: 12 % to Church

Players are encouraged to add suitable ceremonies and other details of their own.

Bel (Lord Thief)

Power of Limbo, chaotic neutral

Portfolio: pure chaos, thieves, greed, whim, storms

Weapons and armor: bludgeoning plus daggers, any armor (preferably light, quiet armor)

Domains: Chaos, Destruction, Trickery

Typical Worshippers: thieves.

Bel is pictured as a manlike being. His features are indeterminate, as he is wrapped in a large black or brown cloak. He wields a dagger. His worshippers are very thief-like, and Bel's temples are often havens for thieves. The temples themselves are often built in a purposely chaotic pattern. The clerics of Bel always wear a brown or black cloak, to symbolize the cloak of their God. This is the only religion that is allowed in

the dark times. In fact, it is often encouraged. However, priests of Bel tend to secretly resent their masters, as they try to take over their religion too much. These priests are not evil, after all, only very whimsical.

Holy days: Every 11th day, 11th of Flamgos, Hallowed Eve (12th of Vornos)

Holy Month: Belos (11th month)

Ceremonies: Varies by temple.

Church structure: The Church of Bel has little structure. Each individual temple is left to govern itself. The church individual temples have never been known to band together, although the members of each temple respect priests from other temples. Internally, each temple is loosely arranged according to the power of the priests, from: Friar Servant, Friar, Cleric, Holy Cleric, to High Cleric.

Tithe and donations: 8 % to Church

Players are encouraged to add suitable ceremonies and other details of their own.

Vornoth (Vornok, Vornosh, He-who-walks-in-Darkness, The Walker, The Night Walker)

Power of the evil outer planes, all evil alignments

Portfolio: things evil and wicked

Weapons and armor: scimitar, whip, scourge, sickle, axe, spear, bludgeoning, any armor

Domains: death, destruction, evil, magic

Special spell available to worshippers:

Transmutation

sphere:necromancy	time:10 years
level:9	area of effect:1 being
range: 10 feet	save: none but SR
comp:V, S, M	duration: permanent

If a creature is held prisoner and the spell is cast while they are tortured mentally and physically for ten years (an expensive process), at the end of the time they will be a horrid new race (up to the DM and the priest to work out the details). Every time the priest casts this spell, he must make a FORT save DC 15 or die from the strain. Some say this spell is how orcs and other goblinoid races were made. This spell is rarely granted.

The walker is a mysterious god worshipped in different forms by many of the evil races. His form is represented as different by every race, but it is always horrible. This worship was expressly forbidden before the Dark Times, although it was practiced in secret. Now it is the world's legal human religion, and the only one that is not hunted out (with the sometimes exception of Bel). Clerics of The Walker often practice blood sacrifices of all races. It is said that the walker exacts some price from all of his clerics, but this is not proven. Nonetheless, the percentage of deformed clerics of The Night Walker is unusually high.

Holy days: Khamdae worship (2nd day), Feast of the Fallen, Dark Day, Hallowed Eve (12th day of Vornos), Ceremony of Absolute Majesty

Holy Month: Vornos (12th month).

Ceremonies: Blood sacrifice of a sentient being during the ceremony of Dark Day (1st of Vornos), Releasing of a great swarm of bats amidst holy chants as part of the Ceremony of Absolute Majesty (1st of Heshtalos), Ceremony of the Entombing (1st of Janoros), others

Church structure: Secret (also it varies). At least one constant is that priests who worship Vornoth and not one of his incarnations hold the Dweller in the Vale to be the head of their Church.

Tithe and donations: 10% to temple.

PLAYER'S GODS

Demi-human:

Tal-Allustiel (Elven Power)
Power of Olympus, Chaotic Good
Portfolio: all things elven
Weapons and armor allowed clerics: bows, shortsword, staff, sling, club

Domains: Animal, Good, Magic, Plant.

Typical Worshipers: Elves.

Tal-Allustiel is revered by almost all of the Elhil. He is pictured as a tall elf whose beauty and majesty are awe-inspiring. Elves worship Tal-Allustiel by always upholding the noble ways of the Elhil and working to preserve the forests and all that which is elven. Tal-Allustiel has no temple, his priests worship him in the most beautiful glades they can find on bright sunny days. His priests only gather once every 5 to 10 years for the Meet-of-Elhil, wherein beautiful silver circlets and magic scrolls are sacrificed to Tal-Allustiel. Specialty Priests of Tal-Allustiel are called by a word in Elven that means "Heart of the Vale."

Holy days: Glorfinaer (5th day), 1st of Artanal, 1st of Yavekal (10th month), 15th of Silial (9th Month), others

Holy Month: Sulimal (4th month), and Artanal (5th month)

Ceremonies: Thranalhil (Meet-of-Elhil), Manecrist (Ceremony of the Sundering, 17th of Valsal), Vanarian (Ritual of Naming), Bereuthien (Ceremony of Magic), Namolan (Ritual of Memory), others

Church structure: The Church of Tal-Allustiel is extremely loosely organized. Each Elven village has a temple organization, but the Priests simply meet in glades, meadows or clearings. Many Elven Houses have their own resident Priest. There is an unofficial "High Priest" in each village or settlement. This Priest has unofficial command over the other priests of Tal-Allustiel in the village. There is one High Priest of Tal-Allustiel in the Summervale who is the unofficial head of the Church. The elves feel that an official church or church hierarchy is unnecessary, as each Priest will gladly and willingly serve his superiors, his community or his people to forward the ways of the elves and of Tal-Allustiel.
Tithe and donations: 8 % to Community, Superiors, or House.
Players are encouraged to add suitable ceremonies and other details of their own.

Khuldul Rockcarver (Lord of Dwarves)
Power of Heaven, Lawful good
Portfolio: all things dwarven
Weapons and armor: axe, hammer, mace, or mattock, all armor

Domains: earth, Law, Protection, War.

Typical Worshipers: Dwarves.

Khuldul Rockcarver is called God-Under-The-Mountain. He is said to have created dwarves from the Limestone found at the heart of the legendary Mt. Creation, long since lost. Dwarves worship him by praying before a battle or other strenuous endeavor. Worshipers often dedicate any goblinoids they have killed to Khuldul, as he (and all dwarves) hates them. Rockcarver used to be worshipped by sacrificing excess gold to him when dwarves had their homes, but now he is exalted in the heart of battle. Priests of Khuldul often try to instill spirit and order to the fighting dwarves.

Holy days: Every fourth day, Full moons (All Forges Eve), Soulforge Gathering (every four years), Eclipses, New year

Holy Month: Khuldin (3rd Month)

Ceremonies: Un Kyldin (All Forges Eve), Os Oodin (Soulforge Gathering), Dy Dy Oindin (Consecration of Hearths), Os Tholus (New year Gathering), others

Church structure: The church of Khuldul used to be, in the time before the Lords of Sin, the center of Dwarven life. Before an artist's works were begun, one would give offerings in hope of completing a beautiful work at the end of the endeavor. Likewise, artists would go to the church again and give thanks for the success or ask for guidance in the case of failure. Warriors, mothers, farmers, royalty one and all gave to the temple financially, worshipped at the temple, and gathered for community dialogue there. Now with the loss of traditional homelands for the dwarves, the temple has become less of a focus in life. Khuldul is still worshipped heavily and the priests still hold gatherings regularly, but more energy now must be devoted to the survival of the race and less on ceremony. The church, extremely ordered in past days, has managed to retain much of its structure. The order of the over all church, called Odin Khuld! Os Uri, is arranged in a three part structure. The parts, called "Khuldul's Flame," "Khuldul's Stone," "Khuldul's Blood," respectively represent the bellicose, fiscal and legal, and ceremonial divisions of the church. A fourth part of the church, called "Khuldul's Brother," while officially an arm of the church itself, really represents the church of Dhurli Ironbeard. The priests of each of these divisions are in turn given a title according to rank. These are from: Khuldul's Children, Hands of Khuldul, Strength of Khuldul, Courage of Khuldul, to Khuldul's Wisdom.

Tithe and donations: 10% to church.

Players are encouraged to add suitable ceremonies and other details of their own.

Khuckduck Gemcutter (Gnomish Lord)
Power of Heaven, Lawful good
Portfolio: all things gnomish
Weapons and armor: bludgeoning, all armor
Domains: animal, magic, trickery.
Typical Worshipers: Gnomes.

Khuckduck is pictured as a giant gnome, and called King Underhill.

Bungo Proudfoot (Halfling God)
Power of Elysium, Neutral Good
Portfolio: all things hobbitish
Weapons and armor: club, sling, lasso, all thrown weapons except dagger.
Domains: Good, healing, travel.
Typical worshippers: halflings.

Bungo is the gracious lord of halflings. They pray to him to protect them from the ravages of the clumsy large folk, and to keep them out of adventures. Halflings worship Bungo by saying a short prayer before every meal (hopefully six times a day). Priests of Bungo are notable peacekeepers and diplomats. They often serve as go-betweens with the outside world. Priests of Bungo are often Sheriffs of their respective shires.

Holy days: Khamdae (2nd day of week), New Year, Mid-year's Day, Harvest, and Yule (25th of Belos)

Holy Month: Belos (11th month)

Ceremonies: New Year, Mid-Year, and Yule feasts, Harvest festival, Khamdae poetry reverence

Church structure: Hoblitan religion is extremely folksy and mundane. Unlike humans, halflings have never felt out of touch with nature or the world, and their religion shows it. The church structure is surprisingly lax for a lawful good society, with many feasts and outdoor services. There is a hierarchy of the church, from Brother, Monk Brother, Deaconer, Monk Deaconer, Almist, Monk Almist, to Father (or Mother). Priests in the Church of Bungo are always well-respected in halfling society, and are community leaders.

Tithe and donations: 10% to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

DEMI-GODS

human:

Reeanan (The Bright, Wise Lady)

Power of Heaven, lawful good

Portfolio: the sun, wisdom, protector of oaths

weapons and armor allowed clerics: bludgeoning, javelin, any armor

Domains: Good, knowledge, sun.

Typical worshippers: paladins.

Reeanan is pictured as a radiant maiden clad in a robe as bright as the sun. She is the hand-maiden of Heshtail, and he is said to trust her and put great responsibility on her. The Wise Lady is especially popular among Paladins, who revere her wisdom and strength of word. Her clerics worship her by burning a specially prepared bonfire and casting incense into it once a month. Priests of Reeanan hate liars and people who do not keep their word. They are known for their strength of will and their resistance to temptation. They are usually kind people, but hard.

Holy days: Radae (7th day of week), New Year, Yule (25th of Belos), 1st of Kantalos

Holy Month: Reeanos (7th month)

Ceremonies: Ceremony of Oaths, Solar Ceremony once a month, Paladin Honorarium, Fortitude Reverence, others

Church structure: The Church of Reeanan is a substructure of the Church of Heshtail, although it is semi-independent. Members of the church of Reeanan will obey members of the church of Heshtail who are higher in rank, and vice versa. They will also go to many of the other church's ceremonies as well. The two Churches can also draw upon each other's resources, although the Church of Heshtail is ultimately dominant. Ranks within the Church, distinguished by differing armbands, are from: Attendant, Oath Protector, Celestial Attendant, Marshal, Celestial Oath Protector, Deacon, to Celestial High Priest. There are many Paladins throughout these ranks.

Tithe and donations: 10% to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Calbran (Demi-God of Strength, Lord of Luck)

Power of Elysium, Neutral good

Portfolio: Peace, strength, good luck

Weapons and armor: hammer, maul, lasso, net, maces, clubs, any armor

Domains: Luck, strength, protection.

Typical worshippers: athletes, warriors.

Calbran is pictured as a hugely muscular man with a crown on his head. Although he is a supreme fighter, he is very peaceful and only fights to defend himself or his queen Bestra. His worshippers are encouraged to be peaceful and strong of will. His clerics worship him by preaching the value of peace to whomever they can. They also hold a ceremony where the symbolic hammer of Calbran is venerated once a week. Priests of The Lord of Luck tend to be slow to anger and often only fight when they are attacked. When they do fight, however, it is with great strength and ferocity, as they trust to luck granted by their Demi-God to bring them through the combat and help them triumph in the ways of pure good.

Holy days: Wedae (First day), solstice and equinox, New Year, Cycle of the constellation "Calbran's Hammer," others

Holy Month: Calbros (9th Month)

Ceremonies: Calbran's Holy Hammer (every four years the stars of the constellation Calbran's Hammer glow faintly), Ceremony of Peace (immediately after war), Ritual of Luck (before an undertaking), Veneration of Strength, others

Church structure: Like the church of Bestra, the church of Calbran is structured in a dual way. There is the Order of the Luck, which tends to its daily maintenance. It is ranked: from Holy Neophyte, Brother or Sister of Luck, Father or Mother of Luck, Deacon, to Bishop. The other branch is the Order of Peace, which consists of travelling clerics or monks. It is ranked: from Novice, Erant, Peacekeeper, Healer, Almoner, to Abbott. The Church of Calbran values pragmatic service more than rank. The church has two co-leaders, the High Bishop and the High Abbott of the geographical area.

Tithe and donations: 8 % to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Thranton (Lord of Lightning)

Power of Gladsheim, Chaotic good

Portfolio: thunder, lightning, the air, archery

Domains: air, chaos, travel.

Typical worshippers: travelers, archers

Thranton the Lightning Lord is the servant of Kantor the crusader. He is seen as having long hair and a long beard, both wildly jutting out in all directions. He wears chainmail and carries a bow, which does not shoot arrows, but lightning bolts. Once a month a great archery contest is held to honor Thranton. He is also worshipped during thunder storms by his loyal clerics. His priests wear deep grey cloaks to symbolize the thunder of Thranton. They tend to favor bows. Thranton is a temperamental lord, quick to anger at the forces of evil and quick to defend good. This is true of his priests as well. The priests of The Lord of Lightning often work in close contact with priests of Kantor.

Holy days: Hoarmdae (3rd day), Thunder Storms, 29th of each month (Archery Contest), New Years, 3rd of Kantalos others

Holy Month: Thrantos (3rd Month)

Ceremonies: Archery Contest, Ceremony of Thunder, Lightning Veneration, Holy Hawk's Celebration, others

Church structure: The Church of Thranton, like that of Kantor, has little over-all organization. In some areas, the church actually shares a temple structure with that of Kantor, in other areas (unoccupied by evil of course), priests of Thranton have their own temples. A temple of Thranton is always marked by a jagged silver streak across the front portico. Each temple, whether within its own structure or sharing a building, is independent of other temples of both Kantor and Thranton, although they will act as allies. In times of war the temples of Thranton will ally themselves with other temples and with the church of Kantor. They will submit themselves to the leadership of Kantor's High Priest-Marshal who oversees all of the temples in the geographical area. When the crisis has passed, the Protectorate dissolves, leaving the temples to go about doing the good business of Thranton unhampered. The internal hierarchy of each temple differs, although it is generally loose nit. A common arrangement might be: from Cloud-brother, Priest, Thunder Priest, to High Thunder Priest.

Tithe and donations: 10 % to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Aknor (The True, Lord of Skill)

Power of Nirvana, Lawful Neutral

Portfolio: blacksmiths, pure skill, truth

Weapons and armor: bill, flail, sickle, hammer, scimitar, any armor but plate

Domains: law, knowledge, protection.

Typical Worshippers: craftsmen.

Aknor the True is the demi-god of skill. He serves as Neltak's right hand man. Aknor is an ultimately skilled blacksmith who can forge any item. He is said to have made Neltak's axe. Aknor likes everything in its place. Priests of Aknor gather around his anvil-shaped altar once a week to worship him. He also has two main holy days a year. Priests of Aknor try to be as skillful and as orderly as they can in everything they do. Many devote their extra proficiency slot to mastering a skill. The worshippers of Aknor hate it when

someone tries to hide their ethical bent. They tend to like it when people are straightforward in their dealings with them.

Holy days: Radae (7th day), 14th of Neltalos, Yule, Summer Solstice, Vernal Equinox

Holy Month: Neltalos (2nd month)

Ceremonies: Holy Craftsmen festival (1st week of Neltalos), Ceremony of Truth (17th of Bestalos), Feast of Skill (14th of Neltalos), Yule ceremony, others

Church structure: The Church of Aknor is a church of craftsmen. It is quite organized, with two branches, the Makers, and the Venerators. The Makers spend almost all their time making crafts to give glory to their Blacksmith god. They are ordered from Holy Apprentice, Holy Maker, Holy Cleric Maker, Holy Master, to Holy Cleric Master. There are two ranks within each rank, however. These are Primus and Secundus. Thus one enters the church a Holy Apprentice Secundus. The other branch of the church, the Venerators, are more clerical in their duties. They are responsible for enforcing the laws of the church within the church itself, as well as proselytizing and holding rituals. These are arranged from: Neophyte, Initiate, Cleric, Priest, Acumenist, to Holy Priest of Skill. This branch is also arranged according to Primus and Secundus ranks. The Potentate of the Church of Neltak is also the head of the Church of Aknor.

Tithe and donations: 10% plus portion of crafts made to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Janora (Demi-Goddess of Fate)

Power of Concordant Opposition, True Neutral

Portfolio: prophecy, gambling, fate

Weapons and armor: any sword, any staff, any armor

Domains: healing, knowledge, luck.

Janora is called the Lady of Fate. She is said to be the daughter of Dekk, and is described as a beautiful woman clothed in robes that are like the living night sky. She is said to be blind, but this does not hinder her. Her priests worship her twice a week, as well as gathering once a year to try to predict through the use of astrology what will happen in the coming year. Like priests of Dekk, Janora's specialty priests try to remain as neutral in all things as possible, but they will work to correct the balance. Non-specialty priests actually have a relatively active interaction with society, as detailed below. Clerics of the Lady of Fate always keep a dark cloth on them that is adorned with bright points or spots, to represent the star-robe of Janora. Some priests of Janora are called Fatemasters.

Holy days: Hoarmdae (3rd day) and Dwardae (6th day), 1st day of Dekkos (10th month), Lunar and Solar Eclipses, Yule, others

Holy Month: Janoros (6th month)

Ceremonies: Annual Astral Prediction on 28th of Heshtalos, Ceremony of the Roll of the Heavenly Dice, Fate Day (13th of Vornos), Star Ceremony, others

Church structure: The Church of Janora is divided into two factions that disagree about the important issue of the role of the church. The first faction is the official church of Janora. This church is closely connected to the monastery-church of Dekk. This church is indeed the appendage of the church of Dekk that handles dealings with the outside world. This faction sees neutrality as the balancing of probabilities. In other words, sometimes evil may benefit, sometimes good will win, but things balance out into an over-all neutrality once the positives have been subtracted from the negatives. This philosophy translates to an active interaction with many elements of society. The proceeds from these interactions go largely towards benefiting the church of Dekk foremost, with the remainder going back into the church of Janora. This church is structured from: Brother or Sister, Cleric, Star Cleric, High Cleric, Priest, Star Priest, to High Priest. The other faction of the church of Janora is the Fatemasters. This faction believes that the church of Janora should be entirely independent. They try to downplay their connection with Dekk, even going so far as to deny that Janora is a demi-god. Strangely, their philosophy is more one of pure neutrality, which is more compatible with the church of Dekk than is the philosophy of the official church of Janora. The Fatemasters tend to be more withdrawn, spending their time with astrology and attempts to tell the future. Their church is arranged from: Neophyte, Astralist, High Astralist, Stellarist, High Stellarist, to High Fatemaster.

Tithe and donations: 12 % to Church

Flamgart (Fire God)

Power of Limbo, Chaotic neutral

Portfolio: jealousy, fear, wine, fire

Weapons and Armor: bludgeoning plus mancatcher and trident, any armor but plate

Domains: chaos, fire, war.

Typical worshippers: evil warriors, drunks.

Flamgart is the servant of Bel the Lord Thief. "He" is pictured as a slender being of indeterminate sex, whose face is wreathed in flames. Flamgart always has a bottle in one hand and a black-jack in the other. "He" is very whimsical and unpredictable. "He" is often thought of as insane. "His" priests worship him by holding the Flamgannal, a celebration where all those present are expected to get drunk and act completely insane. His priests often act this way themselves, with or without the aid of alcohol. These priests tend to envy those more powerful than themselves and often fall back on the ways of Bel and try to steal something from their object of envy. Priests of Flamgart tend to wear at least one item of bright red, to symbolize the fire of their God.

Holy days: Hoarmdae (3rd day), 1st week of Flamgos, 8th of Belos, Hallow's Eve

Holy Month: Flamgos (8th month)

Ceremonies: Flamgannal during the first week of Flamgos, Ceremony of Pilfering during 8th of Belos, Ceremony of Fear during Hallow's Eve, Greening Ceremony, others

Church structure: The Church of Flamgart is entirely the most disorganized religion on Farland. The Priests of Flamgart have no official hierarchy. The pecking order is simply from the least powerful to the most powerful Cleric (no titles involved), with the everyday worshipper doing the menial labor when they are willing. Moreover, the Priesthood spends much of its time in Holy Ecstasy (i.e. drunk). This is not to suggest that Priests of Flamgart are not serious about their God or their religion; they are, and they believe deeply in the wisdom gained through Holy Ecstasy. They just represent the pinnacle of chaos. In times of need, however, any priest of Flamgart will aid any temple of Flamgart.

Tithe and donations: at will.

Players are encouraged to add suitable ceremonies and other details of their own.

Grlarshh (Demi-God of Death)

Power of Gehenna, Neutral Evil

Portfolio: death, disease

Weapons and armor allowed clerics: sickle, scourge, whip, polearms, any armor.

Domains: Death, evil, trickery.

Typical worshippers: outcasts, the diseased.

Grlarshh is pictured as a rotting, skull-faced man wielding a scourge. He is the only Demi-God who does not serve the major God of his alignment. Indeed, Grlarshh and He-who-walks-in-Darkness do not get along and are feuding. The Walker is winning, and as such Grlarshh is slowly withdrawing from Farland; hence his demi-god status. His worshippers are increasingly rare. Indeed they may be the clerics that are in the most danger, as they must contend with the servants of The Walker, as well as the servants of good. What few clerics of The Diseased One remain keep a low profile. These clerics worship Grlarshh by murdering someone once a month and dedicating the death to their Lord of death. Clerics of Grlarshh used to paint their faces like skulls before the ascendancy of The Walker, but now they just keep a small skull-shaped icon on their person.

Holy days: Khamdae (2nd day of week), 29th of Vornos (Ceremony of Death), 15th of Dekkos (Dance of Disease), 15th of Kantalos (Ash Remembrance), Hallow's Eve, others.

Holy Month: Belos (11th month)

Ceremonies: Ritual Sacrifice once a month, Ceremony of Death, Dance of Disease, Ash Remembrance, others

Church structure: The Church of Grlarsh is under a lot of strain. They are constantly hounded and hunted. As such, almost all temples are secret, and are located underground or in some other hidden place. The colored robes of the Priests identify the ranks of the church. The robe colors are from: Crimson, Black, Grey and Black, Maroon and Black, to Purple and Black. The titles corresponding to these colors are: Novice, Priest, Priest of Disease, Priest of Death, and High Priest of Death. Members of the Church are generally brought into the fold of their own accord and because of some tribulation in their lives from which they see Grlarsh as having granted them respite. Thus they are extraordinarily loyal to the church and will usually not hesitate even to give their lives for the cause, as they see death as a blessing from their God.

Tithe and donations: 12 % to Church.
Players are encouraged to add suitable ceremonies and other details of their own.

DEMI-GODS

Demi-human:

--Elves do not have a Demi-God. They worship only Tal-Allustiel or the unity called *Edai*.

Dhurli Ironbeard (Demi-God of Dwarves)

Power of Heaven, Lawful Good

Portfolio: pride, greed, mining, upholding laws

weapons and armor: hammer, mace, crossbow, pick, all armor.

Domains: law, knowledge, protection.

Typical worshippers: dwarves.

Dhurli Ironbeard is the Chamberlain in Khuldul Rockcarver's great mountain kingdom. He serves Khuldul faithfully and truly. He is worshipped by his faithful clerics once a month when they venerate a recreation of Dhurli's sacred pick-axe. Priests of Dhurli are always loyal to their friends and to the dwarven race. They keep the best care of their beards out of any dwarves, usually, and take great offense when anyone insults this beard. They tend to put chains of gold, as well as small gems in their beards whenever they can.

Holy days: Every fifth day, Half Moons (All Gems' Glow), Soulforge Gathering (every four years), Eclipses, New Year

Holy Month: Dhurlin (9th Month)

Ceremonies: Un Auldin (All Gem's Glow), Os Oodin, Os Tholus (Day of Seeking), Ceremony of Axes, Beard Decorating Ritual, others

Church structure: The Church of Dhurli, while officially a branch ("Khuldul's Brother") of the larger church of Khuldul, has its own internal structure. The church is arranged into two divisions, with titles which, in dwarven, mean Holy Pick and Holy Axe. The first branch is responsible for the fiscal operations of the church, while the second is responsible for the Belicose operations. Each of these divisions is ruled over by four High Priests, with ceremonial titles meaning "Steel," "Diamond," "Marble," and "Granite." These eight High Priests of the Church (called the Holy Conclave) are responsible for appointing the 99 Ceremonial Judges of Khazadim. These 99 Judges are a fixture of every dwarfhold, handling religious disputes and court cases concerned with everyday customs of living. Of Course the Judges answer ultimately to the King. Finally, there is one more group that attaches itself to the church of Dhurli. These are the "Dealers of Justice," fanatical berserkers and warrior outcasts loyal to the laws of Dwarven society. They seek a life of war in the name of Dhurli.

Tithe and donations: 10 % to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Barlifandorfoven (Gnomish Demi-God)

Power of Arcadia, Neutral Good

Portfolio: illusionists, curiosity, gnomish intellect

weapons and armor: staff, shortsword, any armor but plate

Domains: knowledge, magic, protection.

Typical worshippers: gnomes, gnomish illusionists.

This gnomish demi-god is pictured as a bald, large-nosed gnome clad in illusionist's robes. He is a master illusionist, and is Khuckduck Gemcutter's court magician. His worshippers venerate him by worshipping once a year in complete solitude, and fasting for two days. They also think that riddles are sacred to their God, and as such, they try to solve and collect as many riddles as possible. The Lord of Illusion is also the patron of gnomish invention, and any inventing tinker gnome venerates him. Most gnome illusionists also worship him, needless to say.

Holy days: In Dwarven: Angwan (1st day), Yule, Eclipses of the Sun, Winter Solstice, others

Holy Month: In Dwarven: Marin (1st month)

Ceremonies: Ceremony of Illusions, Ceremony of Solitude, Invention Service, others

Church structure: The church of Barlifandorfoven is strictly hierarchical. It is divided up into three sections, with one section handling the rituals concerning curiosity, one with those of invention, and one with those of

intellect. The sections called by long Gnomish names meaning "Ministry of Holy Curiosity, Ministry of Holy Inventiveness, and Ministry of Sacred Intellectuality." Each Priest within the separate ministries are given long Gnomish titles corresponding roughly with, from: Warrener, Illusiary, Burrower, Minister, Magiciary, to Holy High Illusiary Burrowing Minister. Of course each of the three sections appends the name of their section to the end of the title. So the head Priest of the Ministry of Holy Curiosity would be titled "Holy High Illusiary Burrowing Minister of Holy Curiosity." Priests of Barlifandorfoven never shorten their titles. The head of the Church is actually the head of the church of Khuckduck Gemcutter. Only female gnomes are admitted to the Ministry of Sacred Intellectuality, strangely enough.

Tithe and donations: 10 % to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

Bucca Tunnelly (Demi-God of Halflings)

Power of Heaven, neutral good

Portfolio: borrowing things, burglary, and other harmless stealing

Weapons and Armor: dagger, shortsword, sling, any armor except plate.

Domains: luck, plant, trickery.

Typical worshippers: halflings.

If Bungo Proudfoot is the Sheriff of his heavenly shire, then Bucca is the good-natured thief. He only borrows things, however, and no one ever misses them. He serves Bungo willingly whenever he is in need of his skills. Bucca's clerics are rather thief-like and flippant, but they can be serious when the need arises. They venerate Bucca by worshipping once a week at the meeting to worship Bungo. Whenever a priest of Bungo mentions their God's name, one of Bucca's priests will scream out "And Bucca too!", to the good natured consternation of the worshippers of Bungo. Halfling thieves everywhere generally venerate Bucca.

Holy days: Khamdae (2nd day of week), New Year, Mid-year's Day, Harvest, and Yule (25th of Belos)

Holy Month: Belos (11th month)

Ceremonies: New Year, Mid-Year, and Yule feasts, Harvest festival, Burglary Reverence

Church structure: The Church of Bucca is truly and intrinsically bound up with the Church of Bungo. The two churches share a building, which is officially the temple of Bungo. While this causes friction on rare occasions, it is generally not a problem. The church structure is even more lax than that of Bungo's. The church of Bucca is just as enthusiastic about feasts and outdoor services as the church of Bungo. There is a hierarchy of the church, from Handler, Holy Handler, Gov'ner, Holy Gov'ner, to Holy Burgher. Priests in the Church of Bucca are happily tolerated and even looked to in times of need.

Tithe and donations: 10% to Church.

Players are encouraged to add suitable ceremonies and other details of their own.

OTHER DEITIES

Tanarus, also Sulis (Double manifestation of Nature, religion of druids)

This is the worship of a dual god, representative of the whole force of nature and the earth, which is mighty indeed. Natural things are considered holy to druids, specifically mistletoe. Tanarus is the male manifestation, whose symbol is the oak. Sulis is the female manifestation, whose symbol is water.

Theologians agree that these two names do not represent specific beings, like Heshtail or Vornoth, but rather the processes of nature, something like the Tao.

Cults:

Many cults abound, although none grant powers except possibly some cults of a very powerful demon or devil. The details involved in cult worship varies. Most cults exist in primitive societies, but not all. Some examples include, but are not limited to: "Beholder" cults, "Tyrannosaurus" cults, "beast" cults, "basilisk" cults, "sphinx" cults, "slug" cults, "demon or devil" cults such as the cult of Orcus or the cult of Asmodeus, and "dragon" cults, such as the cult of Tiamat.

For the most part, these are the only true Gods worshipped on the continent of Farland. All the Gods have been detailed, but the way they are individually worshipped has only been touched upon. Every temple's worshipping style is slightly different. Obviously, a Priest of a certain God is constrained to worshipping primarily that God, but the average citizen tends to pay reverence to whatever God fits the current situation in which he finds himself. Thus, a peasant might pray to Bestra for a good harvest, to Janora when

gambling, and to Kantor when fighting. He might even whisper a prayer to Grlarshh when sick in an attempt to placate this evil God so that he will withdraw the illness. Of course most of the Gods are worshipped in secret in occupied lands. In some cases, barbaric humans have clerics that have real power. This is because they worship one of the true gods, whom they venerate under a different name and aspect. This is apparently not displeasing to the Gods.

PEOPLES AND NPCS

DWARVES

Characteristics-- What is a dwarf? A dwarf is a humanoid standing somewhere between 4-5 foot tall, generally with a long beard, and with a great degree of strength and physical endurance. They also usually have a hardy resistance to cold and heat. Moreover, they often dwell underground at a depth ranging from shallow caves to miles below the surface. Yet they are so much more than this simple description.

Varieties of Dwarves-- There are several different types of dwarves. Other races have classified them according to the following schema: Mountain Dwarves, Hill Dwarves, Dark Dwarves (Duergar and Derro), and Deep Dwarves. Dwarves classify themselves as their kind, and all other dwarves. For example, Mountain Dwarves call themselves by a Dwarven word meaning "We-Dwarves," and they call all other dwarves by a Dwarven word meaning "them-kin." This article shall be concerned primarily with the description of Mountain and Hill Dwarves, as they are the most common types of dwarf, and the most easily understood by humankind.

Mountain dwarves refer to themselves as "Khazak." They prefer humans to call them "Dwerrow." They dislike the name "Dwarf," as it is a name that humans give the Dwarves in reference to themselves. A mountain dwarf is typically around 4 ½ feet tall and weighs in on 170 pounds. Their hair shades are white, silver, brown, or red. Rarely, it is even blond. Their skin is light. Mountain dwarves claim they are the first dwarves and all other dwarves are descended from them.

Hill dwarves also call themselves "Khazak," although they prefer humans to call them "Dwamok." They typically stand 4 feet tall and weigh about 150 pounds. Their hair is generally black, gray, or brown. Often they are bald, although their beards remain lush throughout their life. Their skin is ruddy, tan, or swarthy. These differences are primarily cosmetic. Culturally and biologically, there is little difference between Hill and Mountain dwarves. They both speak slightly different varieties of Dwarven, however (they come from the same original language and are still closely related). But they do use different alphabets: Hill Dwarves use the Mithaud Alphabet, and Mountain Dwarves use the Wawmar runes.

History-- Dwarven history is fairly tragic. The dwarves, once a numerous race, have declined over the span of their long history. The dwarves hold that the Maker, Khuldul Rockcarver, originally created them from the Heartstone of the Legendary Mt. Creation. Khuldul made five fathers and their mates. Thus originally there were only 10 dwarves. These five fathers are: Walin Greatfather, Mar the Unassailable, Kan Sharpaxe, Bri Khazakdelver, and Khim the Wanderer. The names of their mates are either not recorded or closely kept by the dwarves. Dwarves divide their history into five vast periods, one for each of the five Peoples. The first four (which have already occurred) are: The Time of Peace and Learning, The Time of Fortification, The Time of Waning, and The Time of Wandering. The fifth is yet to come, and is not agreed upon by all dwarves. Some believe that the Fifth Time, which they call The Time of Renewed Inheritance, will see the dwarves once again flourishing safe in their ancestral holds. But others say the Fifth Time shall be called the Time of Passing, shall see an end to the dwindling Dwarven race.

THE TIME OF PEACE AND LEARNING

Dwarves record the Great awakening in the Holy Cavern beneath Mt. Creation as occurring nearly 22,000 years ago. They have had civilization of their own unique kind for nearly that long, thanks to the teachings of Khuldul himself (they also learned much from the Elves, although they are loath to admit it). Wlin Greatfather lingered in the caverns of Mt. Creation, founding the original Dwarven kingdom of Liferock. Sometime in this early period, a branch of dwarves inexplicably became dark and evil, and fled deep underground. They would not emerge for another 3000 years. The hold of Liferock was the only dwarf fortress in existence for the next 5000 years. The clans of the other fathers either shared the vast halls of the Original Kingdom or they lived in shallow above ground caves and villages; those dwarves not claiming space in Liferock were nomadic.

The next span of time was something of a golden age. The dwarves freely traded with and learned from the Elves, and they developed their own secrets of mining and metallurgy. The dwarves aided the Elves in the first Great War, the Battle of the Sarum, and they themselves were embroiled in the Great Duerger War, when the evil dwarves first reappeared. When dwarves first awoke, there were no evil creatures in the world, and the first evil creatures to appear, mostly primitive orcs (called Gorgs), were weak and disorganized. Thus Liferock was designed with function and aesthetics in mind, not with defense. Originally it had no gates. After the Great Duerger War, however, Liferock was secured as well as its design would allow.

THE TIME OF FORTIFICATION

A true dwarf-hold or fortress did not come into existence until the founding of Kibil-gund ("Silver-caves," in reference to mithril), called Wawmar by the elves. This mighty fortress was to dominate the Dwarven culture for millenia. And after the fall of Liferock, at the Battle of Thunder Pass, Wawmar stood as the onloy bastion of Dwarven Society in what was otherwise a Dark Age for the rest of the Dwarven peoples. The Khazak of Wawmar were also an invaluable help to the Elves of Alustel during the Drow Wars. And eventually the wandering Clans, envying Wawmar's riches and stability, founded their own smaller holds. Mithhauud, Khallin, and Dorlhauud each came into being and flourished in their turn. They fought mostly against the evil servants of the Walker, but also against men and even other Dwarves; yet throughout this time, the mighty fortifications of the Dwarves stood them in good stead.

THE TIME OF WANING

Approximately 2200 years ago, the fortunes of the Dwarves began to decline. Dorlhauud, the last to be established, was the first dwarfhold to fall. It succumbed to an alliance of several marauding human kingdoms. And while Wawmar was able to attack the kingdoms and avenge the evil deed, the damage had been done; the legendary impregnability of the dwarfholds was gone. And in the face of the Growing Darkness, impenetrability was exactly what the dwarves needed. The hold of Khallin was the next to perish. It fell to a dragon under mysterious circumstances; whispers of dwarf betraying dwarf were heard in the two remaining Greatholds. The refugees of these two Fortresses fled to Wawmar and Mt. Silverload, or else they attempted to establish new homes in caves or villages. Yet the dispossessed could find no solace, for Mt. Silverload capitulated to an army of Orcs and fell beasts. Wawmar, ever the mightiest of the keeps, withstood the tide of evil the longest. Only under the evil power and influence of the Lord of Greed, was this stronghold lost.

THE TIME OF WANDERING

Thus, as of approximately 7740 F.R. (approximately 24,000 years since the Great Awakening), the dwarves are homeless wanderers. Clans and families roam the highlands and plains, ever seeking regress for past wrongs, or reclamation of lost halls. It is a hard life; the dark folk do not forget past hurts from Dwarven

axes, and they ever seek regress and vengeance. It is a sad plight, and perhaps the last stand of a noble people.

Societal Structure-- Dwarven society is traditionally very regimented. Dwarves generally arrange themselves into Nations, Clans, Families, and Hearths. Nations are the broadest designation. A Dwarven Nation, for example, the dwarves of Kibil-Gund, is the Khazak that live in or around a particular Dwarfhold. The five nations originally (or supposedly) corresponded with the five clans of the Fathers, but over time all claim to direct descent from the clan of an original Father has apparently been lost. Alien dwarves residing in, and eventually becoming citizens of, a particular Dwarfhold has confounded the genealogists. Even today, in the Time of Wandering, dwarves still feel themselves a part of a nation (corresponding to their lost ancestral home), sundered and exiled though that nation may be.

Clans are the next broadest designation. Clans are groups of dwarves that share a common (usually famous) ancestor. The clan is indeed named after this ancestor. For example, a mountain dwarf clan from Khallin is named after the famous Nuris Glitterjewels, who discovered one of the veins of rubies that made the hold of Khallin wealthy. Everyone in the Glitterjewel clan can claim some relation (however remote) to Nuris.

Families are the subset beneath clans. A family consists of all dwarves who are obviously related. This includes distant cousins, great uncles, etc. A new clan is created when a member of a family becomes famous in some respect. Suddenly members of the famous dwarf's family become very interested in keeping track of their relation to the ancestor as far back as genealogies will allow. Dwarves being very careful with genealogies, the family enlarges and becomes a clan. All of the same-sex members of a family tend to practice the same profession. Thus, one family will be the blacksmiths for a dwarfhold, another the coopers, etc.

The final, most intimate group to which a dwarf belongs is called the hearth. The hearth consists of those dwarves who literally share a common fire. Thus, a hearth only consists of immediate family and relations. Hearths rarely consist of more than three or four members.

These are the four main groups that make up Dwarven society. Obviously that society is very ordered and regimented. Dwarves never forget their groupings, and they generally remember the groupings of most other dwarves with whom they are familiar. These groupings do not take into account other, less important assemblages to which every dwarf is liable to belong. These other groups include guilds, clubs, military affiliations, etc.

Dwarven Language and Dwarven Names-- Dwarves are secretive about everything, but about their language and names they are especially reticent. In fact, dwarves refuse to reveal their "given-names" to any but another dwarf whom they trust. Every dwarf has another name, derived from an ancient human language, that they use when dealing with others. Names like Fundin and Dralin are not given-names, but rather "use-names." Originally the names that are now considered Dwarven were derived from the ancient Barbarian tribes who made their homes near the Kelerak Mts., where Liferock was located. When dwarves found it necessary to deal with humans, they simply adopted the first human names they came across. The stubborn dwarves then kept the same lexicon of names for millennia, reusing them for every generation, while the actual human names evolved and changed over time. Thus, humans now think of these names as particularly "Dwarven," when in fact they were originally Northern Barbarian names. Dwarves also eventually take a "surttitle" when dealing with non-dwarves. This surname is different for every individual, and it derives from a distinguishing characteristic of the dwarf or from a deed for which the dwarf is known. Thus dwarves become Fundin Northhammer, Tili Longbeard, or Thuldin the Fallen. Since dwarves tend to be similar in appearance, manner, and bearing, and they tend to have an affinity for the same actions, surttitles like "Longbeard", "Quickaxe", and "Deepdelver" abound. The only dwarf known to have revealed his real name was the Lord of Pride, Thuldin the Fallen. When he converted to the service of the Vale, he revealed his Given-name to the world. Scribes record it as being Razaghân.

Dwarves are also secretive about their language. They always learn the languages of the other residents in the area, in order to trade and interact with them. They never willingly teach Dwarven to a non-dwarf. Therefore, little is known about Dwarven. For what is known, read this article by Helge K. Fauskanger (used by permission):

Dwarven Language and Glossary.

Dwarven Craftsmanship and Love of Natural Resources-- Dwarves are master craftsmen because they are naturally gifted in this area and because they work extremely hard. They generally apprentice upwards of twenty-five years in their chosen craft. Dwarves create items of superior quality, both functionally and aesthetically, and they tend to create them faster than other races. "The Dwarven fascination for inanimate things born of craftwork permeates every level of their thought and their society." Thus craftsmen are highly honored in Dwarven society; this explains the predominance of craftsmen in that society. Only rarely does a dwarf not know some craft. And honored most of all craftsmen are the smiths. Dwarven metal work, arms, and armor, are, of course, prized throughout Farland.

The Khazak can also claim supremacy as architects and builders. Only the grandest works of Grey Elven architecture have rivaled the structures of the dwarves. When working underground in the stone they love, the dwarves have created halls and constructions of unsurpassed strength and scale. Wawmar is the prime example of this. Indeed, Dwarven architecture is evident all over the world, from the famous Dragon statue in Dragonspur City to the Great Gates of the Far City.

A little known fact about dwarves is that they originally preferred not to work in precious metals, but in rock and iron. They saw these materials as akin to their own inner nature: strong, resilient, and tough. Indeed, many dwarves hold that these are the materials that Khuldul used to create dwarves. Only when the dwarves first encountered the elves and saw the beauty of their silver and goldsmithing did they become obsessed with precious metals for the artistic and monetary value of these items. Eventually they surpassed the elves in precious metal smithing. Unfortunately, some dwarves became obsessed with these items only for their monetary value, losing all site of their true aesthetic worth. This is the curse of many dwarves, and one that is actively resisted by the wise in Dwarven society.

Interaction with Other Races: Warcraft and Trade-- Dwarves have two primary interactions with those of other races. They fight with them, or they trade with them. Dwarves enjoy sports and contests. They are poor runners, but wrestling and feats of strength abound in their culture. These contests can be found at both religious and secular rituals. Dwarves take these challenges very seriously, competing until they are honorably defeated or until they reach exhaustion (which takes a very long time).

When it comes to war, the Dwarves simply apply the same mindset. They resolutely and methodically attack their foes, fighting until they win or are slain. They ask no pity, no sorrow, and no quarter. Nor do they give any of these things. Dwarves channel every emotion into the fight. They mourn only after the battle. Dwarves are extremely well equipped during war. They favor heavy armors, greaves, and full helms. Because they prefer close combat and do not employ cavalry, these types of armaments are very necessary. Dwarven armor is usually not adorned, but their shields and helms often are. Their shields are usually marked with some sort of rune, which allows the fully covered dwarf to be recognized by other dwarves during the battle. The Dwarven great helm is shaped like the head of a hideous beast or monster. It often has a colorful plume on top. All these accoutrements make a battle-ready dwarf an intimidating sight.

The battle tactics of the dwarves bear out this impression. Dwarves prefer an offensive attack. Their "belligerent" weaponry reflects this: they favor axes, crossbows, mattocks, hammers, and maces. They prefer to attack silently and in an extremely compact formation, breaking into song or giving a war cry when they meet the foe toe to toe. They believe in concentrating their strong heavy infantry into an attack at the center of the foe's forces, hoping to capture the enemy leader and ruin the opposing army's moral. Crossbowmen open fire and protect the rear with spears or two-handed axes. Axemen bearing throwing axes move alongside the heavy infantry, protecting the flank from troublesome cavalry with abortive countercharges or volleys of thrown axes. Belying their ruthless frontal assault, the careful flank and rear guard units reveal the actual regimented order of the Dwarven battle strategy. Another regiment of Dwarven warriors, those "Touched by Khuldul," who are in actuality berserkers or Battleragers, never fight with the

main army. They are not welcome, nor do they wish to join the regular ranks. Instead they always attack at will, rushing forth ahead of the troops to slaughter or be slaughtered.

The dwarves are indeed fearsome warriors; the only drawback to the military prowess of the Khazak is their lack of numbers. Not even in the Time of Fortification could they be called truly numerous, and their unwillingness to retreat takes its toll on Dwarven armies. Dwarves prefer to bury their dead under stone cairns, but if this is impractical, then they will burn their fallen dwarves on great pyres.

Some prestige classes seen among the Dwarves include Dwarven Defenders, Loremasters, and Weapon Experts.

As much as Dwarves commit themselves to combat, they prefer a more peaceable interaction with non-dwarves. Trade is the most common form that this interaction takes. During their hey-day, Dwarves set-up long and profitable trade routes with the human and Elven kingdoms, exchanging their crafts for food and textiles; Dwarves prefer not to grow their own food, but can if they must. Dwarves are hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of crafts requires strong markets for them to turn a profit. Of course the current situation in Farland exacerbates the poverty of the wandering Dwarves, since strong markets are rare.

Dwarven Lifestyle-- The Dwarven life is very regimented and ordered. Almost every activity that a dwarf undertakes is work or directed towards working. When a dwarf studies or reads, he is hoping to learn something useful that will make him more efficient at his chosen profession, be it smithing, fighting, or mining. When a dwarf eats, he is nourishing himself so that he can get much accomplished tomorrow. Dwarves believe that a very orderly (and full) schedule leads to the greatest efficiency. Thus the lawful aspect of the Dwarven alignment is directly related to their work ethic. They are lawful and orderly in large part due to their love of and belief in hard work. Dwarves have no word for "vacation" in their language; the closest word they have is "boredom," it is said.

When it comes to the particular details of Dwarven lifestyle, each dwarf nation and clan differs significantly. For example, some dwarves trim their beards, some allow them to grow freely, some braid them, and some adorn them. Some dwarves identify themselves through colored hoods or cowls, often with face flaps to hide their identities, while other dwarves use clan Rune-symbols to make themselves known. Some dwarves prefer bright, solid hues for their clothes, while others like dark, drab colors. There are, however, some details particular to the lifestyle of nearly every dwarf. Because of their fondness for crafts and craftsmanship, most dwarf clothing is well made and generously accented with refined borders and crenellated trimwork. Dwarf-lords invariably wear even finer garments, and often add gold or silver tassels to the peaks of their hoods or helmets.

Many similarities in Dwarven lifestyle are forced on them by the situation of wandering in which they find themselves. Dwarves used to prefer a wide variety of food, with a preference for meat. Because of their long and successful trade routes, a Dwarven table might have been laden with Kalish Port, Zelandish Brandywine, Kelevite pork, Farlandish beef, as well as other assorted sundries. Now, out of necessity, the Dwarven diet consists mostly of that meat that they can easily catch, vegetables that they can gather, and mushrooms, which they have become particularly adept at growing.

Dwarves have also become more warlike as a race, because they must. They tenaciously defend their homes, clans, and hearths, fighting even harder than was their wont. They have also gained some small rudiment of woodcraft. For these reasons, the Dark Folk have often skirted wide the Dwarven camps. When they do go to attack them in mass, they usually find that the dwarves have moved on, continuing their ceaseless wandering.

Another large part of Dwarven life that is common to all dwarves, and which is only indirectly related to working, is their fondness for music and song. Dwarves will sing when doing nearly any task. They raise their rich baritone voices in song while hammering at the forge, walking down the long trail, or cleaving orc skulls in the midst of battle. When they are taking their relaxation, they join their voices with instruments. Because of their short fingers, they prefer percussion instruments, flutes or horns. They are not concerned with variety of instruments in their music, but rather they rejoice in variations of simple, economical tones.

Dwarven lords often undertake the arduous task of learning and playing the harp. As such, this instrument is reserved only for dwarves of noble blood, and a non-noble playing a harp is a punishable offense. But the voice remains the instrument of choice for dwarves. While they are not as talented in music as elves or even humans, the Dwarven love of song is unwavering, and their works do often have a strange and frugal beauty.

Dwarven Magic and Runes-- Dwarves only have two common types of magic: priestly magic and rune magic (there are dwarven wizards who deal in non-rune magic but they have studied with other races). In general, dwarves distrust magic. As such, they have something of an innate resistance of attitude to it. Dwarves do not really consider priestly magic to be "real" magic, but rather Khuldul reaching out his arm to directly affect the world. But the other type of magic is magic indeed. Runes, which adorn many Dwarven weapons, tombs, and dwellings, were invented by Dwarves. Indeed, the human word "rune" comes from the original Dwarven word runemar, meaning "mark of power." Indeed, basically all Dwarven magical items owe their magical power to one or more runes (visible or invisible) somewhere on the item. The details of the creation of Dwarven Runes of power are highly secret. Some dwarves maintain that they were the first race to create magical items and that all other races copied them. While this is unsubstantiated, Dwarves were certainly the first to use runes and all other runes in existence stem in some manner from these runes.

Dwarf Women-- Relatively unfertile and lacking women, Dwarves do not often sire children or even take wives. Barely a third of the race is composed of females, and not all of these even wish to take mates. Female Dwarves are coveted and protected in ways unlike those of other races. Dwarf women are a proud lot. Fiercely protective of their rights, they stand as equals in all affairs but those of war. Dwarves place no restriction on their status or mobility, although they tend to travel less than the men do (when they have a choice). In fact, Dwarf women are so remote and rarely recognized that some believe they do not exist. Physically, their voices are similar to that of the males, and they cover their visages when travelling abroad. Hill dwarf women even have short beards, although mountain dwarf women do not. For these reasons, the legends of dwarves growing from stone are still rampant in many parts of Farland.

Dwarven religion-- The religion of the dwarves is conservative and mysterious. Dwarves can be quite superstitious, and their rituals have remained the same since the first period. For example, the dead are always buried in stone, never in a lesser substance like dirt. When circumstances prevent the ritual building of a cairn, the dwarf is burned on a pyre. Another example is the Dwarven view of earthquakes: the Khazak believe that an earthquake, unless it is disastrous, is the result of the honest and powerful laughter of Khuldul, which is so "true" that it shakes the earth. Thus earthquakes are a cause for rejoicing and feasting.

Religion is the only area where the rudiments of philosophy even enter into the industrious dwarf's life. Dwarves worship only two Gods, although they do not deny the existence of other gods for the most part. The Dwarven gods are Khuldul Rockcarver, Lord under the Celestial Mountain, and his Chamberlain Dhurli Ironbeard. Every central belief that dwarves hold revolves around the character of these two gods and their creation of the Five Nation-Clans. As such, Dwarves revere the number "5" as fundamental and even sanctified, because it relates directly to the creation of the Dwarven race. This concept spawns the creed that each Clan is a lineage with a common spirit that permeates the kindred and ties them together. In a sense, the Dwarves look upon themselves as parts of five greater souls. They venerate their ancestors above all other things except Khuldul and Dhurli, and believe that the living core of their kindred resides in each Dwarf-King; ancestor worship is a large part of Dwarven religion.

The church itself is very structured. Indeed, the church of Khuldul used to be, in the time before the Lords of Sin, the center of Dwarven life. The church, extremely ordered in past days, has managed to retain much of its structure. The order of the over all church, called Odin Khuldul Os Uri, is arranged in a five part structure. The first three parts, representing the Church of the Overgod Khuldul, are called "Khuldul's Flame," "Khuldul's Stone," "Khuldul's Blood." They respectively represent the bellicose, fiscal and legal, and ceremonial divisions of the church. The last two parts of the church are actually a subset of the main church, namely the church of Dhurli Ironbeard. This sub-church is called "Khuldul's Brother." This church has its own internal structure. It is arranged into two divisions, with titles which, in Dwarven, mean "Holy Pick" and "Holy Axe." The church of Dhurli is famous because it holds the duty of appointing those Dwarves who, besides the king, control matters of justice in a dwarf community. Eight High Priests (called the Holy Conclave) are responsible for appointing the 99 Ceremonial Judges of Khazakim. These 99 Judges are a fixture of every dwarfhold, handling religious disputes and court cases concerned with everyday customs of living. Of course the Judges answer ultimately to the King. Finally, there is one more group that attaches itself to the church of Dhurli, although it is not officially recognized by the church (perhaps because its

admittance would break the sacrosanct "fiveness" of the church). This group is the "Dealers of Justice," fanatical berserkers and warrior outcasts loyal to the laws of Dwarven society. They seek a life of war in the name of Dhurli.

Dwarves have many hold days, rituals, and religious practices. Some of these hold days consist of: every fourth day, full moons (All Forges Eve), Soulforged Gathering (every four years), Eclipses, and New Years. Some ceremonies (whose details are remarkably similar among all the kindred) include: Un Kyldin (All Forges Eve), Os Oodin (Soulforge Gathering), Dy Dy Oindin (Consecration of Hearths), Un Auldin (All Gem's Glow), Os Oodin, Os Tholus (Day of Seeking), Ceremony of Axes, Beard Decorating Ritual, and Os Tholus (New year Gathering). These ceremonies all have different specifics, but the Ritual of Singing and prayer, practiced at Os Tholus, is a good example of a Dwarven ritual. The dwarves involved in this ritual sit in a large circle. If there are enough dwarves present, they sit in five concentric circles. They then began intoning and singing after their fashion, accompanied by a drum player or group of players. Their sacred drum is a form that consists of rawhide attached to wood. The drum was made of ornate stone or metal in the past, but now, due to the nomadic lifestyle forced upon the kindred, most tribes use intricately carved wood as a medium for their drums. This ritual is used to honor Khuldul, Dhurli, and the ancestors, as well as praying for luck or strength in the year to come.

The dwarves have two holy months, Khuldin (3rd Month) and Dhurlin (9th Month).

Of course song and music is a large part of Dwarven religion as it is a large part of their lifestyle. The following is an example of a Dwarven burial song, in this case sung for a Khazak named Tili.

*The night is black, the sky is blotted out, we have left the holds of
our fathers,
And Tili has returned to the Maker. The light becomes dark,
The night and again night, the day with sorrow tomorrow
For Tili has returned to the Maker.*

*The Old Ones have passed away, their homes are the stones far
off, below,
Their spirits are laboring free. Where are their spirits laboring?
Only the Maker knows, or the passing wind.
And Tili has returned to the Maker.*

*Are they below, the Old Ones? Are they here?
Do they labor warm by his forge, do they see our offering?
Tomorrow is naked and empty, for Tili has gone
He is no longer seated with us at our fire.*

The following song, repeated over and over again, is present in many Dwarven ceremonies and rituals.

*King under Mountain
King of Kings
From the depth of stone we call*

*Heed our song
Fill our hearts
In the name of Walin Greatfather we call*

Speed our hammers

*Guide our axes
As from the dusty plains we call*

*For ahead is the test
Plentiful times are past
In the name of Walin Greatfather we call.*

Uniqueness of Farland Dwarves-- There are several things that make the dwarves of Farland different than the Dwarves found on other worlds. First, the dwarves of Farland are currently nomads. They have no ancestral holds left and nowhere to currently call home. While some clans may have created temporary holds in caves or towns, these dwellings are pale shadows of their former homes.

Secondly, and perhaps most importantly, the future of the Dwarves is intrinsically bound up with that of the Elves. There is little love lost between these two races, yet they are not enemies at the moment and have not been for ages; indeed, there are some striking similarities between the two. Both are races in decline. Yet it has been prophesied that the Dwarves will in part cause the downfall, or at least the departure of the Elves from Farland. The great Elven King and hero Fingalion spoke thus: "*Great is the might of the Elves; they are Lords over all. Yet a time shall come when they shall be no more in the Hinterlands; the Nowgol shall contribute to their bane and cessation.*" When asked about this, Mar the Unassailable, founder of Kibil-gund, replied, "*So Rockcarver reveals to me. Aye, I own it.*" For these reasons, most scholars have agreed that the fate of the Dwarves is connected to that of the Elves: the Khazak shall contribute to the end of the Elhil in Farland. Exactly what this means, when it will occur, or how it will happen is not so clearly foretold.

ELVES

CHARACTERISTICS

Elhil, or elves, as humans call them, are a tall and beautiful race. Elhil (singular Elhan) tend to be over six foot, especially the males, and some rare individuals have almost reached seven feet. While generally similar to humans in appearance, elves have defined features, fair faces, and beautiful speaking and singing voices, making them attractive to other races. Elves have pointed ears, no facial hair and very little body hair. Most elves have brown hair, although many have red, black, or blond hair, with some rare individuals displaying naturally silver hair. Head hair is lush and baldness is unknown among elves. Elves are also resistant to many diseases that affect lesser races (elves gain a +4 to saves versus natural diseases, although they are still affected normally by magical diseases like lycanthropy and mummy rot). Moreover, their skin heals without scarring. Elves tend to be slimmer than humans and are not given towards the same type of brute strength that is often found among men.

The eyes of the elhil are preternaturally sharp, and they can see twice as far as a human in conditions of poor illumination, such as torchlight, moonlight, or starlight. They retain the ability to distinguish color and fine detail in these situations, although they cannot see in total darkness. They are also adept at spotting things normally not noticed by other races, such as secret doors, creatures, at a distance, and signs of approaching danger. Their ears are equally sharp, allowing them to catch sounds that other races would miss.

Elves do not need sleep to rest, as do men and other races. Instead, for about four hours each night they enter a sort of trance that they call "the reverie," a waking dream during which they "walk in the halls of memory." Elves are not completely insensate during the reverie, but are less likely to notice danger (-4 on all listen checks and -6 on spot or other relevant checks; other races get a -10 on listen checks while asleep and may not attempt spot checks). They rest for the remaining four hours of the night, but remain fully

awake and alert. During this rest time, they may stand guard or study spells or something similar but may undertake no strenuous activity.

Once elves reach physical maturity, which they achieve at about the same age as humans, they cease to age, making them effectively immortal. The burdens and cares of the world, however, gather on the shoulders of the elves until they eventually find it unbearable and seek to set sail for Faerie, the mystical land of Elfhame that is said to lie across the Western Seas (once an elf has reached his maximum age limit he must make a Will save DC 16 every 3 years. If an elf has ever seen the ocean, he makes this save at a 2 penalty.) The final journey is a popular topic for poems, like *An Elven Song of Longing*.

VARIETIES

All elves on Nurion descend from the same race, the *Tinnurim*, or "those who awoke in Twilight." Out of this race are descended three main groups in Farland: the *Altarim* "High Folk," the *Ranarim* "Sundered Elves," and the *Dulim* "Dark Folk" or "Drow." Of these races, only the Drow are substantially different, having long ago adapted themselves to life in the dark caverns and deeps. These elves are nearly as tall as their surface brethren and tend towards ebony skin and white or silver hair. They hate the light of the sun and avoid it at all costs, but it is said that their hearts are filled with malice and envy towards their surface kin. Their dark ways are best left to a further treatise.

The *Altarim* and the *Ranarim* are physically the same species. Legends tell, however, that the Sunder Folk were shy, retiring elves, appearing wilder, more wary, and perhaps more hostile to other races. The *Ranarim* have not been seen in many years, though, and thus a more recent description is impossible.

Among the *Altarim*, there is only one difference of any significance: those elves that have seen the sacred gardens of Melim and beheld the swans of the line of Alfain, the holy Swan of Tal-Allustiel, carry with them a reflection of that splendor, like an afterglow of the illumination that shines forth from the magical animals. These elves are called *Galan* "glimmer elves." The aura they project is not necessarily visible, but other beings can sense it, a shimmering dance out of the corner of their eye. How obvious this glimmer is depends on the amount of time the Elhan has spent in the gardens of Melim (This aura sheds no actual light and is only perceived by others or the elf himself. It generally gives the elf a bonus to his diplomacy and intimidate checks. The amount of the bonus depends on the amount of time the elf has spent with the swans, up to a max of +4. The potential drawback, however, is that once a creature perceives this radiance, it is unlikely to forget it or the elf. A creature that the elf successfully persuades or intimidates using his radiance is likely to hate the elf forever after and take steps to harm him in the future.)

HISTORY

Elven history is long and storied. The elves awoke at the dawn of the world, and they are said (at least by their own historians) to be responsible for teaching both magic and speech to the other races. It is true that the elves are particularly talented at both. The elves originally dwelt in the great forest called the Sarumvest, at the foothills of the Khazak Mountains. Their capital city was Alustel, nestled on the shores of the great lake Aelnin where dwelt the Holy Swan Alfain.

While the humans fought to climb out of barbaracy, the elves developed a society to rival any ever to be in Farland. Of much help in this respect was Talkana Moondaughter, who was said to be the most beautiful and one of the most talented elves who ever lived. Her disappearance is lamented by the famous bard Galdin Palantar in the *Lay of Talkana Silumiel*. Then came the sundering and the continual wars with the Wintervale, and finally the slaying of the Holy Swan; the elves knew that their time in the Sarumvest was nearing a close. Eventually the humans did create their own civilization, Aelfar; their resiliency and adaptability made it a powerful one. After the elves mistakenly slew the King of mighty Aelfar, they were driven from the Sarumvest and forced to undertake the Great Migration, settling in the even vaster Belendale, which they called *Ardaranel*, "Great Wood." In that place they founded *Gloralion*, the Summervale, named to signify their self-proclaimed and undying opposition to the Wintervale and all it represents.

There they prospered, timelessly living while the changing ages of men brought new kingdoms and new wars. The elves even strove to shepherd what they saw as the lesser races, establishing the great *Talranuil*, or Shadowwalkers, a peacekeeping force of Elven rangers. Using their magic and an artifact called The Stone of Silence, the elves were long successful at this task.

But ultimately, the Dweller in the Vale succeeded where it had long failed, somehow using powerful magic to create Seven Deadly Lords, each representing what the human Church of Heshtail saw as a deadly sin. These lords wielded great power, commanding all evil creatures in their domains with a "dark will," an extension of the evil will of the Night Walker himself. Slowly Farland was conquered, and the elves were forced to adopt a policy of isolation, even more complete than their formerly separationist attitude. They closed their borders, slaying any and all that entered the green-leafed Belendale. Soon the elves became a memory to the men of Farland and a curse on the lips of the humanoid conquerors.

HEROES

Out of the long march of years came several heroes revered by the Elhil. It is true that the Elves revere all of the warriors and maidens that contribute to the peace of the elves, but a few are honored above all.

Two from the recent past are Menelrim Kelthalar ("far-returner"), who brought the line of the white Swan back to the Hinterlands but was slain by fire giants, and Palanthar, the founder of the Shadowwalkers.

Menelrim Kelthalar, male elf (Galan) Ftr9/Sor11: CR 20; Size M (6ft., 5 in. tall); HD 9d10 + 11d4; hp 77; Init +8 (+4 Dex, +4 feat); Spd 30 ft.; AC 27 (+4 Dex, +8 armor, +2 shield, +3 ring); Attack +21/+16/+11 melee, or +21/+16/+11 ranged; SV Fort +9, Ref +10, Will +11; AL NG; Str 17, Dex 18, Con 10, Int 15, Wis 12, Cha 20.

Languages Spoken: Aelfarian, Farlandic, Elven, Blackspeech: Goblin

Skill points: Ftr 48, Sor 44

Skills and feats: Alchemy +16, Appraise +6, Craft +11, Diplomacy +12 (+17), Handle animal +10, Hide +21, Intimidate +5, Jump +10, Listen +6, Move silently +19, Scry +14, Search +4, Spellcraft +15, Spot +3, Swim +11; Blind-fight, Cleave, Dodge, Expertise, Improved initiative, Martial weapon focus (long bow), Mobility, Power attack, Run, Scribe scroll, Still spell, Weapon focus (longsword).

Possessions: +3 elven chain that casts pass w/o trace 1/day, +3 longsword of Menelrim, casts magic missile as a 10th level caster 1/day, cloak and boots of elven kind, +1 shield, +2 longbow (unbreakable in normal use), +3 ring of protection

Sorcerer Spells Known (6/8/7/7/5): 0th -- Dancing Lights, Daze, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Ray of Frost, Read Magic. 1st -- Charm Person, Feather Fall, Magic Missile, Shield, Silent Image. 2nd -- Alter Self, Blindness/Deafness, Blur, Invisibility, Mirror Image. 3rd -- Blink, Haste, Lightning Bolt, Slow. 4th -- Charm Monster, Evard's Black Tentacles, Otiluke's Resilient Sphere. 5th Dominate person, Permanency.

Menelrim is credited with saving the society of the elves in the Hinterlands after their forced migration across the continent. He is one of the few Elhan ever to have returned from Faerie, and he brought back two eggs from the line of the Holy Swan Alfain. With the return of their symbolic birds, the elves regained once again the will to remain in the Hinterlands, which had been wavering.

Menelrim was a great fighter and sorcerer, but was nonetheless a humble elf. Having spent time in Faerie in the halls of Tal-Allustiel, he shone with an unquenchable inner radiance. The golden-haired Menelrim served again as king of the elves for a brief span of time after his return from Elfhome, but he abdicated the throne in favor of his son, who had ruled in his absence, in order to journey abroad in the Hinterlands and help the Elven cause. This great hero was not undefeatable, however, as he fell in combat and passed forever from the ken of the elves of Farland.

Palanthar of House Birlithe, male elf (Altarim) Rgr9/Wiz2/Shadowwalker 5: CR 16; Size M (6 ft., 2 in. tall); HD 14d10 + 2d4; hp 82; Init +7 (+3 Dex, +4 feat); Spd 30 ft.; AC 24 (+3 Dex, +7 armor, +2 shadow armor, +2 ring); Attack +21/+16/+11 melee, or +21/+16/+11 ranged; SV Fort +9, Ref +7, Will +11; AL NG; Str 18, Dex 17, Con 10, Int 13, Wis 18, Cha 15.

Languages Spoken: Farlandic, Elven, Blackspeech: orcish.

Skill points: Rgr 60, Wiz 6, Shadowwalker 25

Skills and feats: Animal empathy +6, Craft +14, Diplomacy (+4), Gather information +12, Hide +30, Intimidate +4 (+6), Intuit direction +12, Listen +6, Move silently +28, Pick pocket +5, Ride +20, Search +12, Spellcraft +6, Spot +6, Swim +11; Blind-fight, Expertise, Extend spell, Improved initiative, Point blank shot, Precise shot, [Scribe scroll], [Track].

Possessions: Sword of Palanthar: +2 longsword, +3 vs. orcs, +4 vs. drow, +5 vs. giants, double damage vs. dragons; Bow of Palanthar: +3 longbow, arrows immolate when fired, adding +4 to damage and burning flammables; Cloak of Palanthar: this cloak of elven kind cannot be ripped or burned (although it cannot shield its wearer from damage); Boots of Palanthar: boots of elvenkind and boots of varied tracks combined; +2 elven chainmail, +2 ring of protection

Ranger Spells Per Day: 3/2/2.

Wizard Spells Known (4/3): 0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st -- Hypnotism, Identify, Mage Armor, Shield, Shocking Grasp, Sleep, Spider Climb.

Palanthar, a dark haired elf who glimmered with the radiance of the swans, was known for his stoicism. Perhaps this was because he accepted his doom. His mother is said to have prophesied:

*He will wander long in twilight
Forever guarding, never resting
And a mighty legacy will result from his suffering
As a great field of wheat springs from the fallen grain.*

The prophecy predicted both the founding of the Talranuil, the Shadowwalkers, and Palanthar's ultimate fall. Few elves, however, did as much for the race as Palanthar.

SOCIETAL STRUCTURE

Outsiders would see Elven society as near-anarchy. This term is, however, inapplicable, as elves almost never commit crimes or do things to harm society, for they see what they long-term results of such behavior are, and they must consider their own good a century from now. The rulers of the houses, as well as the King in the Summervale, are almost entirely concerned with outside threats rather than internal problems. This situation, however, has made the elves particularly vulnerable to the historical situations in which they have faced internal strife and even civil war. When this occurs it is usually because of the rare elf that proudly craves power.

The Elhil either live in small family units or in communities, much like humans. Elven society is structured around "houses," extended family units and relations. An elf generally identifies himself to other elves by his house. For example, an elf might say, "Greetings, I am Valanduil of House Cirana." (Elves generally have a Doom Name that they keep private as well). Houses do tend to be arranged in a hierarchical social order, although the structure of that hierarchy is rough at best. The prestige of elf houses is based on many factors; the foremost factors are what age the house is, what age the elders of the house are, whether the elders of the house have ever been to the gardens of Melim, and whether one or more elders of the house sit on the Elhil council that meets during the Grand Meet of Elhil. In most cases, communities of elves are led, or rather directed, by the eldest elf of the highest-ranking house. Most elves do not see the position of their house as personally derogatory, as these positions are fluid, and the elf knows that the positions will

change with the passing of the years. For these same reasons, elves tend not to denigrate other elves who are members of houses that currently have a lower social rank. Moreover, it is often difficult to tell exactly which house is socially "lower," as generally only the position of the highest house is clear. There are also rare cases, however, where kin-strife has occurred because of inter-house prejudices. These situations are usually squelched firmly and quickly, although not violently, by the elders of the top-ranking house. The farsighted attitudes of most Elhan make these conflicts nearly unheard of.

Elven society has few to no jails and no beggars. To a human it seems like a utopia, and indeed, it is in a way. Yet there are things that mar the perfection. First, there is the practical reality of the Dark Occupation. The human lands are threatened, and thus so are the tracts of Elven forests. The Elves must spend much of their energy on defense, limiting the amount of time that the selves can spend on the primarily aesthetic activities that give their life meaning. Second, there is a pervasive sadness inherent in Elven society. Above all things, elves hate change; indeed, they tend to resist it at all costs. Because they are so permanent and basically unchanging themselves, elves value things that have the same characteristics. Trees and stone structures, as well as imperishable works of art, are among their favorite things. The Elhil recognize, however, that the rest of the world changes at a rate with which they cannot keep pace, and that they are marching towards an inevitable change, as predicted by the prophecy. Some have even called the Elves embalmers, and this view has some merit. These critics contend that much of the good that the elves have done, such as stopping human wars and fighting the Wintervale, has really been out of a desire to prevent change rather than a desire to do good. As to the truth of this last claim, who can say?

CRAFTS

The Elhil are skilled craftsman rivaling the dwarves in everything except stonework. Unlike the Khazak, however, the elves do not value work for its own sake. They recognize that work is necessary, and the farsightedness of the elves make them lay the groundwork for their future comfort by working when they must. Few elves are passionate about work itself. Why, then, are the elves such skilled craftsmen? The answer to this can be found by considering what the elves are passionate about: art and aesthetics. An elf is unsatisfied in any labor unless he has created a beautiful work. An Elhan will not stop practicing or laboring until he has truly created a piece of artwork. Given the amount of time that elves have to practice their chosen craft, it is not surprising that even the most mundane items are intricate and beautiful. Moreover, the elves view an item's utility as part of its natural beauty; therefore, a decorative but poorly functional item would not be aesthetically pleasing to an elf. The object must look good and work well. While elves are skilled at nearly all crafts, as mentioned above, they are especially good metal workers, clothiers, painters, poets, sculptors, and builders. An artifact made by Elven craftsmen is usually recognizable instantly, because it likely has a delicate and unique shape, intricate detailing, and superb functionality.

INTERACTION WITH OTHER RACES

Elves have not always been as isolationist as they are now, indeed, they are driven to this racial policy by the realities of the dark conquest. This outlook, however, does not seem to be entirely foreign to the Elven mindset. While looking on most other races benignly, there has always been an air of aloofness and sometimes even superiority in the Elven attitude. The elves themselves are split on this issue. While most elves agree that the vast age, experience, and abilities of elves necessitates that they see the world in a unique fashion that often leads to a feeling of aloofness, some elves maintain that these qualities do not make the elves a better race than men or dwarves. It only means, these elves argue, that they are a different race, and it is the duty of each race to use its gifts to make the world a better place (perhaps by halting changes for the worst). Other elves, however, claim that the superiority of the Elhil is apparent, and while the elves would never seek to exploit this innate advantage, it is natural to recognize it. This remains a point of contention among the *Altarim*.

Relations between elves and men have been somewhat rocky in the past, ever since the elves of Alustel accidentally slew the king of Aelfar. The kingdom attacked the Elhil, driving them from their homeland. The elves have done their best to forget this blight on their history, but many say that humans are to blame for the current state of the world because they drove the elves to a point where they could no longer keep watch on the Wintervale and react in a timely fashion.

Elves and dwarves have also experienced friction in the past, primarily because of the prophecy that states that dwarves will be the cause of the elves' downfall and final departure from the Hinterlands (i.e. the lands far away from the Western sea and Elfhome, namely the continent of Farland). Dwarves and elves have never openly engaged in warfare against each other, but the tension has run high between the two races in the past.

Elves hate orcs and goblinoids of all sorts and will kill them on site. The anger of the elves is especially heated when it comes to orcs. Some races have marveled at this, noting the special measures to which the Elhil go to slay and punish orcs. The elves refuse to reveal the reason for this deep-seated animosity.

For the most part, Elves possess a great store of wisdom and tend to get along well with the races with which they choose to interact, with the exceptions noted above. This is not to say, however, that Elves are perfect or infinitely wise. Elves have been known to show great streaks of stubbornness and pride. The legendary and infamous Lord Cirock of House Aradune is one clear example of this fact. Certain Elves have even been over-curious, even about Dark secrets, and some few Elves have been hungry for power. But while many elves possess some trace of these flaws in their hearts, save perhaps the last two, their wisdom usually constrains them to display these characteristics infrequently.

RELIGION

There are two prevailing religions among the Elhil. The first, and perhaps the most common, is the worship of Tal-Allustiel, the deity who protects the elves and pronounces the doom, or fate, of each individual Elhan.

Elves who worship this god believe that Tal-Allustiel can best be served by always upholding the noble ways of the Elhil and working to preserve the forests and all that which is Elven. Indeed, Tal-Allustiel demands it. This religion is loosely organized, like Elven society itself, with the priests only gathering once every 5 to 10 years for the Meet-of-Elhil, wherein beautiful silver circlets and magic scrolls are sacrificed to Tal-Allustiel. When there is a special event, like a threat or the election of a monarch, the priests of Tal-Allustiel arrange a Grand Meet of Elhil, where the leaders of all the Elven houses convene to deal with the issue. The worship of this great god gives meaning to the lives of many elves.

The second religion among the Elhil could actually better be described as a philosophy. Said to have been espoused originally by the elven philosopher Erestor of House Norovir, it is the viewpoint of a very small but significant minority of elves. This position, called *Edaidus*, states that there is one force in the universe and it is amoral, or rather the basis of the universe is a force that encompasses all moralities and viewpoints, a unity that these elves call *Edai*. This force has limitless facets and each being, indeed each race, tends to seize upon and recognize only a small amount of these facets. These individuals, races, and societies embody these facets as gods, demons, extra-planar powers, and moralities, not recognizing the essential connection and unity between them. Most often these facets are set up in opposition to each other, wars are begun, and each race creates its own particular niche for all time by the gods and demons it creates. The *Altarim*, by creating Tal-Allustiel and the concept of Doom, have forever decided their role in the order of things, although it could have turned out differently depending on which facets of *Edai* the elves recognized in the beginning of recorded history. This is, of course, a controversial and shocking notion, as it claims that the gods of good and evil, Tal-Allustiel and Heshtail, and Vornoth, are one and the same being, and all these beings are denigrated as merely a facet of a larger truth. These Elhil believe that if a person or a race hates another person or race, they only do so because they hate something within the other that is part of themselves. What is not part of ourselves, they state, we do not hate. Thus the ages-old rivalries are accounted for, say the *Edaidians*. Elves who hold this philosophy live similarly to the more traditional elves who worship Tal-Allustiel. They do not shirk military duty and fulfill their responsibilities within Elven society. At all times, though, they bear in mind the essential oneness of everything, including that of the Summervale and the Wintervale.

LIFESTYLE

The Elven lifestyle consists of some work, but more revelry. This is not to say, however, that elves are carefree merrymakers; in fact, the opposite is true. When the elves are reveling, they are celebrating music, song, poetry, aesthetics itself. Indeed, it is out of an appreciation for and love of things beautiful that elves

engage in musical and artistic celebration. But elves are not, as mentioned above, lighthearted, frivolous celebrants, for always the doom of change weighs heavily upon them. The Elhil are passionate about the beautiful and celebrate it every chance they get.

Because of this attention to aesthetics, the life of the average elf is quite different than that of the average human. Elves take a great deal of time beautifying their surroundings, and as such their dwellings are clean, well-designed havens. They work when necessary; aided by magic, this work is quickly and lastingly completed. Thus they spend much of their days studying, contemplating memories or ideas, physically exercising, or enjoying nature. When twilight falls, the poetry, music, and song, much of it tinged with sadness, begins; visitors report these nightly revelries as inestimably beautiful. Elves keep a very loose track of time, and time seems to fly in Elven lands, the days blending into twilight and night and the nights into seasons until whole years have gone by.

MAGIC

Elves credit themselves with first bringing magic into the world with the introduction of the sacred swan Alfain. Indeed, many Elhan see the Elven race as the embodiment of magic itself. Elves claim that magic is simply artistry, a way to deliver art more quickly, effortlessly, thoroughly, and completely from its physical restrictions. Perhaps this is why Elhil wizards (but not sorcerers) are called Spellsingers, casting their spells by singing the magical words in their peerless Elven voices. With magic, elves can create food, change whole areas of their lands, beautify whole cities, hide the ways into their secret homes from their enemies, and even seemingly slow the flow of time in order to preserve the beautiful. Elves also use magic to ease the burdens of their daily lives in order to have more time to devote to art. Thus, elves particularly excel at illusion, conjuration, and alteration magics.

Yet, magic that destroys, changes, and enforces one's will on the will of others exists, even among the elves. The elves claim that such magic is necessary in defense, and thus they have had to study it and learn to master it in order to protect their lands from change at the hands of those who would speedily alter the world to suit their will. Magic as power rather than art is abhorred among the elves, at least so they claim. Yet it is interesting that many scholars claim that magic as power and domination is also an Elven invention, dating far back into the mists of time, long before the human societies ever blossomed. Of this charge the elves refuse to speak.

DOOM

The path of an elf's life is usually foretold, and this prediction invariably comes to pass. Elves believe as a race they are bound up with the fate of the planet and magic on the planet. As such, they have a role to play in the fate of the world, one over which they have no control. His mother upon his birth often pronounces an elf's Doom. If she does not, most Elven villages have a Doomsayer, who at some point in the elf's life, often upon his coming of age, will pronounce the elf's Doom. From this prediction, the elf is given a Doom Name that he keeps private. Elves hold that the later an Elhan's Doom is pronounced, the more important and often the more tragic his path will be. The pronouncement of a Doom is usually cryptic and difficult, but offers some guidance to the elf, who generally seeks to fulfill his Doom, rather than avoid it. This decision is a result of the ages-old teaching of the elves that if one flees his Doom, it will undoubtedly find him all the sooner. A dog being tied to a cart can either walk willingly behind it or be dragged. Either way, they teach, the final destination is the same.

The Elhil teach that Doom is counter to the life of humans, which is free. While humans do not embody magic and are not intrinsically tied to the fate of the world, they are unfettered and may choose their own life and their own path; many elves envy the "young race" because of this, calling it the "free Doom." The *Edaidians* state, however, that the elves have constructed their Doom philosophy and chose to be bound by it. If they wanted, they could be as free as humans. Yet many of the *Edaidians* also bow to their Dooms, their intellectual opponents state.

Because an elf's Doom is often sad or tragic, many unparalleled poems have been written about it, like the one below.

The Lament of Ingwe and Valanduil

Ingwe: Si harthio (Here I bide).
The golden light calls
Elves to their morning songs
But I do not sing.
Si hosgario linen (Here I am silent).

Valanduil: Tirio haron nenel (I seek far and wide).
Even in morning the shadow falls.
The time away is too long
My soul feels the sting
A ing ristia (And my heart is rent).

Ingwe: Si harthio (Here I bide).
Midday holds no joy
For I do not hear your voice.
My heart is sunk in gloom
A si hosgario linen (And here I am silent).

Valanduil: Tirio haron nenel (I seek far and wide).
Day they seek to destroy.
Thus I have no choice,
For foretold was my doom.
Al ing ristia (Yet my heart is rent).

Ingwe: Si harthio (Here I bide).
As night falls swiftly,
I know I wait in vain,
For your task is impossible.
Hosgariatha arned linen (Forever I will be silent).

Valanduil: Lin Tirio haron nenel (Still I seek far and wide).
Darkness comes over me.
I travel long in pain.
From afar I feel your pull.
Ing arned ristiatha (Forever my heart will be rent)

WARFARE

Elves are feared opponents. In ages past, elves did in fact gather in armies, where they dressed in superbly crafted armor and fought with long swords, bows, and great swords. Mounted warriors, resplendent in shining banded or plate mail with winged helmets rode griffins into battle, dealing death from above. Always prefacing the strike of the Elhil is powerful destructive magic, which also judiciously aids the troops during battle and retreat if it is necessary.

Those days are long past. While some believe that the elves are still capable of fielding a large army for mass warfare, but perhaps only as their swansong, the military might of the elves lies in their skill, stealth, and magic. Since they are not numerous, they favor guerilla tactics. Having a rapport with the animals of the woods, and some even say with the trees and fields, the elves never lack for scouts and spies. Once they have determined the position of their enemies, they strike with superior archery, swordplay, and overwhelming magic, then flee, the cloaks and boots they wear somehow causing them to disappear utterly

into the terrain. The elves choose when and where to come to grips with their foes and when to melt back into the shadow and twilight. Elves are superb archers and fearless warriors; above all, they know the value of patience and will not throw away their long lives. But when the time comes to make a sacrifice, they do not hesitate to do so.

SHADOWWALKERS

Although many elves are trained to defend the Belendale internally using guerilla tactics, there is one force that patrols the borders of the forests, even venturing far into occupied kingdoms: the Talranuil "High Twilight Wanders," or Shadowwalkers. This esteemed group is composed mostly of rangers, although many of their number possess magical or divine skills. Some say, however, that the greatest of the Shadowwalkers display skills not entirely duplicated by any other group.

Shadowwalker (Prestige class)

The Shadowwalker is a defender of Elven lands, skilled in scouting, reconnaissance, and defense. Shadowwalkers are a brotherhood of twilight and shadow, ranging abroad in secret service to the Elven homeland. The Shadowwalkers account for much of the military and societal information the elves have about the outside world, and they are often the first, and sometimes last, line of Elven defense.

Hit die: d8.

Requirements

To qualify to become a Shadowwalker, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Skills: Move silently: 9 ranks, Hide: 9 ranks, Gather information 5 ranks

Special: To become a Shadowwalker, a character must be a elf or a half-elf. If the character is an elf he must be Doomed to wanderer in the outside lands and/or to protect the Elven race. Finally, the character must be accepted as a member of the Shadowwalkers by a ranking Shadowwalker and must spend 2 years in faithful service to the Shadowwalkers before he will be eligible for training to become a Shadowwalker prestige class. After all this, however, he must still be accepted into training, which is a separate decision entirely, made by ranking Shadowwalkers.

Class Skills

The Shadowwalker's class skills are Climb, Concentration, Craft, Gather Information, Heal, Hide, Intuit Direction, Jump, Knowledge (Nature), Listen, Move silently, Swim, and Wilderness Lore.

Skill points at each level: 6+ Int modifier.

Class Features

Darkvision (Su): A Shadowwalker can see in the dark as though he were permanently under the effect of a Darkvision spell. This is a supernatural ability.

Shadow Armor (Su): The Shadowwalker becomes cloaked in a translucent film of shadow. The shadow is non-tangible yet somehow deflects weapons, granting him a permanent +2 to his armor class and acting as one-quarter concealment (10% miss chance). This effect stacks with all other armor enhancement. At 8th level, the Shadow Armor becomes improved, granting the Shadow Walker a +3 bonus and one-half concealment (20 % miss chance). He can cloak himself in the shadow armor at will as a free action.

Shadow Jump (Sp): The Shadowwalker has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The Shadowwalker can jump a total of 25 feet each day in this way, although this may be a

single jump of 25 feet. This amount can further be split up among many jumps, no matter how small, but each jump counts as a 10 foot increment. This ability increases to 50 ft. at level 5, 75 ft. at level 7, and 100 ft. at level 10. Shadow jumping is a move equivalent action.

Shadow Walk (Sp): The Shadowwalker can use the spell shadow walk. He wills this effect, so there are no verbal or somatic components. The duration is one hour per Shadowwalker level. The Shadowwalker cannot use this ability to travel to other planes besides Nurion and the plane of shadow. Shadow Walking is a standard action.

Speak with Plants and Animals (Su): This ability functions as the spells of the same name, although the Shadowwalker merely wills it to occur, so there are no verbal or somatic components. The duration is figured using Shadowwalker levels only. He can also speak with both plants and animals, switching back and forth between the two at the same time.

Weapon and Armor Proficiency: A Shadowwalker is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Level Abilities: The Shadowwalker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Darkvision/ Speak with Plants and Animals 1/day
2nd	+2	+3	+3	+0	Shadow armor
3rd	+3	+3	+3	+1	Shadow Jump (25 ft.)
4th	+4	+4	+4	+1	Speak with Plants and Animals 2/day
5th	+5	+4	+4	+1	Shadow Jump (50 ft.)
6th	+6	+5	+5	+2	Shadow Walk 1/day
7th	+7	+5	+5	+2	Shadow Jump (75 ft.)
8th	+8	+6	+6	+2	Shadow armor, improved
9th	+9	+6	+6	+3	Shadow Jump (100 ft.)
10th	+10	+7	+7	+3	Shadow Walk 2/day

Some other prestige classes seen among the elves include Arcane Archers, Deep Wood Snipers, Loremasters, Weapon Experts, and Wind Knights.

UNIQUENESS OF FARLAND ELVES

Farland elves are unique. They see themselves as tied to the fate of magic in the world. They believe that as long as the line of the great Swan Alfain remains in the world, magic will continue. Unfortunately, it is prophesied that the dwarves (and perhaps the humans some say), and not the orcs as one might think, will eventually bring an end to the line of the Swans. The elves will pass from the Hinterlands, journeying to the Western Sea, and will leave the world forever, taking magic with them. Then, the elves say, will come the eventual dominance of humans and the ultimate destruction of much that is.

NORTHERN BARBARIANS

The people who live immediately to the North and South of the Kelerak Mountains are known to the more civilized peoples of Western Farland as the Northern Barbarians. The Northern barbarian peoples are made up of four large, loosely organized tribes. As a people, they call themselves Anar (Ah-nar) "Raiders," because they were known for harrowing and harassing the lands to the South. Three tribes live south of the Mountains and one tribe lives North of the Mountains. The Southern tribes divide themselves by what totem animal they honor. They revere the Elk, the Wolf, and the Cavebear, and call themselves the Hofvarar, Hildolfar, and Rindar. The tribe that lives North of the mountains, near the Ice Bay, honors the Seal and calls themselves the Einar. Ethnically, the bloodline of these people is older than human history, although they have been periodically infused with the blood of conquered peoples or refugees. The most notable merger happened many centuries ago, when the folk of ancient Lorindon fled North from their decimated cities and towns to sink back into barbarity and merge with the Northerners. The Barbarians have never been officially civilized; they have resisted any attempt at civilization or proselytization with violence, although they have readily adopted the more practical cultural features of the people with whom they have had contact. In many areas, they are remarkably civilized, and from a certain point of view, advanced. But in many areas they are truly barbarians. Reading and writing is rare among the Anar. Their songs, poems, and histories are mostly oral. Moreover, they are very warlike, more warlike than most peoples; this alone often sets them back in terms of civilization. Their history is primarily one of war between tribes and war against orcs, giants (Jotun), and evil creatures of the North. Between war and survival in the harsh and unfertile northern mountainous lands they have little time to be civilized.

Culture

The four Northern tribes share a culture that is similar to the Viking culture of history. These Nordic-like peoples never had an era of feudalism to speak of; they have always valued their personal freedom. One of the expressions of this freedom is the *Allemansret*, free access to the forests, seas and uncultivated land.

The Anar are rather heavy drinkers; the Southern tribes produce vodka from potatoes and mead from their vast beehives. The Einar are more of a beer-drinking tribe, but don't say no to a glass of vodka either, although they drink it in smaller quantities. Feast tables with pickled herrings and open-faced sandwiches are no rare sight. Women are emancipated. Towns are clean and well functioning, although most are fairly primitive by the standards of civilization; the Northerners would say this means they are not choked with street merchants hawking their wares. The towns are dominated by the famous dwellings of the Northmen: the longhouses. The longhouse usually has one large room. The walls are made of wood, in areas where it is plentiful (South of the Mountains), and the roof is covered with turf. In areas such as the lands of the Einar, where there are few trees, walls are made of peat blocks and wooden planks are placed on the inside of the walls. Benches for sitting or sleeping on are common around the walls. They are covered with furs, skins or cloths for warmth and comfort. Beds are only used in the wealthier houses and then only rarely. A central fire is the main source of light and heat in the hall and a hole in the roof lets out the smoke. Wooden chests are used to store furs blankets and other household goods. The sixth weekday is bath day for the Anar, for religious reasons. A bathhouse or Sauna can be found near the longhouse for the weekly bath. The longhouse of the village chieftain dominates the village, as it is the largest structure.

Ornamentation is a major part of the Anar culture. Their ornamentation is usually present on everything they own, from their tools to their homes to their wagons to their clothes. Ornamentation plays a very significant role in the lives of the Anar. Barbarian Northmen all dress somewhat similarly: they will first put on a long woolen shirt and long cloth trousers which are held up by a sash or a drawstring. On top of this is worn a sleeved jerkin or a three-quarter coat with a belt. On his feet are worn socks and soft leather shoes or long leather boots. In battle, an iron helmet and a mail-chain are worn if they can be afforded; otherwise the favored protection is padded or hardened leather armor. Plate mail is unknown, for while the Anar do smelt steel, they do not have the technology to produce armor greater than chain. If they once did, it is since forgotten.

Northern Barbarian women wear a long linen dress. It could be either plain or pleated. Over the dress they wear a long woolen tunic, a little like an apron. A pair of brooches, sometimes joined by a chain or string of beads, holds it up. Over the tunic she might wear a shawl. Her legs and feet are covered with thick fur or wool socks and soft leather shoes. Both men and women wear fur or woolen hats and cloaks in cold weather. The cloaks are fastened at the shoulder with an ornamental brooch or a pin.

Women and Home Life

The Anar live in large family groups. Children, parents and grandparents live together. When the eldest son takes over the family farm, he becomes the head of the family and responsible for the well being of them all. He has to provide the food the family needs. His wife, the lady of the household, has to see to it that the food lasts during the long, dark winter. She makes butter and cheese, dried and smoked meat and fish for storage and she is also expected to know about herbs for making medicine and caring for the sick and wounded. The farm animals are also her responsibility and when her husband goes trading, raiding, or hunting she also runs the farm in his absence. In rich families she has servants to help her. As a visible sign of her authority and power the lady of the household wears the keys to the food chests at her waist.

When the men travel abroad raiding, trading, hunting, or fishing, the women are in charge of the work on the farm. This all shows that the women play an important part in society.

Girls are married at the age of 12 -15. They are then expected to run a household. The marriage is agreed between families and is regarded as an alliance between the two families for mutual help and protection. The girl herself has little to say in the matter.

The bride brings cloth of linen and wool, a spinning wheel, a loom and a bed as part of her dowry. Women from richer families also have jewelry of silver and gold, farm animals and even farms as a part of their dowry. Everything she brings into the marriage remains her personal property and does not fully become part of her husband's estate. Her children will in turn inherit this property as part of their maternal inheritance.

Divorce

The woman does not fully become part of her husband's family when she marries. She continues to be a part of her own family and if her husband mistreats her and the children, or is too lazy to be a good provider, or if he insults her family, she can divorce him. To do it she calls some witnesses. In front of these witnesses she first at the front door, and then at the couple's bed, declares herself divorced from her husband.

Babies and toddlers automatically stay with their mother at a divorce. The bigger children are divided between the parents according to the wealth and status of the two families. With her right to property, inheritance and divorce, the Anar woman has more legal rights than most women elsewhere in Farland. Children are also protected by law as members of the family, and their rights to inheritance are protected even after a divorce.

The poorer people

At the smaller farms the systems with men's work and women's work are less strict. With no servants, everybody has to contribute what they can for the survival of the family in the harsh Northern climate.

Laws

The 'ting' is the Anar word for a legislative assembly and a court. A criminal is brought here to stand trial. The presumed facts of the case are established by a panel (Anarian "kvidr") of people stating what they think is the truth.

A jury of 12, two times twelve or three times twelve, depending on the importance of the case, decides the question of guilt. The 'law-sayer' tells the jury what the law says about the crime committed and the accused is either convicted or declared innocent by the jury.

If convicted, the criminal is either fined or declared an outlaw. To be an outlaw means that the criminal has to live out in the wilderness and no one is allowed to help him in any way, and he is free game for his enemies. They are free to do their best to hunt him down and kill him. Sometimes there may be a time limit on this banishment, and if the criminal is still alive after he has been banished for a time, he may return to his village. Most times it is permanent.

There is no law against war with others. Like the Kelerites, the Anarian have no law against piracy and highway robbery as long as it is against the "enemy," so raids outside the "law-area" are not illegal.

To solve disputes

Holmgang (a duel) is a common way of solving disputes and there are detailed rules for duels. Duels take place at some secluded place. Swords and shields are favorite weapons. Sometimes a dueler is considered defeated as soon as his blood touches the ground; most times they are to the death. To win a duel is regarded as proof that one is right, because the gods always help the "right" man to win.

Ordeal by fire

Jernbyrd 'carrying of (hot) iron' (Northern Anarian: *Járnburdr*): the remnants of the people of Lorindon introduced the Anar to ordeal by fire. The most common method is to grab a piece of iron from boiling water and walk 9 paces with it carrying it in ones hands. Walking 12 paces on red-hot irons (ploughshares for instance); can prove innocence if after 3 days the feet are inspected and the wounds are found clean e.g. without infection. Wodene, legendary king of all the Anar, "proved" his right to the throne by walking on hot iron.

Sports

Physical strength, speed, resilience and endurance are important qualities for an Anar. Man against man competitions are normal forms of sport. In this type of competition there is usually a champion and a challenger.

Here are some examples of the most popular sports amongst the Anar:

- Archery
- Javelin
- Skiing
- Swimming
- Wrestling

Religion

The Anar religion has one common denominator: the worship or reverence of a totem animal. Each tribe has its own animal and sees its main god as either connected to the spirit of that animal or as the provider of that animal. The Wolf and Cavebear Tribes see their gods as connected to the animals, while the Elk and Seal tribes see their gods as provider of these game creatures. The Wolf Tribe calls their God Edmund Steppenwolf, the Hunter of the Steppes. Steppenwolf's wife is the Golden Lady Alfild. The god of the Cavebear Tribe is Yngvald the Old and his lady is Brigga. The God of the Elk tribe is Anders the Swift; he has no consort. Finally, the God of the Seal Tribe is Kolbjorn the Provider, whose lady is Frey the Helpful. Each of the head gods have a minor pantheon that serves him. Moreover, all of the gods are envisioned in roughly the same way; they are seen as a grim god who watches over and helps his people only in time of direst need. He is a wise, just, but whimsical and sometimes terrifying figure. Each of the four gods is said to both control and answer to the *wyrd*. The *wyrd* is that which seems to have its origins in the world of the gods. *Wyrd* is synchronistic events: meaningful coincidences, when outer happenings coincide with a psychic event (when the subject is aware of the fateful meaning of the event). These are moments when the soul and the world can be re-shaped, recreated. Alternately *wyrd* is that which can not be resisted because of the will of fate itself. *Wyrd* is the relentless force that guides men's lives.

The most famous and unique rituals of the Anar are their burial rituals. When an Anar of power or very high military status dies he has a very unique funeral. His body is placed in a fabric bag. Then the body, his weapons, one or two horses, and some special jewelry and pottery are all placed in a large hole. In the hole everything is left standing upright, including the body. Runes of powers and pictures are engraved on the walls of the tomb. This is all done because the Anar believe that the deceased keeps fighting in the afterlife, so he needs his weapons and horses. Or the chieftain may be placed, with all his belongings, in a wagon or chariot. Next the tomb or wagon is completely buried with earth. This creates a large mound approximately 55 yards in diameter.

Most tribes have a religious ritual that is performed when a boy officially enters the tribe by coming of age. These rituals vary between the four tribes. The ritual of the Einar, for example, involves leading a successful hunting exhibition. The exhibition must travel a certain distance and be gone for a certain time. Often, the expedition is made even more difficult because the elders purposefully do not send as many provisions as is usual.

The Anar are very superstitious. They believe in and revere all manner of sprites and spirits (some real and some imaginary). They hold dwarves and elves in awe. Dwarves they see as supernatural allies who live under the earth and supply them with strong swords and armor. Indeed, Northmen were the first humans with whom the Dwarven race had contact. Almost all Dwarven use-names were originally Northern Ancient Anarian in origin, and are borrowed from the Northmen. Elves are viewed as incomprehensible. The average Anar is uncertain whether elves are friends or foes of mankind, or both, but he does believe that elves play a large role in human life, culture, and history. The Anar have a dim racial memory of the ancient grandeur and importance of the Elven race, and they give their children names that refer to elves, such as Alfhiem and Alfred. Yet they also sometimes blame the legendary elves for human madness and trouble, hence the term "elf-shot." The Anar tend to mistrust magic of all but the priestly sort.

War

The Anar are fierce warriors; indeed they are known throughout the west for their war prowess. In fact, a barbarian army led by the legendary warlord Wodene once burned Dragonspur City after defeating its army. In general, however, the Northmen are not quite organized enough to put together an organized campaign army that is capable of crossing long distances. They lack the supply lines and the motivation to do so. Thus their raids have generally been directed towards other Northmen or towards Northern Kelerak and Northern Kale. Unlike the historical Vikings, the Barbarian Northmen are not mariners (not having access to any large bodies of water) and thus are not really wanderers or explorers.

Northmen are also known for their berserk fighting styles. Indeed, the term "berserker" is a barbarian term. The Northern berserker lashes himself into a rage by chewing his shield, singing, shouting, and injuring himself; he then rushes madly into battle clad in light or no armor. This raging warrior will then fight until he or all his enemies are dead. A berserker is a deadly enemy against individuals or small groups but groups of berserkers are less effective against organized bands of soldiers. They tend to impale themselves on the weapons of spear and pikemen. This is another reason that the Northmen have only rarely been successful in large-scale, kingdom-conquering campaigns, given their tendency to go berserk. But no one wants to see a group of Anar warriors bearing down on his village.

Language

The Anar speak a common language called Anarian, which stems from an ancient human tongue that is native to the Northlands. It also has a healthy mix of Farlandish thrown in, but it is still primarily its own language.

Melodic accent & glottal stop

The Anarian language is one of the few Farlandish languages with a melodic accent (The language of ancient Aelfar was a language with Melodic Accent.)

The way this melodic accent is expressed varies quite a lot between different tribes, but the dichotomy exists everywhere, having an important role to differentiate between words which otherwise would have been confused.

Words with one syllable, words stressed on the end and short words with an unstressed suffix usually has what could be called "one syllable accent" (rarely marked, but then by acute accent). Words derived from two-syllable roots usually have an almost equal stress on both syllables. In south Anarian dialects the "one syllable accent" is expressed as a falling tone on the first syllable, while "two syllable accent" is expressed as a rise and a fall of the tone on the first syllable. Questions are expressed by a rising tone on the second syllable. In Northern Anarian, this melody accent has been replaced by a glottal stop (stød) in place of the "one syllable accents".

FARLANDIC LEGIONS

The organization of military units in the Empire, and later Kingdom, of Farland originated in the Far City, and spread as their legions did. It is one of the Farlandish Empire's many legacies to the civilized world. This is the famous legion which allowed the Kigdom of Farland to create the empire of Farland by subjugating much of the continent.

The fundamental unit in an Farlandish legion is the *manus* (Farlandish for hand), a group of five men. *Mani* (Farlandish for hands or a handful) are always paired in a squad of ten men called a *decad*, usually nine soldiers (*Dasi*) and a sergeant (*Edasi*). *Decadi* are always paired in a company of twenty men called a *dodecad*, led by the more senior of the two *Edasi*. Four *dodecadi* are grouped together to form a *Centus*, led by a captain (*Medis*, which is also the generic term for an officer) and a deputy (*neMedis*). *Centi* are always uniform in composition (all of the *Dasi* bear the same equipment). A *cohort* (*cohors*, singular and plural) is composed of six *Centi* and commanded by a colonel (*Donedis*) and a deputy (*neDonedis*). An infantry cohort (*Pe-Cohors*) has four *Centi* of Legionnaires (Light) and either two *Centi* of Legionnaires (Heavy) or one *Centus* of Legionnaires (Heavy) and one *Centus* of Legionnaires (Archer). A cavalry cohort (*Eq-Cohors*) has three *Centi* of Cavalrymen (Light) and three *Centi* of Cavalrymen (Heavy). Cavalry units do not use *decadi* or *dodecadi*; their basic unit is the squadron (*metad*) of ten cavalrymen. Four *metadi* form a cavalry *Centus*. Each cohort is staffed by one to ten war-wizards (or *Bellivenicus*) and two to twenty low-powered clerics of Neltak (*Bellonium Dialis* or *Bellonium Unis*).

There are three different types of legions (*ledasi*) in the Farlandish Empire; their postings are determined by the terrain and expected enemy force. Each is commanded by a Marshal (*Legatus*) and a deputy (*neLegatus*). Most (approximately 60%) are infantry legions (*Pe-Ledasi*), composed of eight *Pe-Cohors*. A few (approximately 10%) are cavalry legions (*Eq-Ledasi*), composed of eight *Eq-Cohors*. The rest are composite legions (*Ko-Ledasi*), composed of four to six *Pe-Cohors* and two to four *Eq-Cohors*, most commonly five infantry and three cavalry. (*Ko-Ledasi* rarely employ archers; *Pe-Ledasi* almost always do.) Cross-attachments between units are common; a *Pe-Ledas* will almost always have at least one or two cavalry *Centi* attached for scouting, flanking, and pursuit. Additionally, when multiple *cohors* engage in battle, like *Centi* are often grouped together - all of the archers will be combined in one line, for example.

The following are manpower totals for each type of *ledas*; they do not include support units (administration, engineer, maintenance, quartermaster, etc.) as those units are attached separately and (with the exception of the engineers) have no battlefield mission.

Unit Type	Dasi	Edasi	Medisi	Horses	Legionnaires		Calvary	Calvary	Calvary
					(Light)	(Heavy)	(Archers)	(Light)	(Heavy)
Pe-Ledas	3456	384	114	114	2560	640	640	0	0
Eq-Ledas	1728	192	114	2034	0	0	0	960	960
Ko-Ledas	2808	312	114	834	1600	800	0	360	360

Each *ledas* has a representative animal, usually a fierce one like a lion or eagle. (There is an *Eq-Ledas* called the Green Stags and a *Pe-Ledas* called the Brown Badgers, however.) A carved likeness, gilded in gold, sits atop the *ledas* standard (*Pe-Ledan*, *Eq-Ledan*, *Ko-Ledan*), with the unit's awards and citations hanging below. Each *cohors* in the *ledas* has a similar (but smaller) standard (*Pe-Cohoran*, *Eq-Cohoran*), gilded in silver. Only the finest *Dasi* are selected to carry the *ledani* and *cohorani*, and the loss of one is considered the worst possible disgrace for a unit.

All legionnaires and cavalrymen wear a colored tunic that hangs to just above the elbow and knee. The color indicates which ledas; the Emperor's Guard is called the Crimson Lion *Pe-Ledas* of Far City, and is composed entirely of Legionnaires (Heavy). *Edasi* are denoted by silver striping at the sleeve and hem; *Medisi* display gold striping. *Edasi* and *Medisi* both wear a transverse crest upon their helmets to distinguish them in the battle line. *Dasi* wear a forward-and-back crest only in dress uniform on formal occasions. A soldier's other equipment depends on his classification.

Legionnaire (Light):	Helmet, breastplate, backplate, ailettes, greaves (all of Lorica*) Towershield, javelins (2), shortsword, dagger
Legionnaire (Heavy):	Helmet, breastplate, backplate, ailettes, greaves (all of plate) Towershield, pike, shortsword, dagger
Legionnaire (Archer):	Helmet (Lorica) Buckler, shortbow, dagger
Cavalryman (Light):	Helmet (Lorica), tunic (leather), greaves (Lorica) Roundshield, lance, mace, dagger
Cavalryman (Heavy):	Helmet (plate), Ferrica* , greaves (plate) Roundshield, lance, mace, dagger
Medis:	Helmet (plate), Ferrica, greaves (plate) Knightshield, broadsword, dagger

The Farlandish legion is so well-disciplined that it always adds from +2 to +4 to its d20 attack roll. Moreover, the leaders are very knowledgeable in terms of tactical deployment of the legion and this will usually grant them a +1 to +4 on the d20 attack rolls (of course the commander will usually still need to make a *Knowledge: Warfare* check). Lastly, it is standard policy of the Farlandish legion to entrench and build a fortified camp every night, thus giving them a +1 (defender dug in) bonus to their d20 roll if they are attacked while encamped.

* The Lorica, hardened leather armor embossed with studs and in some cases enforced with chain was developed by the Empire thousands of years ago as an inexpensive but efficient armor system for the ledasi, and is still standard-issue today.

*Ferrica is the Farlandish word for a scale or chain and plate hauberk.

NOTABLE NPCs OF FARLAND

Balthinal "Coress" of House Levan: Male Elf, Farlandic Rgr6/Shw6: Medium Humanoid ; HD 6d10 (Ranger), 6d8 (Shadowwalker); hp 69; Init +7; Spd 30; AC 22; Atk +14 base melee, +15 base ranged; +16 (2d6+4, +1 Greatsword); +16 (1d8, Longbow, composite, Masterwork); +15 (1d4+2, Dagger, Masterwork); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells, Effectively immortal but eventually departs into the West.; AL NE; SV Fort +10, Ref +7, Will +4; STR 15, DEX 17, CON 10, INT 14, WIS 11, CHA 18. CR:13

Languages: Elven, Kelevan, Kalish

Class Features

Ranger: Favored enemies: orcs and giants, improved two weapon fighting, track

Shadowwalker: Darkvision, Speak with Plants and animals (2x/day), Shadow Armor (+4 AC, 50% miss chance), Shadow Jump (50 ft.), Shadow Walk (1x/day)

Possessions

Weapons: +1 Greatsword: Defending; Longbow, composite, Masterwork; Dagger, Masterwork.

Armor: +1 Chain shirt.

Goods: Backpack; Explorer's Outfit Magic: Stone of Silence (Elven Artifact)

Skills

Diplomacy +8, Gather Information +10, Heal +10, Hide +13, Intuit Direction +5, Knowledge (arcana) +5, Listen +8, Move Silently +12, Search +4, Sense Motive +5, Spot +5, Wilderness Lore +9.

Feats

Dodge, Expertise, Improved Initiative, Quick Draw, Track, Weapon Focus: Greatsword.

Spells Known (Rgr --/1): 1st -- Alarm, Animal Friendship, Animal Trick, Bloodhound, Camouflage, Dawn, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Hawkeye, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I.

Spells Prepared (Rgr --/1): 1st - Entangle.

Shadow Armor: The Shadowwalker becomes cloaked in a translucent film of shadow. The shadow is non-tangible yet somehow deflects weapons, granting him a permanent +2 bonus and one-quarter concealment. He can cloak himself in the shadow armor at will as a free action. Long contact with the powers of the Stone of Silence have strengthened Coress' Shadow Armor, increasing its protection to +4 and giving him 100% concealment.

Shadow Jump: The Shadowwalker has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The Shadowwalker can jump a total of 25 feet each day in this way, although this may be a single jump of 25 feet. This amount can further be split up among many jumps, no matter how small, but each jump counts as a 10 foot increment.

Shadow Walk: The Shadowwalker can use the spell shadow walk. He wills this effect, so there are no verbal or somatic components. The duration is figured using Shadowwalker levels only. The Shadowwalker cannot use this ability to travel to other planes besides the prime material plane and the plane of shadow.

Speak with Plants and Animals: This ability functions as the spells of the same name, although the Shadowwalker merely wills it to occur, so there are no verbal or somatic components. The duration is figured using Shadowwalker levels only. He can also speak with both plants and animals, switching back and forth between the two at the same time.

Background:

Born in 7871 F.R. in the hidden Elhil city of Gloralion (the Summervale), this notable elf was named Balthinal by his father Dior, head of House Levan. It wasn't until his thirtieth year that his mother, the doomseer Marienna, pronounced his doomname Direnel "Dark Heart," and predicated his fate as follows: "you will be an aid to the humans, but not through your own might. You will walk long in shadow, but in shadow you shall make your dwelling." After pronouncing this doom, the pale Marienna soon set off for Faerie; something seemed to trouble her deeply, but what it was she never told.

Balthinal quickly grew into a skilled painter, poet, and artisan, even measured according to the high standards of his people. But he was never called Balthinal, rather he quickly became known as Coress "Honey-tongued," for his skill at oratory and writing* soon won him great acclaim and the notice of Elvenking Baranwe the tall himself. Coress spent a brief time in the company of the king, but he took a liking to the king's friend, the Captain of the *Talranuil*, Leanorfin of House Arduval. This mighty Elhan took the young Coress under his wing and trained him to be a Shadowwalker. Coress proved to be a quick learner, and soon the other Elven Rangers admired him both for his skill with stealth and blade and for his amazing and lucid

theories about how the Elves could help the lesser races. He veritably charmed his comrades with his subtle wit and charisma. He quickly rose to become second in the ranks of the Talranuil. When Coress learned about *Gonwe Dim*, the great Stone of Silence, he vowed that he would find it and recover it for the Elven peoples. Leanorfin warned him that seeking the Stone was not his doom and that no good would come of it, but the proud elf would not be swayed from his intentions. He set off to track down the Stone, journeying as far as Daven, the last known location of the artifact. This kingdom proved to offer no information as to the whereabouts of the Stone, however, and it was perilous. Thus the intrepid elf started the return journey to an outpost of the Shadowwalkers in the south of the Black Wood in Kelerak, but he did not forsake his quest. Whenever he could get away from his duties as a Shadowwalker, he would seek news of the item, and finally he forsook his office completely, wandering the kingdom for many years seeking news of the artifact.

As fate would have it, however, he received word from a group of barbarians that a strange Stone had appeared in their village. He tracked the Stone, which had been abducted by a tribe of Frost Giants. In a daring venture, Coress secretly invaded the keep of the giants and recovered the Stone, leaping into the realm of Shadows, but not before he was badly wounded by the Jarl of the Giants. Yet he had recovered the Stone! Making his way to a secret hold deep in the heart of the Black Wood, Coress healed and learned about the powers of the Stone. There the power and immunity it afforded him so grew on his mind that he forsook all of the teachings of his people and set himself up as King of the Ettercap hoards that inhabited the wood, using his considerable powers and the Stone to fulfill every desire in his dark heart. After 100 years, Coress was slain in 8170 by the Elhan Valanduil of House Cirana, Bartarius of Outelion, and their companions.

An excerpt from one of Coress's works, entitled *On the Necessity of an Elhil Society for the Extension of the Lifespans of Lesser Races

"I write this treatise to express some new concepts at which I have arrived, ideas that may brighten the future of the less fortunate mortal races in the Hinterlands. These races are sown with strife and discord; they throw their short lives away fighting themselves and each other, when in fact they should be cherishing each moment of their lamentably short time.

These are beings to whom we certainly owe our consideration, for we are their stewards. They are as children to us, but yet it seems to me that they are more: the dwarves, the humans, the gnomes, and the halflings all seem to represent a facet of the elven soul. The dwarves are the part of our hearts that loves crafts, the halflings are our love of the land and of home, the gnomes are our love of dweomers, and the humans are our desire to learn and accomplish things; by aiding these races to overcome their respective flaws, it is as if we are erasing these blemishes in our own hearts. Or perhaps it is we who represent a facet of the human soul, those beings who are so intricately complicated and mysterious; who can tell? This possibility is born out by the fact that the humans have very some capable thinkers among them who might be able to teach our race something.

Yet their span is so short. If a way could be found to lengthen it, we could indeed have the time to teach these races our wisdom, so that it has a lasting impact. What if we bottled some of the waters of the pool of *Melim*, and used powerful dweomers to enhance its potential magic? Could a drought of this brew extend the brief span of mortal years? The cool brooks of the Elfspires constantly replenish the waters of *Melim*, so we could never run short. Certainly deathlessness is beyond them, but much good could be done if we undertook to test this thesis. We could be bringers of life to these mortal races, turning back the hands of the clock on these free peoples, for whom time flies so fast. Let us share the gift!

BCL"

Bartarius of Outelion: Male Human Ftr11/Brd1; Medium Humanoid ; HD 11d10+33 (Fighter), 1d6+3 (Bard); hp 112; Init +5; Spd 20; AC 21; Atk +14 base melee, +12 base ranged; +17 (1d10+7, +2 Sword, bastard); +17 (1d10+8, +2 Sword, bastard); Class Features: Fighter: Shield proficiency, Martial weapon proficiency: all, Simple weapon proficiency, Heavy armor proficiency, Medium armor proficiency, Light armor proficiency,

Bonus Feats (6), Weapon specialization; Bard: Shield proficiency, Medium armor proficiency, Light armor proficiency, Simple weapon proficiency, Spells, Bardic Knowledge, Bardic Music, Proficiency: Shortbow; AL NG; SV Fort +10, Ref +6, Will +6; STR 17, DEX 13, CON 16, INT 13, WIS 12, CHA 13.

Possessions:

Weapons: +2 bastard sword "of Dakor" (a King of Daven).

Armor: +1 Breastplate of Wodene.

Shields: +1 Shield, large, steel of Wodene.

Magic: Ring: Protection +1

Skills:

Diplomacy +4, Intimidate +6, Knowledge (War) +5, Perform +12, Profession (Cook) +3, Ride +3, Sense Motive +2, Spot +5, Wilderness Lore +6.

Feats:

Cleave, Dodge, Endurance, Exotic Weapon Proficiency: Sword, bastard, Expertise, Improved Critical: Sword, bastard, Improved Initiative, Power Attack, Run, Track, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Spells Known (Brd 2): 0 - Daze, Detect Magic, Read Magic, Resistance

Languages

Blackspeech: Orc, Kelevan, Anarian

age 32 weight 220 6' 2"

(Pronounced "Bart-air-ee-us" in Kelevan, "Bart-are-ee-oos" in Farlandish, from which the name is derived)

BACKGROUND

Lord Bartarius is a Barbarian from the icy tundra lands that lie to the North of the Kelerak Mountains. He grew up in the village of Outelion and is of the Einar peoples, whose totem animal is the Seal, which provides the staple food of the tribe. The son of the Chieftain Belasarius Greyhame and Octavia, Bartarius distinguished himself as a warrior early in his life when he fought and killed a grizzly bear at the age of fourteen. The bear left a tell-tale scar on his cheek that has remained with him all his life. When Bartarius reached the age of 18, he was required, as chieftain's son, to lead a successful hunting party. The group embarked by sleigh but met a raiding party of Orcs from Kale. The orcs killed all eight members of the party, leaving Bartarius for dead. The young Northman tracked and stealthily slew the Orcs in the wilderness, one at a time. He followed them all the way to Kale, but his luck ran out when six orcs from the party ambushed him. Bartarius was aided by the timely intervention of Valanduil the Elhan; the two became fast friends. The doom of Valanduil was to aid the humans by seeking the Stone of Silence, as well as any other way that he could. Bartarius, in turn, could not return to his tribe or face his father with the weight of his slain hunting companions on his head. Thus he and Valanduil set off to right the wrongs of the world. They managed to slay 3 of the Lords of Sin, an unrivaled feat, before Bartarius was captured by the minions of the Lord of Envy and enslaved in Orland for seven years. Escaping, he made his way back to Kelerak, where he finds himself this very day embroiled in a strategic war to defend the West that he helped to liberate. His deeds in this fight have earned him the title of Lord of Dragonspur and several holdings, such as a manor in Dragonspur, a farmhouse on the outskirts, and a small village called Kenby.

Bartarius has a complicated psyche. Perhaps his most obvious trait is his fiery temper. Indeed, he suspects that it was his youthful carelessness, anger, and foolhardiness that cost his companions their lives. He has grown more wise with age, but the fire of his youth always seems to lurk beneath the surface, fighting to break free. Bartarius always strives to contain his rage, with varying success. His failures in this area often lead him into deep moral dilemmas.

Bolg-Gatha, Male Hobgoblin Ftr3/Rog5/Asn6: Medium Humanoid ; HD 3d10+15 (Fighter) , 5d6+25 (Rogue) , 6d6+30 (Assassin) ; hp 129; Init + 8; Spd 30; AC 21 (Shield: 22, Flatfooted: 17, Touch: 19); Atk +13/8 base melee, +14/9 base ranged; +15/10 (1d4+5, Assassin's Dagger); +16/11 (1d6+5, +2 Scimitar); SQ: Darkvision (Ex); AL LE; SV Fort + 11, Ref + 14, Will + 5; STR 17, DEX 18, CON 20, INT 13, WIS 12, CHA 12.

Skills: Appraise + 2, Balance + 7, Bluff + 8, Climb + 10, Diplomacy + 2, Disguise + 9, Escape Artist + 7, Gather Information + 4, Hide + 14, Intimidate + 7, Jump + 4, Listen + 3, Move Silently + 16, Open Lock + 3, Read Lips + 2, Search + 5, Sense Motive + 5, Spot + 5, Tumble + 8, Use Magic Device + 10.

Feats: Combat Reflexes, Dodge, Improved Critical: Scimitar, Improved Initiative, Leadership, Quick Draw, Weapon Focus: Scimitar.

Spells Prepared (Asn --/2/1/1): 1st - Change Self, Obscuring Mist; 2nd - Darkness; 3rd - Invisibility.

Possessions:

Weapons: Assassin's Dagger; +2 Scimitar.

Armor: +2 Leather, shield, small steel (only uses if entering a large melee)

Magic: Ring: Freedom of Movement; Ring: Protection +3; Scroll: Lightning Bolt (5); Potion: Cure Moderate Wounds (3).

Bolg-Gatha was born in the year 8136 F.R in *Girz-Goi*, which is the name of the Far City in Blackspeech. Taken from his parents soon after birth, as is the way in the regimented hobgoblin society in the Kingdom of the Lord of Anger, the young creature soon distinguished himself as a disciplined and cunning fighter, and by the age of 15 he rivaled all but the strongest of his peers in pure fighting ability. Moreover, his natural intelligence and leadership skills recommended him to his trainers, and he quickly assumed command of the First Junior Skullcrushers Legion (a training organization). At the age of 18, Bolg-Gatha was promoted to commander of a battalion in the army of the Lord of Anger. He only led this Battalion for one year, however, when he was challenged under rightful law by a brawny newcomer named Zelg. The two battled in full armor on the arena field, and Zelg bested Bolg-Gatha in open combat, taking his command. Yet Bolg-Gatha swore that the fight was not over, and indeed it was not. The young hobgoblin had known for many years that he was blessed in an area that others of his kind were not: he was very stealthy and nimble, and he had been cultivating this ability in secret. That night, Bolg-Gatha snuck into Zelg's private officer's quarters and slew him while he slept. The ruthless creature then attempted to flee back into the night, yet his inexperience caused him to fall into the hands of the Battalion guards.

Bolg-Gatha was clapped into prison, whipped, and slated for execution, but news of his deed spread quickly. Although assassination was illegal in the regimented society of the Lord of Anger, it always had its clandestine uses for disposing of those who stood in the way of the upwardly mobile, and a general of the Second Legion of Anger, one Coruck, removed Bolg-Gatha from prison and began employing him in eliminating his political enemies. The young hobgoblin thus grew very talented in the ways of stealth: his life depended on it, for General Coruck made it very clear that if he were caught he would be abandoned to the headsman's axe. Bolg-Gatha's fame grew in certain circles—there seemed to be no way to detect his stealthy footfall until his blade was in his unfortunate victim's breast—until one fateful day when he was ordered to assassinate the High General of the entire army of the Lord of Anger, the fell being known as Lord Pirg. The agents of this well-guarded individual caught him just before he managed to slay the sleeping general. Yet the wily Lord was impressed with Bolg-Gatha's abilities, and agreed to spare his life if Bolg-Gatha would prove his newly professed loyalty by slaying his former benefactor, General Coruck. This the hobgoblin did without hesitation. Pirg was pleased. He has a mission of great political importance in mind for Bolg-Gatha, but knew that his considerable abilities were still not up to completion of the sensitive task. He thus sent Bolg-Gatha across the Straits of Gor to study with a mysterious Guild of assassins based out of the Nameless City.

Within a year Bolg-Gatha was back in Girz-Goi and more deadly than ever. He was ready for his greatest mission yet, which Pirg revealed to be nothing less than the assassination of the Lord of Anger's second in command, War Hoth Sergius Maro. In a daring night of bloodshed, Bolg-Gatha accomplished his mission and slew the War Hoth, thereby clearing the way for Pirg to assume his position. Bolg-Gatha's fortunes were assured. At this time, however, the first news of rebellions in the far Western Kingdoms reached the

lands of Anger. Bolg-Gatha conceived an idea to increase his fortunes even more and to buy even more lavish furnishings for his rich mansion in the Far City. With the blessings of Hoth Parg, he organized a freelance band of adventurers, with himself as leader, and advertised his service to the Lords of Sin. He said that he would “keep an eye on the trouble in the West, and maintain the interests of the Dweller in the Vale—for a price.” Thus his new band came to be known as “The Eye.”

The Eye was indeed a powerful force for evil in the liberated kingdoms, assassinating several rulers who tried to maintain control over their newly freed cities. Bolg-Gatha also recovered the infamous Mirror of the Abyss with which the wizards of the Lord of Anger were able to summon the Lord of Lust back to Farland. Yet in the year 8170 Bolg-Gatha met his match and fell in combat against the adventuring group the Lords of the West. The wizard Khadufel the Southerner, another member of the Eye, arranged to recover his body, however, and it is possible that Bolg-Gatha will again be seen in the liberated kingdoms, feeding his greed by sowing evil and death.

Daug-Dagoth

Large; Huge Shapechanger (Ogre Mage; Cave Bear)

Hit Dice: 12d8+40 (120 hps)

Initiative: +5 (dex, improved initiative); +7 (dex, improved initiative)

Speed: 30 ft., fly 40ft.; 40 ft., swim 30 ft.

AC: 20 (-1 size, +6 natural, +5 magical +1 chain shirt); 20 (-2 size, +2 dex, +10 natural)

Attacks: Huge greatsword, +12 melee, or huge longbow +11 ranged; Unarmed strike +0 melee, 2 claws +22 melee, bite +17 melee

Damage: Huge greatsword 2d8 +8, Huge longbow 2d6; unarmed strike 1d3 subdual, claws 1d12 +13, bite 2d10 +7

Face/Reach: 10 ft. by 10 ft./ 10 ft. as bear

Special attacks: spell-like abilities; improved grab, curse of lycanthropy as bear

Special Qualities: Regeneration 2, SR 18; bear empathy, plus scent, damage reduction 15/+1 as bear

Saves: Fort +13, Ref +10, Will +8

Abilities: Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 17; Str 37, Dex 14, Con 25, Int 10, Wis 10, Cha 17

Skills: Concentration +8, Listen +9, Spellcraft +5, Spot +9; Concentration +6, Spellcraft +3, Listen +13, Search +8, Spot +13, Swim +19

Feats: Improved Initiative; Improved Initiative, blind-fight, Multiattack, Power attack

Climate/Terrain: Any land or underground

Organization: Unique

Challenge Rating: 11

Treasure: Triple Standard for Ogre Mage in lair

Alignment: Lawful evil; chaotic evil

In the year circa 2000 Farland Reckoning, Daug-Dagoth the Ravager, also called the Terrible, the Hunter, and the Slaving came like a plague into the North. He was originally a powerful (9 hd) Ogre Mage from the lands East of the Wintervale, which are controlled by the Dweller. Dagoth served in the Dweller's army and attended him in his pits and under-fortresses, before the Dweller chose the Ogre for a mission of particular importance. What that mission was remains a mystery. Infecting him with the curse of lycanthropy from a Cave Bear, the Dweller sent forth this new horror. Daug-Dagoth came ravaging. He laid waste to the countryside, slaying elves and men. This terror went on for a year, and all cowered and hid in the face of the slaving Bear-demon; none could stand against him. The more time that Dagoth spent in his Were-bear form, however, the more of his intelligence and wisdom he lost, and the more insane he became. Eventually he forgot his mission and set about killing indiscriminately, remaining in his Bear form almost constantly. Finally, however, the Elven Hero Menelrim of house Featar tracked the beast and slew him. Thus passed the terror of Daug-Dagoth from the face of the lands.

In Ogre Mage form, Dagoth is similar to any other Ogre. He is, however, of particular cunning and power, and he has a +1 chain shirt and +1 black, evil greatsword.

In Cave Bear form, however, he is more terrible. His form is almost fully that of a huge Brown Cave Bear, nearly 16 feet tall and 2000 pounds. Its face, however, is still faintly Ogre-like, yet with huge fangs, and slobber dripping and splattering from its jaws. Chaos and madness gleams in its eyes; its fur is disheveled and dirty and the stench of death wafts from its jaws and fur.

Combat

Spell-like Abilities: At will-- darkness and invisibility; 1/day-- charm person, cone of cold, sleep, polymorph self all as a 12th level sorcerer (save DC 16 + spell level).
Flight.

Regeneration: In lycanthrope form, Dagoth retains his Ogre regeneration ability. He also retains his ability to cast Darkness and Invisibility at will, although he became less and less likely to remember to use them as time went on and he spent more and more time in his bear form.

Durisea, female human Sor7: CR 7; Size M (5 ft., 8 in. tall); HD 7d4+14; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +5 ranged; SV Fort +4, Ref +4, Will +7; AL CG; Str 11, Dex 15, Con 14, Int 17, Wis 14, Cha 16.

Languages Spoken: Kelevan, Black speech, Kalish.

Skill points: Sor 60

Skills and feats: Alchemy +13, Concentration +11, Craft +13, Hide +2, Knowledge (arcana) +13, Listen +2, Move silently +2, Profession +10, Scry +8, Spellcraft +11, Spot +2; Combat casting, Combat reflexes, Heighten spell, Maximize spell.

Sorcerer Spells Known (6/7/7/5): 0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Ray of Frost, Read Magic. 1st -- Cause Fear, Erase, Magic Missile, Enlarge, Shocking Grasp. 2nd -- Invisibility, Shatter, Detect Thoughts. 3rd -- Dispel Magic, Haste.

Durisea is the only surviving child of a common prostitute from East-of-Sky. She has only vague memories of her early years, but life with her mother was harsh. Necessities were always in short supply, and her mother would leave her alone in the dark each night while she went out to ply her trade. One night when Durisea was five, her mother never came home. After a few days passed, their landlord kicked the starving child out of the squalid room her mother had been renting, and Durisea's time on the street began.

Life with her mother had been harsh; life without her was indescribable. The child survived by rooting through garbage for scraps and begging, but only barely. Sometimes, weak from hunger, she would tuck herself into a corner near the fish market and watch the passersbys, hoping for one to drop something edible. It was on one of those days that she first noticed Jacob Ack-Simore the Mage. The thing about him that most caught her attention was the remarkable difference between his mind and the minds of the other, more normal denizens of the square.

After a few days of observing his visits to the various merchants, she startled him as he walked near her by calling out his name. Surprised, Jacob looked down at the waif he had never seen before, and almost fainted when she pointed to a weed at his feet and it doubled in size. Unbeknownst to him, Durisea had unconsciously called upon a spell of enlargement that lay dormant inside her. Recovering quickly, Jacob asked for her name. She did not know it, so she instinctively selected the name of Jacob's younger sister, who had succumbed to pneumonia in childhood. Amazed by Durisea's talent, and horrified by her physical condition (which had become obvious as he examined her more closely), Jacob asked her if she would like to visit some of his friends in the country. The idea of traveling with Jacob was immensely appealing to Durisea, so she agreed. After feeding her (and cleaning her up) he took her to his friend Cpt. Hamo's country estate, where Jacob was hiding out and secretly raising his son Borel as a mage, illegal during the Dark Conquest.

Borel and Hamo were equally impressed with the girl's talent, which seemed to improve each time it was demonstrated. While she was far younger than the 20-year-old Borel, Jacob decided that he would train her and determine if her abilities could be expanded. Durisea soon proved to be a remarkable student. Not only was she naturally very bright, but her latent telepathic ability frequently flared up and transferred knowledge

directly from others' minds to hers. After nine years of close association, Jacob has begun to suspect that some hidden power in Durisea's mind is aiding her efforts to learn, but he does not know exactly how. In any event, Durisea's progress and girlish charm have made her a popular person in East-of-Sky since the end of the Occupation when it became safe to bring her back to the town.

Unfortunately, all is not as rosy as it sounds. Durisea is often subjected to blinding headaches and dizzy spells as the forces in her mind tumble against each other. The frequency and intensity of these episodes and the angry outbursts they sometimes provoke seem to be increasing as puberty runs its course, and the recent death of the noble Hamo and imprisonment of Jacob only increased the frequency and duration of the girl's outbursts. Jacob does not understand the exact cause, but he fears that she may self-destruct without help. To that end he has sent a message requesting advice or aid to the newly-founded Wizard's College in Dragonspur, and is waiting anxiously for a response. Unfortunately, the impending invasions from the East and West have indefinitely delayed any response from the Spur.

Lalsthor Longcloak, Medium-size undead spectre (Incorporeal)

HD: 11d12 (90 hp)
Initiative: +9 (+5 dex, +4 feat)
Speed: 40 feet, fly 80 ft. (good)
AC: 18 (+5 dex, +3 deflection)
Attacks: Incorporeal touch +14 melee
Damage: Incorporeal touch 1d8 and energy drain
Face/reach: 5 ft. by 5 ft./5 ft.
Special attacks: Energy drain, create spawn
Special qualities: Undead, incorporeal, + 2 turn resistance, unnatural aura, sunlight
Powerlessness
Saves: Fort +5, Reflex +12, Will +10
Abilities: Str--, Dex 20, Con --, Int 14, Wis 14, Cha 15
Skills: Hide +15, Intimidate +14, Intuit direction +12, Listen +15, Spot +15
Feats: Alertness, Blindfighting, Combat reflexes, Improved initiative, evasion, uncanny dodge (dex bonus to AC, can't be flanked), improved evasion, iron will
CR: 12
Alignment: LE

Personal items (on his corpse):
3 diamonds (125 GP value each)
oil of impact
brooch of shielding
+2 shortsword

Lalsthor, called Longcloak, is the leader of the very powerful thieves' guild in Dragonspur City. Originally from Kale, he is actually a powerful spectre, but very few people know this fact because he wears a long black cloak that disguises his rotten and semi-transparent visage. Lalsthor came into power after he found his way into the thieves' guild headquarters from the sewers and insidiously slew the then-leader, William the Sly, making him a half-strength spectre. Since then, Lalsthor has slowly consolidated his power. Lalsthor was a very powerful 11th level thief in life, second to William. He became too power hungry, however, and William lured him into a death trap in the sewers. This did not keep him down, however. Longcloak is a very scheming and insidious being, who will do all he can to hide his true nature, because his men would desert him if they knew.

Lyana, female human Clr9: CR 9; Size M (5 ft., 5 in. tall); HD 9d8+9; hp 57; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +8/+3 melee, or +7/+2 ranged; SV Fort +7, Ref +4, Will +9; AL LG; Str 15, Dex 12, Con 13, Int 17, Wis 16, Cha 13.

Languages Spoken: Kelevan, Blackspeech, Kalish, Farlandish.

Skill points: Clr 72

Skills and feats: Alchemy +6, Concentration +12, Craft +12, Escape artist +4, Hide +3, Knowledge (religion) +15, Listen +4, Move silently +1, Scry +15, Search +4, Spellcraft +13, Spot +3; Brew potion, Craft magic arms and armor, Improved initiative, Quicken Spell, Scribe scroll.

Cleric Domains: Good, Sun.

Cleric Spells Per Day: 6/5+1/5+1/4+1/2+1/1+1.

Fifteen years ago, fourteen year-old Lyana's perfectly ordinary and predictable life as the only daughter of the lord of Harvale Manor in the town of Leafroar was devastated in a single hour of fire and blood. Leafroar is a small town located between Jacob's Rock and East-of-Sky, in the Eastern Capital Province of Kelerak. Like most of the villages in that area, it still bore the scars of the in-fighting between the Olog Orc bosses, or Hoth, of East-of-Sky and Jacob's Rock; the villagers lived with ever-present memories of marauding orcish soldiers (from both sides) looting and burning at will. Skirmishes between the rival orcish tribes still occurred near Leafroar with enough frequency to leave the peasants in constant fear, but young Lyana, with the naive faith of a loving daughter, was certain that her father's strength (and political machinations) could protect her family. She learned that was untrue when the Orcs came on a cool spring evening in early 8155 F.R.

The attack was no mere raid, but a swift and thorough assault with the intent to destroy, the opening move in Zebet's, the Hoth of East-of-Sky's, campaigning season. Unfortunately, Leafroar was currently a fief of Jacob's Rock, although it changed hands often. The orc warriors left nothing untouched. Many buildings were torched, many animals and peasants either slaughtered or driven back to East-of-Sky for future use. Lyana's father fell at the manorhouse door, her mother just inside it. The terrified girl and her younger brother tried to hide in an upstairs chimney, but their footsteps in the ashes and soot betrayed them, and three orc warriors, or "Dogs," pulled them out with howls of glee. The ensuing assault was brutal. After the Orcs exhausted themselves, they cut the brother's throat and left both for dead.

Lyana lay on the floor in a stupor for three days, the length of time it took Gorg, the Hoth of Jacob's Rock, and his forces to blunt Zebet's thrust and sue Brathelathor, the Lord of Sin, for intervention and recompense. She was found by a patrol of Spurite soldiers sent to Leafroar to maintain the peace (and to find livestock to feed the mismanaged metropolis of Dragonspur), and taken back to the city where she was sold on the open market. Fortunately, Adela, a secret priestess of Reeanan, bought her. The priests cared for her in their private residences as best they could, but her spirit was shattered. It was four months before she spoke her first words, "I want to die." It was another two before it was undeniably obvious that she was pregnant.

The Celestial Oath Protector was a good-hearted but strong-willed woman accustomed to dealing with the plights of the unfortunate and unaccustomed to losing. She spent hours with Lyana every day, leading her in prayer or just holding the girl as she cried. After three more months, the baby was stillborn (one of Lyana's prayers that she had not shared with the Oath Protector), and not too long after that, Lyana began picking up the pieces of her life. Her first step was to dedicate herself formally to Reeanan's service in an elaborate two-day ritual called the Ceremony of Oaths.

The next few years saw Lyana progress rapidly as an acolyte as she applied herself to her studies with extraordinary fervor. The unexpected but welcome liberation of Dragonspur increased her progress, as it freed the underground Churches of Heshtail and Reeanan to operate openly. Having shown excellent potential as a priestess, she was promoted to the rank of Deacon, outstripping her protector. She has since been assigned to the Celestial High Priest himself, and accompanies him whenever he leaves Dragonspur, most often to administer to the burgeoning church of Reeanan in Leafroar. Of course Leafroar owes the attention of the High Priest to the prodding of Lyana.

Malcall Grimson, Male Human Bbn13: Medium Humanoid ; HD 13d12 (Barbarian) ; hp 119; Init + 8; Spd 40; AC 22 (Flatfooted: 18 Touch: 18); Atk +16/11/6 base melee, +17/12/7 base ranged; +17/12/7/+15/10 (1d8+6+1d6, +3 Longsword; 1d6+2, +1 Sword, short); +16/11/6/+15/10 (1d8+5, +2 Longsword; 1d6+2, +1 Sword, short); +17/12/7 (1d4+4, +1 Dagger, silvered); +18/13/8 (1d8+3, Mighty composite longbow +3, Masterwork); AL N; SV Fort + 8, Ref + 8, Will + 3; STR 16, DEX 18, CON 10, INT 10, WIS 8, CHA 7.

Skills: Balance + 8, Climb + 12, Handle Animal -1, Hide + 7, Intimidate + 3, Jump + 22, Listen + 14, Ride + 5, Speak Language + 1, Spot + 7, Survival + 3.

Feats: Ambidexterity, Endurance, Improved Critical: Longsword, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Two-Weapon Fighting.

Possessions:

Weapons: +1 Dagger, silvered; +1 Dagger; +2 Longsword: Defending; +1 Sword, short: Bane; Assassin's Dagger; Mighty composite longbow +3, Masterwork; +3 Longsword: Frost.

Armor: +3 Chain shirt.

Goods: Backpack; Bedroll; Traveler's outfit; Flint and steel; Pouch, belt; Pouch, belt; Pouch, belt; Whetstone; Waterskin (full); Sack; Fishhook; Rope, hemp (50 ft.).

Magic: Wondrous: Periapt of wound closure; Ring: Sustenance; Ring: Freedom of Movement; Ring: Protection +1; Wondrous: Gauntlets of ogre power; Potion: Poison; Wondrous: Boots of striding and springing; Wondrous: Horseshoes of speed.

BACKGROUND

Malcall is an Anar, a barbarian from the cold lands that lie to the south of the Kelerak Mountains. He grew up in the village of Svenhiem. He is of the Hildolfar peoples, whose totem animal is the wolf. The son of the commoners Grim and Sigrid, Malcall was always a troubled soul. Given to tumultuous rages, strange depravities, and whimsical fancies, the large Northman was strange even to his uncivilized relatives. Few dared tell him this, however, for Malcall was always a fierce and berserk fighter, distinguishing himself in raids against the Cavebear Clan. As he bent to muse over the first daisy of springtime, the son of the Chieftain of the village of Svenheim insulted him, calling him a woman. Malcall flew into one of his already famous berserk rages, beating the Chieftain's son with his great fists to within an inch of his life. Caught and brought before the 'ting,' the thirty-six jurors declared Malcall an outlaw and sentenced him to exile. Yet out of pity for the grave insult with which he was faced, they put a span of one year on the ravager's exile. Malcall thus left his village to seek his fortune in more civilized lands.

Malcall, a dirty, hairy, hulking man, is a strange character. He is steadfastly loyal to his friends, even going so far as to risk his life for them continuously, yet he constantly insults them. The ravager has a depraved side to his personality as well, for he collects "body part" trophies from his many kills. Given to asking his prized shrunken heads for advice, it is likely that Malcall is slightly touched in his own head. Yet his companions swear that he is the man to have by ones side in a fight (yet not in a tent, because of the smell).

King Milon Dukalle: Male Human Ari5/Ftr12; Medium Humanoid ; HD 5d8+10 (Aristocrat), 12d10+24 (Fighter); hp 127; Init +4; Spd 20; AC 24; Atk +18 base melee, +15 base ranged; +20 (1d8+6, +1 Longsword); Class Features: Aristocrat: Fighter: Shield proficiency, Martial weapon proficiency: all, Simple weapon proficiency, Heavy armor proficiency, Medium armor proficiency, Light armor proficiency, Bonus Feats (7), Weapon specialization; AL N; SV Fort +11, Ref +5, Will +10; STR 17, DEX 10, CON 14, INT 14, WIS 10, CHA 17.

Possessions:

Weapons: +1 Longsword: Flaming ("Brand of Felmat").

Armor: Royal full plate +1.

Shields: Royal shield, large, steel +1 (with the standard of Kale emblazoned on it).
Goods: Royal outfit.
Magic: Ring: Protection +2; Ring: Mind Shielding.

Skills:

Climb +1, Craft (Weaponsmithing) +4, Diplomacy +20, Forgery +5, Gather Information +6, Handle Animal +5, Intimidate +10, Knowledge (Geography) +6, Knowledge (Law) +6, Knowledge (Local) +5, Knowledge (Martial Code) +4, Knowledge (Nobility) +5, Knowledge (Politics) +4, Knowledge (War) +4, Knowledge (Weaponry) +4, Listen +2, Ride +10, Sense Motive +7, Spot +5, Survival +3.

Feats:

Charismatic Leadership, Combat Expertise, Expert Tactician, Giant's Toughness, Improved Critical: Longsword, Improved Initiative, Improved Trip, Iron Will, Leadership, Mounted Combat, Quick Draw, Ride-By Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword.

One of the most respected of the noble families in Kale City before the evil occupation were the valiant family Dukalle. Claiming descent from the original Lord Kale himself, the Dukalles were always known not only for great wealth but also for profound generosity. While they suffered greatly under the rule of the Lord of Pride and many were slaughtered wantonly by his forces, the family lived on mostly because the family Dukalle had been instrumental in Kale's great port trade. Taking great pride in his kingdom's fame and not wanting to risk that fame, Lord Thuldin allowed the family Dukalle to continue its operations relatively unobstructed; he reasoned that the fame of the Dukalle family redounded onto the kingdom as a whole, and thus onto him. Therefore some of the family survived through the occupation while other noble families were entirely wiped out. Thus when liberation came unexpectedly from the north, the generosity and nobility of the remaining Dukalles helped unify the people of Kale City and give them hope.

The current head of the family and central in his family's efforts is the charismatic Milon Dukalle. Milon grew up travelling the trade routes and was responsible for overseeing the business end of the family's trade empire. His father, Lord Guy, not one to coddle his son, made Milon go along on the trade routes in his early years as a guard. Here the young Noble wetted his sword and proved himself in battle against both goblin and human brigands, as well as wandering monsters. Milon, however, also learned that words are as mighty as any sword, and from youth he had a talent for talking men into his point of view. He also did not scruple about using ruthless, underhanded means to remove his financial enemies if he felt the deeds were necessary. All men of intelligence recognized in Milon a man of note. Milon's father taught him in the ways of great leaders, making the boy pour long hours over the lessons of history, from the successful tactics of the legions of the Far Empire to the routes and failed skirmishes of the Last Battles of the Dark Occupation. Milon learned much of war from the texts written about the heroic Captain Aurel, but he also learned that martyrdom only has a very short benefit. Thus he determined to keep himself alive for his people-- and for himself. Milon was a good student, though, and of necessity learned quickly how to use his sword to great advantage and became renowned as a master swordsman as well as a cunning tactician.

Back home in Kale City, he also quickly learned the importance of using his sharp mind and able tongue to talk himself out of life threatening altercations with the Lord of Pride's forces. The people quickly learned to look to Milon when decisions were needed and he enjoyed widespread support amongst the citizens of Kale City. Thus after Gaidan (the interrum ruler of Kale) was slain, the kingdom needed a leader and Milon saw his chance. Ever a man of action with a streak of ruthlessness, he stepped forward in Kale's time of need and declared himself the rightful ruler of the kingdom. Early after Gaidan's assassination, Milon dispatched his political rivals-- some said by means that were less than honorable-- and declared himself King. Yet the kingdom has seen a new era of prosperity under Milon, and no matter what his tactics consist of, be they diplomacy, open battle, or subtle machination, he has proven to be a popular ruler of the Kingdom of Kale.

Lord Naglor Osbern, Male Human Ari1/Ftr8; Medium Humanoid ; HD 1d8+1 (Aristocrat), 8d10+8 (Fighter); hp 57; Init +5; Spd 20; AC 19; Atk +11 base melee, +9 base ranged; +13 (1d6+3, Lance, light, Masterwork); +13 (1d8+3, Longsword, Masterwork); +11 (1d4+3, Dagger); AL LN; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 12, INT 12, WIS 9, CHA 14.

Possessions:

Weapons: Longsword, Masterwork; Lance, light, Masterwork; Dagger.

Armor: Half-plate.
Shields: Shield, large, steel.
Goods: Noble's outfit; Oil (pint); Pouch, belt; Signet ring; Whetstone.

Skills:

Bluff+7, Climb+5, Diplomacy+10, Hide-7, Intimidate+4, Ride+13, Sense Motive+6, Swim-5, Wilderness Lore+0.

Feats:

Blind-Fight, Combat Reflexes, Improved Critical: Longsword, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus: Ride, Weapon Focus: Lance, light, Weapon Focus: Longsword.

Sir Payn Ack-Arthur, Male Human Rgr12: Medium Humanoid ; HD 12d8+12 (Ranger) ; hp 78; Init + 7; Spd 30; AC 20 (Flatfooted: 17 Touch: 17); Atk +14/9/4 base melee, +15/10/5 base ranged; +16/11/6 (1d8+1+1d6, +1 Longbow, composite); +15/10/5/+14/9 (1d6+4, +2 Scimitar; 1d6+3, +2 Sword, short); +14/9/4 (1d4+2, Dagger); AL N; SV Fort + 9, Ref + 11, Will + 6; STR 14, DEX 16, CON 12, INT 10, WIS 14, CHA 11.

Skills: Balance + 4, Climb + 7, Concentration + 7, Diplomacy + 3, Handle Animal + 7, Hide + 8, Intimidate + 2, Jump + 7, Knowledge (nature) + 7, Knowledge (Nobility) + 4, Knowledge (War) + 4, Listen + 8, Move Silently + 19, Ride + 7, Search + 7, Sense Motive + 6, Speak Language + 1, Spot + 8, Survival + 11, Swim - 6, Use Rope + 6.

Feats: Dodge, Endurance, Greater Two-Weapon Fighting, Improved Critical: Scimitar, Improved Initiative, Improved Two-Weapon Fighting, Leadership, Quick Draw, Track, Two-Weapon Fighting, Weapon Focus: Scimitar.

Spells Known (Rgr --/2/2/1): 1st -- Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I; 2nd -- Animal Messenger, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Hold Animal, Protection from Elements, Sleep, Snare, Speak with Plants, Summon Nature's Ally II; 3rd -- Control Plants, Diminish Plants, Greater Magic Fang, Neutralize Poison, Plant Growth, Remove Disease, Summon Nature's Ally III, Tree Shape, Water Walk.

Spells Prepared (Rgr --/2/2/1): 1st - , Entangle; 2nd - , Hold Animal; 3rd - Plant Growth.

Possessions:

Weapons: +1 Longbow, composite: Flaming Burst; +2 Scimitar; +2 Sword, short; Dagger.
Armor: +1 Studded leather.

Goods: A string of small pink pearls (necklace); Silver chalice with lapis lazuli gems; Backpack; Bedroll; Blanket, winter; Explorer's outfit; Fishhook; Flint and steel; Grappling hook; Oil (pint); Rations, trail (per day); Sack; Sewing needle; Soap (per lb.); Torch; Torch; Waterskin (full); Whetstone.

Magic: Ring: Protection +3; Ring: Freedom of Movement; Wondrous: Boots of elvenkind.

age: 29 (birthday on the 12th of Hest) weight:180 height: 5' 10"

BACKGROUND

Payn grew up in the town of Bestraville, not far from the Hilly Craggs in Kelerak. His parents, Arthur (a secret ranger and tomacco gatherer) and Beatrice, instilled in him a strong love for the wilderness, and because of this devotion to the town's namesake, the worship of Bestra came natural to him.

Although not a very large town, Bestraville is a strong religious center, both to the goddess Bestra, for whom the town was named, and also the god Heshtail. Due to this, Bestraville was a natural target of the evil forces during the dark occupation and it was ruled by a Hoth, or Orchish war boss, for many centuries. Because of its religious centrality, the quiet hamlet was also looked on as dangerous to the evil forces, and they molested the physical structures of the town very little. In fact, they were content to rule the populace and let the famous temples of Bestra and Heshtail sit empty for many years. Of course the fact that the first orcs who tried to enter the temple of Bestra were struck dead may have had something to do with their attitude towards the temple.

Another force that perhaps added to Bestraville's "protected status" was that of the Woodsman. In league with the sect of Druids that inhabits the Hilly Craggs, these mysterious rangers flitted from shadow to shadow, acting as a secret police force and slaying any orc or corrupted human that dared to overstep his bounds. The Woodsmen existed for many decades, avoiding all attempts by the Orc bosses to stamp them out. Indeed, Payn's father Arthur was very active with the ranger group, undertaking his share of secret missions. Because of this, Payn was drawn to the forces protecting this town, The Woodsmen. When he officially joined the secret group, Payn's father rewarded him with a hunting hound to help keep Payn safe while he lived the dangerous life of a Woodsman. Payn called his new beloved hound "Boner."

As Payn grew up, he secretly spent a great deal of time in the woods surrounding the town, often following his father's example in tracking animals, hunting, living off the land, and respecting everything the forest gave, as well as killing any orcs who wandered about alone or in small numbers. Payn and his best friend, Tarenack-Odo, often spent many hours each day trekking through the woods, exploring and attaining a deep devotion to nature and the wilderness, hunting animals for food and fur, of course killing orcs and wargs to keep the evil rulers in line, but not harming creatures of the wilderness when unnecessary.

When word came in 8160 F.R. that the Lord of Lust was slain and that Kelerak was rising up against her evil rulers, the Woodsmen were on the vanguard of the rebellion that freed Bestraville. Because of their decades-long pressure on the evil forces, the coup was not very bloody, and most of the orchish inhabitants of the town fled into the Hilly Craggs or away to the South. The rebellion was not particularly traumatic for Payn.

A moment that was traumatic, and which was quite possibly the event that pushed him to leave Bestraville in search of greater good, happened just a few months before the fateful meeting with Bartarius and Malcall in Dragonspur, nearly nine years after Bestraville was freed. Payn, Taren, and Payn's devoted pet dog Boner were trekking through the woods, following prey that they intended to bring home to their families. Suddenly they came upon a huge warg that was foaming at the mouth, obviously mad with rabies. Upon seeing them the warg lunged at Payn. Boner instinctively jumped at his master's attacker, and a brief but ferocious battle ensued with Boner getting slashed badly with the raging warg's teeth. This, however, gave just enough time for Payn and Taren to react, falling upon the warg with their flashing blades and slicing it to death.

Boner, though badly wounded, was still alive, and Payn took him home to heal. But because the warg was rabid, Boner soon showed signs of rabies, and the healing that Payn could give was not able to cure his friend. Finally, when Boner began to lose his mind, Payn was forced to kill the animal that had so quickly jumped to save him.

This was a traumatic experience for Payn, giving him the belief that he needed to leave the town of Bestraville, in search of a greater good. And since that time, whenever he has been attacked by dogs he has been pulled down. Recently Payn has been named a Lord Knight of Dragonspur City and has been given command of a troop of longswordsmen.

Background:

The capital city of Kelerak, Dragonspur City, has a long history of strife. Its location is unique and there are many dividing geographic features within its great landmass. Features such as the Lake of Sky make Kelerak difficult to defend. These drawbacks have also made it difficult to unify the kingdom under the control of the capital city.

During Kelerak's occupation, Brathelathor, the Lord of Lust, continued to suffer from these difficulties as rulers of Dragonspur City have throughout history. He attempted to use the drug Lotus to help him keep Dragonspur's denizens under control; many rebellions, however, were fought during his rule. In some of these rebellions, including the Great Rebellion of 7954 F.R., the Osbern family has played a key role. In fact the legendary Osbern Payn not only masterminded the uprising that started the Great Rebellion, but also himself fought prominently in the ensuing battles. Bards tell that he alone slew hundreds of orcs and orc lords including one of Brathelathor's key Hoths, the great orc lord Adorg. Brathelathor eventually emerged victorious however, slaughtering Osbern Payn. Ever after, the Lord of Lust watched the Osbern family carefully and whenever possible brought members of the Osbern clan to trial for treason, usually on trumped up charges. It was common during this time to see an Osbern head adorning the gates of the Spur Fortress in Dragonspur City. Many years passed in this way and the Osbern family's numbers grew few. Ever a hardy folk, though, some survived Brathelathor's persecution, although always there was peril for the surviving Osberns.

Then Payn's descendent, Alberic Osbern, a great diplomat and scholar, made a pact with the evil forces of the Lord of Lust. In an elaborate and ancient evil ritual he ceremonially sold his soul to the Lords of Sin in order to protect his remaining family members. Even after this pact, his family still suffered and the once great wealth and large holdings of the Osbern family dwindled away little by little as the Lord of Lust rewarded his orc chieftains with the wealth of Kelerak. Alberic was forced to fight alongside the hated orcs as per the terms of the pact in order that Brathelathor could keep control of the city.

Eventually, in the year 8122 F.R., Alberic's wife Isabella bore him a son, Naglor. Desperate to keep his son from living the life of evil servitude that he himself had chosen, Alberic redoubled his efforts to delude the Lord of Lust into believing his worth as his most faithful servant. During his time away from his duties at the Fortress, Alberic taught Naglor secretly on the one remaining Osbern property, a small country estate west of the city. While obeisant and submissive in his evil lord's presence, in private he taught Naglor to hate the fell forces controlling his beloved Dragonspur City and taught him the finer points of nobility and the civilized society for which Kelerak was once known. He also spent hours instructing Naglor in the art of swordplay and Naglor emerged as a skilled fighter in his own right. For many years he was able to keep news of the existence of his son from Brathelathor. Alberic's younger friend, Weston Ack-Elmor, whose family owned a nearby farm, was also instrumental in Naglor's training. Elmor often helped with Naglor's training when Alberic was away on missions for the Lord of Lust. Then one day Brathelathor asked too much of Alberic. The Lord of Lust had information that Weston Ack-Elmor had been instructing and warning the populace of Dragonspur City of the evil effects of Lotus, as his older sister had died of the effects of this drug. Worried that his hold on the populace of Dragonspur City would weaken without the help of Lotus, Brathelathor wished Elmor executed. He ordered Alberic to attack Elmor's farm with a party of orcs in the dead of night and to bring Elmor's head back as proof of the mission's success. Having been friends for many a year with Elmor, Alberic could not bring himself to commit this greatest of atrocities, and he sent a message to Elmor warning him to prepare himself for the attack. That night, upon arriving at Elmor's home, Alberic and the orcs found a dozen men including Elmor awaiting them, all armed and prepared for battle. Alberic turned on the orcs and helped his friend Elmor to slaughter the hated creatures. Knowing that Brathelathor would label him a traitor, Alberic sent messages to all he knew to be sympathetic to the call of rebellion, and went underground to regroup.

Alberic hid his wife and son on his friend Alan Hightower's estate to the east of the city. There Naglor lived for the next few years and Alan's son Brian, though only a boy, soon grew to idolize Naglor and they became fast friends. For the next few years, Alberic from hiding masterminded a rebellion that was to one day successfully liberate Dragonspur City from the grasp of Brathelathor, though Alberic wouldn't live to see his beloved city freed. Many an orc raiding party was thwarted because of Alberic's underground freedom fighters. Plans were eventually drawn up for an assault on the fortress. Alberic never found who amongst

his forces turned against him, but when they arrived at the castle walls at midnight the 10th of Thros 8157 F.R., they were ambushed by more than two hundred orcs, all armed to the teeth. Alberic fought mightily but eventually fell as his forces tried to escape the slaughter; few were the revolutionaries who lived through that black night.

Weston Ack-Elmor was also there that night and was one of those few who escaped. Realizing that without Alberic the rebellion was doomed, Elmor decided to devote all his time to the final lessons of Naglor's instruction. It was his hope that Naglor would possess the vision of Alberic and would continue the rebellion his father had started. Naglor and Weston stayed in hiding on Captain Hightower's estate and trained night and day for two years along with Naglor's friend, the young Brian Hightower. Finally Alan Hightower and Weston Ack Elmor decided that Naglor was ready. Secret messages were once again sent to all known to be sympathetic to their cause. News spread quickly by word of mouth that Alberic's son had come forward to continue the revolution. Naglor soon showed that he was a force to be reckoned with, leading many a successful foray against Brathelathor's orc guards and clandestinely operating to thwart the demon's other operations. Naglor's name quickly became famous amongst underground revolutionary circles. As Brathelathor persecuted the people of Dragonspur City, prayers were uttered for the son of the mighty Alberic and descendant of the legendary hero Osbern Payn. More and more people began to hope that this Naglor could help end the oppression.

Naglor had many friends without whose assistance he would never have been so successful. This network of friends enabled him to hide successfully from the roving eye of the Lord of Lust. Alan Hightower and his son Brian as well as Weston Ack-Elmor helped him to plan raiding parties and gather intelligence on the movements of Brathelathor's hated troops. A friend of Elmor's, the mage Yedus, through his knowledge of history and magic, also saved Naglor time and again from faulty decisions. While never entering the rebellion completely, the churches of Heshtail and Reeanan, driven underground during the evil occupation, were sympathetic to Naglor's cause. High Potentate Burcan the White became a trusted advisor to Naglor and helped when he could, though he was always wary of Brathelathor becoming aware of the existence of his church.

Naglor struggled to thwart the evil rule of his beloved homeland in every way possible. His successes were most probably due to Brathelathor's inability to turn from satisfying his all-consuming lust to deal with affairs of the city. Due to this good fortune, Naglor's forces were able to protect many a friend and citizen of Dragonspur from persecution. Throughout, he was forced to conduct the rebellion while hiding from the roving eye of the forces of the Lord of Lust. Further suffering from a lack of reinforcements after the devastating losses suffered in the battle where his father fell, he was unable to mount a full-scale attack on the Spur Fortress. Often Naglor felt discouraged as the realization of the futility of his position grew upon him. Soon, though, rumors of the liberation of Kale began to filter through to Dragonspur City; new hope grew in Kelerak. More and more fighting men came to the revolutionaries in secret and hidden training camps sprung up throughout the Dragon valley.

Then on the 15th of Kalt 8161 F.R., the gods smiled upon Kelerak as the heroes led by Valanduil the Elhan and Bartarius Outelion arrived in Dragonspur City. They sought out any sympathetic to their cause and soon met with Naglor. After many a late night session reviewing plans and strategies, the heroes stormed the citadel and were able to dispatch Brathelathor. They then named Naglor leader of Dragonspur City and he took the title of Lord High Mayor. Advised closely by Weston Ack-Elmor, Brian Hightower, and the newly appointed Court High Mage Yedus, Naglor seized control of the city and continued to fight against the remaining orcs who hadn't fled. With the death of their leader, the remaining forces of darkness suffered from low moral and within six months the city was once again in the hands of the people of Kelerak under the control of Naglor, with the goblinoids pent up in a small segregated area.

Not all were happy about Naglor's ascension. His reign was subtly opposed by an upstart young (but rich) nobleman, one Lord Turstan Quentin, among others. However due to his family's history of loyalty to the green throne of old, Naglor had much support and with the royal guard (the Spur Elites) reinstated, his power became more secure. Bartarius the Northman soon returned to the city and, acting as a knight of Dragonspur, was eventually able to dispatch Quentin, further assuring Naglor's claim to the throne. Then in 8165, The Winged One, one of Brathelathor's illicit progeny, appeared again on the scene and tried to retake the city. With Bartarius and his heroes assisting, Dragonspur narrowly avoided capture and efforts at rebuilding continued under Naglor. Dragonspur continues to be harried over the years with forces from the East sent from both Orland and Zeland to retake Kelerak. In 8170 F.R., in the battle of King's Field, the city narrowly escaped capture from the forces of the Lord of Envy led by one General Neebrok and Captain

Darellor of Orland. That he was able to lead his city to victory against these and many less notable foes attests to Naglor's right to his position of leader of Dragonspur City.

Currently Naglor's control is still under question as the forces of the Lord of Envy press in from the East and other forces rumored to be led by the fell Afej the Black threaten from the West. Naglor is also having internal troubles within Kelerak as Wyvernica to the northeast disputes Dragonspur's traditional leadership. Within the city itself, there are rumors that the infamous Corfin Ack-Sembar, whose whereabouts are currently unknown, disputes Naglor's power through his position in the Dragonspur City thieves' guild. Thus with many a threat looming in the distance, Naglor's rule still remains unsure. Since his leadership skills have been tested many a time and he still remains in power, Naglor is popular with the people of Dragonspur City and they are confident in their leader's abilities to protect them from the foes threatening their city and the kingdom of Kelerak.

Tharivol of House Melian, male elf Clr5: Size M (6 ft., 3 in. tall); age 156; hp 33; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+3 Dex, +4 Chain shirt, +1 Small shield); Attack +6 melee; SV Fort +5, Ref +4, Will +8; Str 15, Dex 16, Con 13, Int 14, Wis 18, Cha 14.
Languages Spoken: Elven, Sylvan, Kalish, Blackspeech-Orc.
Skill points: Clr 26

Skills and feats: Concentration +9, Diplomacy +4, Heal +7, Knowledge-religion +4, Listen +6, Ride +5, Search +6, Spellcraft +5, Spot +7, Swim -8, Profession Woodcutter +6; Combat Casting, Improved Initiative

Notable Equipment:

Heavy Mace
Holy Symbol of Tal-Allustiel
Small Steel Shield with swan insignia
Soap (Tharivol bathes daily if possible)

Background:

Born in the year 21,530 E.R. (8014 F.R.) to Eldor of house Meliane and Nessa of House Birlithe, Tharivol is one of the *Altarim*, "High Folk," the Elhil residing in the *Ardaranel*, "Belendale." He was born and raised in Gloralion, "the Summervale," the most glorious and secret of Elhil cities save those in Faerie. There he gained an exceptional appreciation for music and beauty, perhaps even more so than the average Elhan. His father, Eldor, apprenticed him to a woodcutter, Olwe of the House Meliane at a young age and there he became quite accomplished.

As the woodcutting profession is a dangerous one, he often had to accompany his fellow woodcutters to the temple of Tal-Allustiel for healing. His father, Eldor, was a deeply religious Elhan, and it was probably this influence combined with his frequent trips to the temple for healing that led his firstborn son to gravitate more and more to the temple in his free time. There he became fascinated by the healers' great skill. Then, at the tender age of 49, another woodcutter, striking recklessly, hit a knot in a particularly difficult log. The resulting ricochet of his two-headed axe hacked nearly completely through Tharivol's arm. Tharivol was rushed to the temple for healing. There a particularly adept priest of Tal-Allustiel and Tharivol's older cousin, Celadron of house Meliane, was able to save Tharivol's arm.

What particularly moved Tharivol, besides regaining the use of his arm, was the speed in which the wound was closed. Celadron, seeing that Tharivol was gravely injured, immediately fell into prayer. Within moments, by laying his hands on the wound, he was able to channel the power of Tal-Allustiel into Tharivol's arm, healing it completely. Soon after, Tharivol began formally studying under Celadron. He had always had an inherent faith in the omnipotent Tal-Allustiel and a fascination in the arts of healing. Long dormant, this interest reawoke within him after witnessing the miracle that healed his wounded arm. Never a hasty individual, however, his studies went slowly until one fateful day when he accompanied his father on a long hunting journey.

On this hunting trip, Tharivol ventured for the first time outside the confines of his beloved Ardarinel. On the third day outside of the protective borders of the Belendale, as they were preparing their evening meal of freshly caught rabbit, suddenly their camp was attacked by a band of eight marauding orcs. Grabbing their weapons and standing back to back, Tharivol and his father were able to dispatch the party of orcs. However, they were both wounded badly and despite Tharivol's rudimentary knowledge of healing, he was unable to stop his father's life from slipping away during the night. Sadly he saddled up their horses and brought his father's lifeless body back to his homeland.

After a period of mourning, Tharivol realized that had he studied harder and had he acquired some of the power of his teacher, his father might have gotten to witness the starlight on the Western Seas. Soon thereafter, he redoubled his efforts at learning the arts of healing and channeling the divine power of Tal-Allustiel. Thus, by the age of 75, he was known as an emerging and potentially highly skilled priest of Tal-Allustiel. Throughout the following years he made many a heroic foray south of the Belendale and smote many an orc, (his sworn enemy since his father's demise,) with his mace. His name became well known in these years and eventually came to the attention of Baranwe the tall, king of the Elhil.

In recent years Tharivol has been sent on many a mission by the king himself, especially when orcs were troubling the Belendale to the south. Thus in the year 21,865 E.R. (8169 F.R.) when the mighty Valanduil was leaving the Belendale once again for the human lands to seek information pertaining to the powerful Elhil artifact, the Stone of Silence, Tharivol was an obvious choice for Baranwe when choosing a traveling companion for Valanduil. Tharivol now wanders the human lands with Valanduil in the never-ending quest to free the world of Farland from the control of the Dweller.

Tollem of Wyvernian: male human Bbn12; CR 12; Size M (6 ft., 6 in. tall); HD 12d12+24; hp 96; Init +1 (+1 Dex); Spd 40 ft.; AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +13/+8/+3 ranged; SV Fort +9, Ref +5, Will +5; AL N; Str 18, Dex 13, Con 16, Int 6, Wis 8, Cha 9.

Languages Spoken: Kelevan.

Skill points: Bbn 75

Skills and feats: Craft +8, Handle animal +11, Hide +1, Jump +15, Listen +12, Move silently +1, Intimidate +14, Survival +12, Spot -1, Use rope +3.5; Great cleave, Iron will, Quick draw, Run, Power attack, Weapon focus (greatclub).

At the end of one of the many alleyways of Wyvernian stands a ramshackle four-story tenement filled to the brim with the fifty-one members of the Arnog clan, a rowdy group of urban laborers. The current pride of the clan is twenty-six year-old Tollem, who has "made good" by landing a crown job with a fine salary, Wyvernian City Guardsman.

It is said that when Tollem was born, his mother's screams could be heard across the river and past the Spurgate. The baby was huge, weighing about as much as a new paving stone. He was also hard-headed; when his father spanked him, he often tried to hit back. By the time he was ten, Tollem was almost as big as a full-grown man, and nearly as strong. Unfortunately, he contracted a fever one summer after swimming in the Rock. (Jumping from the North Wall and swimming to the boat stage is a popular pastime for boys during the warm season.) It was almost six months before the lad recovered, and by then the fever had spread through his brain, leaving him somewhat simple-minded and hard of hearing. Tollem's bout of sickness had no long-term effect on his muscles, however, and at twelve he joined the older clansmen in their daily search for work. By his sixteenth nameday, the young man was famed throughout the city for his strength, and was winning fair contests regularly, beating even the Olog Orcs in arm wrestling matches. He was also becoming increasingly well-known as a brawler - the clan line had bred true once again.

In 8165, a grizzled veteran of the city guard jokingly suggested that since the guard couldn't beat Tollem, they might as well join him, or vice versa. The idea took hold as the sergeants of the watch imagined patrolling the rougher parts of town with a giant to cover their backs; he would prove especially useful in evicting the lingering humanoids that refused to leave after the Liberation. They convinced the watch captain to approve it by the end of the year.

It took some time (and some help from Tollem's great-uncle), but the concept of stopping rather than starting fights gradually worked its way into Tollem's consciousness. The mechanics are the same in any event, and Tollem is remarkably effective at his new job; most combatants help each other flee at his mere approach. He has also proven impervious to bribery - he cannot grasp the idea of working for more than one employer at a time. This has been a disappointment to the Rogues' Guild and some of his co-workers, and while the crime rate in Wyvernian remains steady, the crime rate in Tollem's vicinity tends to decrease rapidly as non-law-abiding citizens migrate to another part of town for the night.

Most of the city guard rotate shifts and assignments, but Tollem never seems to pull gate duty, and only works the market during the busy summer months. Most of the time, he patrols the slum districts and taverns, reminding everyone who sees his head bobbing above the crowd of the importance of keeping the peace, lest he keep it for them.

Valanduil of House Cirana, Male Elf, Farlandic Ftr4/Wiz8: Medium Humanoid ; HD 4d10 (Fighter) , 8d4 (Wizard) ; hp 49; Init + 7; Spd 30; AC 21 (Flatfooted: 18 Touch: 17); Atk +11/6 base melee, +11/6 base ranged; +14/9 (1d8+7, Longsword of Celuthiel); +11/6 (1d8, Longbow); +11/6 (1d4+3, Dagger); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells, Effectively immortal but eventually departs into the West.; AL LG; SV Fort + 6, Ref + 6, Will + 8; STR 17, DEX 16, CON 11, INT 16, WIS 12, CHA 13.

Skills: Concentration + 12, Craft (Bowmaking) + 2, Diplomacy + 10, Knowledge (arcana) + 7, Knowledge (History) + 7, Listen + 4, Profession (Boater) + 2, Profession (Fisher) + 2, Ride + 5, Search + 6, Sense Motive + 8, Speak Language + 1, Spellcraft + 13, Spot + 4, Swim -1.

Feats: Combat Expertise, Dodge, Extend Spell, Improved Initiative, Negotiator, Point Blank Shot, Precise Shot, Scribe Scroll , Weapon Focus: Longsword, Weapon Specialization: Longsword.

Spells Known (Wiz 4/5/4/4/2): 0 -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st -- Burning Hands, Charm Person, Chill Touch, Color Spray, Comprehend Languages, Feather Fall, Hold Portal, Mage Armor, Magic Missile, Protection from Evil, Shocking Grasp, Silent Image; 2nd -- Blur, Bull's Strength, Cat's Grace, Flaming Sphere, Fog Cloud, Invisibility, Levitate, Mirror Image, Rope Trick; 3rd -- Dispel Magic, Fireball, Flame Arrow, Haste, Hold Person, Invisibility Sphere, Lightning Bolt, Water Breathing; 4th -- Dimension Door, Dimensional Anchor, Improved Invisibility.

Spells Prepared (Wiz 4/5/4/4/2): 0 - Detect Magic, Flare, Read Magic, Resistance; 1st - Burning Hands, Charm Person, Color Spray, Magic Missile x2; 2nd - Blur, Bull's Strength, Cat's Grace, Mirror Image; 3rd - Haste, Invisibility Sphere, Lightning Bolt x2; 4th - Dimension Door, Improved Invisibility.

Possessions:

Weapons: Longsword of Celuthiel (+2 longsword, casts Pass without trace 1/day); Longbow, masterwork; Dagger.

Armor: +2 Leather.

Shields: Shield, small, steel emblazoned with the banner of the summervale.

Goods: Spell component pouch; Pouch, belt; Cold weather outfit; Backpack; Noble's outfit; Signet ring.

Magic: Wondrous: Pouch of Aminos (Heward's handy haversack); Wondrous: Amulet of natural armor (+2);

Ring: Force Shield.

(In Elven, the emphasis is placed on the second syllable and the name means "Singer in Star Shadow." In human languages the first syllable is usually emphasized.)

Languages: Blackspeech: orc, Elven, Kalish, Kelevan

Age: 157 Height: 6' 4" Weight: 190

BACKGROUND

Valanduil is an Elhan of the Belendale, the Elven lands to the north. He was born in the year 8012 Farlandic Reckoning to Curufin, (his wise father and head of the house Cirana), and the Lady Elenor. It is said in Elhil society that mothers often have the ability to foresee their child's fate or "doom," as the Elhil refer to it. Early on she saw, with the help of Thallas, a powerful Doomseer of the house Cirana, that Valanduil's doom would be to travel far into the human lands to the south and east, spending much of his life with the humans. This prophecy proved true as Valanduil eventually decided to leave his beloved homeland to venture abroad with the hope that with his considerable skill as a warrior and his knowledge of magic, he could help to rid the world of the evil that was every day gaining power.

Valanduil was born and raised in the village of Celethir, deep in the heart of the vast forest called the Belendale by humans. He learned to appreciate music, magic, poetry, and beauty as do all elves growing up in the mystical protection of the Elven refuge to the north. His childhood and adolescence was marked by intense study of magic. As a noble of the house Cirana, swordplay and other warrior's skills were also a part of his daily tutelage. Moreover, he was something of a bookworm growing up, and he became well versed in arcane knowledge. Valanduil could always be found studying magic or swordplay; his other main interest was in river-boating. He spent many a timeless day fishing on the great Daelsir River. The truth of his doom prophecy was shown early on when Valanduil exhibited an interest in history, both elven and human. It had been uncommon for elves of the Belendale to show much interest in human affairs and histories past their cursory interest in histories of all types since the legendary Elhan Aminas fell in the defense of Elder Daven in 7796. Many elves fell in that disastrous battle and some say that human hastiness was the cause of the defeat. Thus for centuries it has been rare for any of the Elhil to show interest in human affairs of any type. Valanduil soon became frustrated with the lack of information available about humankind and their history, (especially recent) and increasingly looked outward and as the wanderlust grew within him, he eventually made the fateful decision to leave the beauty and protection of his beloved homeland and venture south into the human lands to seek his fortune and fulfill his doom. To this day, Valanduil is forever seeking historical knowledge of the Elven and human races.

Thus he journeyed south to Kale where he met Bartarius of Outelion, a northman warrior from the Barbarian lands that lie far across the Kelerak mountains. Respecting Bartarius for leaving his homeland in order to do good and also for his considerable strength and battle prowess, he soon befriended Bartarius and still today counts him one of his closest friends, though Bartarius is often quite hasty in his actions and decisions, a common human fault. Valanduil and Bartarius became quite famous and each complemented the other well, Valanduil often being able to control Bartarius' fits of near-insanity, and Bartarius often urging Valanduil to act in a timely manner when necessary, a difficult trait for an Elhan to learn. Together with many other powerful allies, the two were able to free Kale from the evil grasp of the Lord of Pride. After rescuing Kale, they set off with their allies to Kelerak and after many a harrowing battle, they were able to free Kelerak from the yoke of the Lord of Lust.

Shortly after encouraging Naglor Osbern to take control of Kelerak from Dragonspur City and work to expunge the vestiges of evil still remaining within Kelerak's borders, Bartarius and Valanduil split ways and Valanduil returned north to seek the counsel of his people. There in the Belendale, he enjoyed the special privilege of being invited to the Summervale, the seat of the king of the Elhil, King Baranwe the tall. There Valanduil received an unheard of honor-- his doom was further clarified by the greatest of Doomseers, the Elvenking himself. King Baranwe advised Valanduil that his fate had become more clear in recent years and that his doom, while still to journey in the human lands amongst the humans, was to search further for information about the most powerful of the artifacts of the Elhil, the Stone of Silence. Valanduil accepted his doom and his king granted him leave to spend as much time as needed in the presence of the sacred swan of the Summervale, descendant of Alfain, the original swan, holder of the might and magic of the Elhil.

As is the way with the Elhil, time (as the humans reckon it) passed quickly for Valanduil in the Summervale and during the seven short years he spent in the presence of the great swan, he met and fell in love with the beautiful Ingwe of the house Valleron. After he professed his love and she in turn, they agreed to wait for each other while Valanduil answered the call of his doom and returned to the troubled human lands. King Baranwe asked Tharivol of the house Meliane, a powerful priest of Tal-Allustiel, to accompany Valanduil on his journey to meet Bartarius and continue fighting the evil. Now he had a new focus to his wanderings and to his surprise, during the seven years that he had been gone, Bartarius had independently become interested and had been searching for the Stone of Silence, though unsuccessfully. Thus they agreed to put

their ever-present hate for all things foul and dark and their quest to exterminate all the evil that plagued Farland on hold temporarily to go in search of the artifact.

The Winged One, Barghevor the Cambion: Male Half-incubus/human Ftr2/Wiz3; Medium Humanoid ; HD 2d10+4 (Fighter), 3d4+6 (Wizard); hp 38; Init +7; Spd 30, fly 30; AC 17 (+3 natural, dex); Atk +8 base melee, +9 base ranged; +9 (1d8+4, +1 Longsword), +8 (1d6+5 bite, 1d4+5 2 claws); Special abilities: Darkness 3/day, Desecrate 1/day, Unholy blight 1/day, darkvision 60, immunity to poison, acid, cold and fire resistance 20; Class Features: Fighter: Shield proficiency, Martial weapon proficiency: all, Simple weapon proficiency, Heavy armor proficiency, Medium armor proficiency, Light armor proficiency, Bonus Feats (2); Wizard: Spell Mastery, Spellbooks, Spells, Wizard weapon proficiencies, Scribe Scroll, Summon Familiar; AL CE; SV Fort +6, Ref +5, Will +2; STR 20, DEX 18, CON 14, INT 15, WIS 9, CHA 15.

Possessions:

Weapons: +1 Longsword, unfumbleable "Lust-tongue," evil.

Ring of shocking grasp

Key-lock Gem

Spell book

Skills:

Climb +8, Concentration +10, Diplomacy +4, Intimidate +4, Listen +2, Sense Motive +1, Spellcraft +9, Spot +4.

Feats:

Expert Tactician, Improved Initiative, Power Attack, Quick Draw, Scribe Scroll, Weapon Focus: Longsword.

Spells Known (Wiz 4/3/2): 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st - Change Self, Charm Person, Chill Touch, Color Spray, Comprehend Languages, Feather Fall, Magic Missile; 2nd - Invisibility, Protection from Arrows.

Spells Prepared (Wiz 4/3/2): 0 - Mending, Ray of Frost, Read Magic, Resistance; 1st - Chill Touch, Color Spray, Magic Missile; 2nd - Invisibility, Protection from Arrows.
scroll, prot. from undead

Barghevor was one (of the possibly several surviving) children of Brathelathor, Lord of Lust. A product of rape (as almost all of the Lord of Lust's offspring), he nevertheless idolized his father. When he got old enough, he served Brathelathor as a general of the Lord's army. He was out with a legion of 1000 orcs when the city fell and his father was slain. The uprising of the citizens of Kelerak forced him to hole up in Lust Fort in the Hilly Craggs, one of the places painstakingly prepared by the Lord of Lust himself for just such an eventuality. As of 8168 F.R., he attempted to use a gem created by his father to open a portal to the Abyss to bring the Lord of Lust back to Kelerak. Seven years ago he also attempted to invade Dragonspur City with the aid of his second in command, Shagrat Blacktongue. He was defeated by the combined might of Kelerak and the Cavebear Northmen.

Barghevor is 6'2" tall, with thin blond hair, slightly scaly skin, horn buds, and leathery wings. He tries to be arrogant and condescending but ultimately come off as insecure. Nevertheless he has a curious charisma when dealing with evil creatures (a product of his demonic heritage). He wants nothing more than to allow his father access to this world and then to serve him. In the year 81 F.R., Barghevor was finally slain by Drallin Ironshield and Malcall the Northman.

LORDS OF SIN

1. Thuldin the Fallen, Lord of Pride: Male Dwarf, Ftr7; Medium Humanoid ; HD 7d10+21 (Fighter); hp 61; Init +5; Spd 15; AC 19; Atk +10 base melee, +8 base ranged; +13 (1d8+7, +2 Battleaxe); +10 (1d6+3, Handaxe); +10 (1d4+3, Dagger, silvered); SQ: Darkvision (Ex), Dwarven traits (Ex); RF: Stonecunning, +2

Fort save against poison, +2 Ref save against spells, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants; AL LE; SV Fort +11, Ref +4, Will +1; STR 16, DEX 12, CON 17, INT 12, WIS 7, CHA 12.

Possessions:

Weapons: +2 dwarven silver-chased Battleaxe; Dagger, silvered; 2 Handaxes.

Armor: +1 dwarven Chainmail.

Shields: Shield, large, steel, dwarven.

Goods: Royal outfit.

Magic: Wondrous: Gem of The Walker, also a luckstone. This special gift from The Dark Walker must be destroyed before Thuldin can be slain (see below).

dwarven bracelet (300 sp value)

dwarven girdle (300 sp value), 3 pouches

dwarven necklace (100 sp value)

dwarven ring (50 sp value)

Skills:

Appraise+6, Bluff+2, Climb +1, Craft (armorsmithing) +10, Craft (Metalworking)+2, Craft (Sculpting)+0, Craft (Stonemasonry)+2, Craft (Weaponsmithing)+2, Diplomacy+2, Forgery+2, Gather Information+2, Hide-1, Intimidate+6, Listen-1, Move Silently-3, Profession (Armorsmith)+1, Profession (Blacksmith)+1, Profession (Metalworker)+1, Profession (Miner)+1, Profession (Stonemason)+1, Profession (Weaponsmith)+1, Search+2, Sense Motive-1, Spot-1, Swim-13, Use Rope+2.

Feats:

Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus: Battleaxe, Weapon Specialization: Battleaxe.

This ancient dwarf appears grizzled beyond recognition. He was once the son of Thundin Greathammer, king of the Dwarfhold Khallin in the Kelerak Mts. He had the utmost pride in the Dwarven race, and believed they were superior to other races. Because of this, he convinced his father to pursue a xenophobic policy towards the neighboring human barbarian tribes, ceasing trade with them and even attacking them and forcing them to pay tribute. When an ancient green dragon harassed Khallin, Thuldin pursued the dragon with a small force of 300 dwarves, against his father's wishes. He wished to impress his father and the rest of his people. The dwarves managed to wound the dragon, angering it, but the force was decimated. Only Thuldin escaped, and he was vastly angry at his race for not having shown their "true might" and slain the dragon. Thuldin returned to his home, but turned away at the gate, vowing in anger never to return. When the dragon flew to Khallin for revenge, Thuldin had abandoned the people whom he now hated by failing to warn them so that they could prepare properly. When the dragon arrived, the hold was undefended and her gates were wide open. Khallin fell and Thuldin subsequently shaved his beard to show contempt for the race that had proved him wrong in the eyes of his father. His pride in the Dwarven race was overreaching, and caused his fall. This episode caused The Walker to notice him and recruit him as a Lord. Moreover, even though he hates dwarves, he cannot get over his pride in the accomplishments of his race, particularly in metalworking. He ruled Kale, the weakest of the Seven Kingdoms during his time. Kale was primarily weak because of the economic policies pursued by the other Lords. Saithith, the Lord of Gluttony, had no real economic policy to speak of. Brathelathor the Lord of Lust was derogatory and cruel to the Lord of Pride and purposely w not trade with him, although he heavily taxed all trade the came through his Kingdom from the East and headed towards Kale. Thuldin was slain by Valanduil the Elf and Bartarius the Barbarian in the year 8161 F.R.

Special power: (Each of the Deadly Lords possesses a special power granted to him by Vornoth the Night Walker himself. This power sets The Lord above other members of his race.) Thuldin's power is that he cannot be killed while his special gem exists. If he falls, he will arise in 3 rounds with half his maximum hitpoints. The only way to kill him is to shatter the gem or completely destroy his body.

2. Brathelathor, Lord of Lust

Incubus (Demon)
Medium-size outsider

HD: 11d8 (71 hp)
Initiative: +7 (dex + feat)
Speed: 30 feet, fly 50 feet
AC: 25 (+3 dex, +10 natural, +2 magical)
Attacks: 2 claws +14 melee, or dagger +15/+10/+5
Damage: Claw 1d3 +3, Dagger d4+4
Face/Reach: 5 ft. by 5 ft./15 ft.
Special attacks: spell-like abilities, energy drain, summon demon, special shape change
Special qualities: damage reduction 20/+2, SR 12, immune to poison, electricity, resistance of 20 to cold, fire, acid, telepathy with any creature within 100 feet, alternate forms, Tongues
Saves: Fort +9, Reflex +9, Will +8
Abilities: Str 16, Dex 15, Con 14, Int 16, Wis 12, Cha 20
Skills: Bluff +13, Concentration +10, Disguise +16, Escape artist +8, Hide +8, Innuendo +6, Knowledge (arcana) +9, Listen +15, Move silently +13, Ride +8, Search +14, Sense motive +12, Spot +15
Feats: Dodge, Improved Initiative, Mobility
Challenge rating: 14
Alignment: CE

Spell-like abilities: At will—*charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, ethereal jaunt, suggestion, and teleport without error, 1/day unholy blight*. All cast at 12th level (save DC15+ spell level).

Energy drain: An incubus drains energy from a mortal it lures into an act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the incubus must start a grapple. Kiss inflicts one negative level. Victim must save DC 15 to even notice. Fort. Save to remove the level is DC 18.

Alternate Form, special: An incubus can assume any humanoid form of Small to Large size as a standard action. While using this ability, an incubus gains a +10 circumstance bonus to disguise checks.

Brathelathor's ability is exceptional. He can change parts of his body only, and he can change them to non-humanoid forms (although he can't assume an entirely non-humanoid form). Thus he could change his arm into the tentacle of an Otyugh, giving him a reach of 15 feet and doing d6+3 raking damage. He could also simply lengthen his arm to give him a reach of 15 feet (Any mass that exceeds the reach of a large humanoid must be taken from elsewhere in his form. Thus a leg would have to shrink to give him a 15-foot reach, limiting his move to 20 feet). He can also use this power for other creative purposes. Finally, Brathelathor's power allows him to assume the form of specific humanoids, much like a doppelganger. This power is his Lord's ability granted to him by the Dweller.

Tongues: An incubus has a permanent tongues ability as a 12th level caster.

Personal Items: +1 dagger "Tooth of the Abyss." Once per day the dagger will flame on contact with blood, dealing an additional d6 points of damage. Dagger radiates evil.
+2 ring of protection

Brathelathor is an incubus from the 53 layer of the Abyss, where he had a small castle. He is 6'3", blond and muscular in his normal form, albeit he has bat wings, horns, and fangs. Although all incubus and succubus can change form, Brathelathor has been granted the power to change just part of his form (he can elongate a hand for example, although he must stay within his general mass or smaller. If he starts to put too much mass in one appendage, he must lose it from another place of his choice.)

Brathelathor was a minor demon lord in the Abyss, but his lust and sadism was legend even among incubi. He made a raid to Farland to capture a noble lady, and the things he did with her were so horrible they attracted the attention of The Dweller. Thus Brathelathor became the Lord of Lust. He is arrogant, condescending, but despite his considerable combat ability is ultimately a coward who will flee to the ethereal plane if he is losing a fight. He has great trouble resisting his demonic lust, however. After successfully ruling Kelerak for nigh on 400 years, Brathelathor was banished back to the Abyss. However, he managed to return to Farland 9 years later and is currently scheming to reconquer Kelerak.

3. Saithith, Lord of Gluttony, Lord of Daven

467-year-old vampire, medium sized undead

Human Ftr9; Medium Undead ; HD 9d10 (Fighter); hp 70; Init +8; Spd 30; AC 26; Atk +15 base melee, +13 base ranged; +15 (1d6+9, Slam); +18 (1d6+10, +2 Rapier); +18 (1d6+9, +3 Sword, short); SA: Domination (Su), Energy drain (Su), Blood drain (Ex), Children of the night (Su), Create spawn (Su); SQ: Damage reduction (Su), Resistance: Turn (Ex), Resistance: Cold (Ex), Resistance: Electricity (Ex), Gaseous form (Su), Spider climb (Ex), Alternate form (Su), Fast healing (Ex), Undead; RF: Save DC for Domination & Energy Drain = 10 + 1/2 HD + CHA mod, Domination: Range 30', and caster level 13, Energy Drain: 2 levels, Blood Drain: Successful grapple and pin required to drain 1d4 CON each round, DR 15/+1, Turn Resistance +4, Cold Resistance 20, Electricity Resistance 20, Fast Healing 5; AL CE; SV Fort +6, Ref +9, Will +4; STR 22, DEX 18, CON --, INT 15, WIS 12, CHA 17.

Possessions:

Weapons: +2 Rapier of Saithith casts detect magic at will, dimension door 1/day
+3 Sword, short.
Armor: Chain shirt +2.
Magic: Potion: Charisma.
scroll- elemental protection fire
14 rubies (100 sp value each), 10,000 sp

Skills:

Bluff+11, Craft (Shipmaking)+7, Hide+13, Intimidate+8, Jump+13, Listen+11, Move Silently+13, Profession (Sailor)+7, Ride+9, Search+10, Sense Motive+9, Spot+13, Swim+6.

Feats:

Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Disarm, Improved Dodge, Improved Grapple, Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus: Rapier, Weapon Specialization: Rapier.

Saithith is a rotund man (240 pounds), and he stands 6'1". He has pale skin and a small, waxed black beard and mustache. He has long, black, receding hair and dresses richly as a noble, although his clothes are out of style. He fights with a special magical rapier that he stole along time ago.

Saithith was a foppish pirate lord who prayed on shipping lanes in the Lonely Sea during the time of King Dakor V of Daven. He operated out of the city of Inharbor in the Selfhaven archipelago. While a pirate, his appetite for both food and plunder was great. He always took more than he needed; indeed, he was known for taking everything to excess. When he would capture a ship, he would throw a huge feast/orgy, and literally bathe himself in wine, food, women, and plunder for days on end. Often, this display was so outrageous that it would sicken even his crew. Thus, when The Dweller sent the vampire Kibor to find a good candidate to be the Lord of Gluttony, Saithith was nominated.

Saithith appears to be polite, and he speaks quietly and hissingly. His eyes glow red in low light. More than other vampires, Saithith is tempted by drinking blood to a great degree.

Special power: Saithith can only be killed by a special stake called Oakheart (see magic desc.)

Unfortunately, he can also be restored with this stake. Saithith was finally slain by Valanduil the Elhan and Bartarius the Barbarian in 8162 F.R.

FARLAND CLASSES

Many of the classes are unchanged in Farland, but there are several differences. These are discussed below:

Fighter-- The details of this class are unchanged from the PHB. As always, fighters may be found serving as men-at-arms, assassins, adventurers, hired swords, etc. Different races and geographical areas are known for producing fighters who specialize in different aspects of warfare; for example, Wyvernica produces master pikemen. Sometimes this is accounted for by choice of prestige class and sometimes it is accounted for by choice of feats.

Barbarians-- Barbarians, berserkers, or battleragers, as they are also known, are very similar to fighters in how they are treated. Some barbarians come from the Anar peoples, the Northern viking-like tribes. Some rare few come from across the sea and are dark-skinned. Many come from civilized societies; these unstable individuals are just prone to outrageous fits of rage.

Paladin-- Obviously, Paladins must worship Heshtail, the lawful good God, or Reeanan, the lawful good demi-god, and thus are limited in deity choice. In occupied lands, the evil rulers always attempt to eliminate Paladins.

Wizard and Sorcerer-- Magic and those who use it tend to be looked on with suspicion by the masses. Some mages have been burned at the stake as witches. It is not wise to flaunt a wizardly class. In fact, it is generally illegal under the rule of evil, but is often overlooked for a small fee. By level two, sorcerors (but not wizards) have fully learned how to tap into their inherent magical abilities. As such, they get the Eschew Materials feat for free at second level.

Ranger-- Rangers sometimes congregate in loose groups so they can better patrol and protect an area. These groups are either popular or hated, generally. The most famous group of rangers was the Elven Shadowwalkers.

Druid-- Druidism is illegal also, at least in occupied lands. It is often also overlooked, however. The masses tend to treat druids with the same fear and hatred as they do mages. In some places, though, the people treat "their local druid" with respect or even fondness.

Rogue-- Thieves tend to prosper in the dark times and form powerful guilds. These guilds are often in league with the evil rulers, and pay them large tithes. Not every rogue is a thief; some are diplomats and skilled operatives.

Bard-- These wandering minstrels have become more rare since the dark times although the material for their tragic lays has increased.

Priest-- Being a priest of anything but Bel or The Dark Walker is forbidden in occupied lands under penalty of death, but the faithful do it anyway. To receive spells in Farland, priests must pray to one of the true Gods. A priest on the world of Nurion (where Farland is located) that worships any other God cannot receive spells. The player's Gods are detailed here and the demi-gods are detailed here..

Monk-- The only Monks in Farland are one sect of the church of Dekk. These monks rarely leave their monasteries and become adventurers, and thus are rare as PCs.

Prestige classes are allowed with DM approval. Of course the original Farland prestige classes are encouraged.

PRESTIGE CLASSES

Council Sentinel

The history of the Council Sentinel extends all the way back to Seldorius and the second Cadre of the Wise. Attacked by unknown assailants, the archmage Seldorius of Farland recruited elite warriors to watch over the cadre meetings. Seldorius took great care to train and magically enhance these guardians. His teachings became the basis for the elite school of Council Sentinels. Although the Cadre has long since passed into legend, Council Sentinels can still be found standing guard over kings or treasure troves, and they still insist upon the full title of their order, out of pride in their ancient lineage. In fact, employing a Council Sentinel has long been a mark of prestige among kings and nobles of the Eastern Alliance Kingdoms.

Hit die: d10.

Requirements

To qualify to become a Council Sentinel, a character must fulfill all of the following criteria.

Alignment: Any lawful

Skills: Listen: 6 ranks, Spot: 6 ranks

Feats: Alertness, Combat Reflexes

Special: To become a Sentinel, a character must have trained with another Sentinel for at least six months, an expensive proposition at best (the actual price is left to the DM, although a Sentinel trainer charges by the week and doesn't accept every applicant).

Class Skills

The Sentinel's class skills are Climb, Intimidate, Jump, Listen, Read Lips, Ride, Search, Sense Motive, and Spot,

Skill points at each level: 2+ Int modifier.

Class Features

Enhanced Senses (Ex): A Sentinel gets a permanent enhancement bonus of +4 to his spot and listen skills.

Weapon and Armor Proficiency: A Sentinel is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

See Invisibility (Su): The Sentinel gains the ability to see invisible creatures and objects twice per day for 1 hour each time as per the spell. At 6th level this ability becomes permanent.

Defensive Attack (Ex): If someone is attempting to ambush, avoid detection by, sneak up on, or sneak by the Sentinel and he detects it, he may react immediately with a defensive attack that counts as a special attack of opportunity. If the attack hits, it is counted as a critical; if it is naturally a critical, it does twice the normal critical damage.

Defensive Awareness (Ex): The Sentinel retains his DEX bonus to AC regardless of being caught flat-footed or by surprise. At 8th level, the Sentinel can no longer be flanked, thus denying rogues the ability to use sneak attack. The exception to this is that a rogue four levels higher than the Sentinel may still flank him. The Sentinel is denied this ability if he is immobilized.

Armor bonus (Ex): The Sentinel gets a +2 dodge bonus to his armor class. This increases to a +3 bonus at level 7.

Body Shield (Ex): If the charge of the Council Sentinel is potentially struck in combat, the Sentinel may attempt to interpose his body between the charge and the blow. If the Sentinel has not yet moved in the round and he has an attack of opportunity remaining, he may immediately move up to one full normal move (he cannot double his move). If this move takes him to his charge, he makes an opposed attack roll and compares it to the roll that originally struck his charge. If the Sentinel's roll is higher, he has successfully

interposed himself and takes the damage that his charge would have taken. The charge takes no damage. At the end of the round, the Sentinel is left occupying the square in which his charge originally stood, and his charge is displaced five feet in a random direction. If there is no room for his charge to be displaced, the charge is knocked prone in the same square that the sentinel occupies.

Last-ditch defense (Ex): If the Sentinel's charge is struck in combat or faces extreme imminent danger, the Sentinel may use a last-ditch defense. The Sentinel gets a +4 moral bonus to attack and damage rolls for the remainder of the combat, and functions as if hasted (as per the spell). This ability does not stack with the actual haste spell. At the end of the combat the Sentinel must make a Fort save DC 15 or immediately loose 15 hitpoints because of the strain to his system. If this drops the Sentinel below -9, he dies. Even if he makes his save, he is fatigued (-2 to strength, -2 to dexterity, can't charge or run) for the duration of that encounter. In any case, this ability may only be used once per day.

Minor Invulnerability (Sp): The Sentinel gains a permanent minor globe of invulnerability as per the spell. He can choose to be affected by certain spells.

Level Abilities: The Council Sentinel

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Enhanced Senses
2nd	+2	+0	+3	+3	See Invisibility
3rd	+3	+1	+3	+3	Defensive Awareness
4th	+4	+1	+4	+4	Defensive Attack
5th	+5	+1	+4	+4	Armor Bonus, Body Shield
6th	+6	+2	+5	+5	See invisibility, improved
7th	+7	+2	+5	+5	Armor Bonus
8th	+8	+2	+6	+6	Defensive Awareness
9th	+9	+3	+6	+6	Last ditch defense
10th	+10	+3	+7	+7	Minor Invulnerability

Knight Protector of the Kingdom of Farland

The Order of the Knight Protectors of the Kingdom of Farland is the oldest and most famous order of knighthood on the entire continent. Its members have guarded the borders and kings of Farland for over a thousand years and, while they have not always been successful (the Dark Occupation is a case-in-point), the Knight Protectors have a hard-earned reputation as the foundation of the kingdom's strength.

Most NPC Knight Protectors in modern-day Farland defend the Order's last outpost at the Borderhold, but a select few wander freely in the old kingdom, fighting evil and spreading a message of hope wherever they can. These Knights-Errant also recruit new members and guide fugitives from the Lord of Anger's justice to places of safety. Fighters and paladins are the most common types of warriors drawn to the Order's banner, but some clerics and rangers serve as well. Barbarians, druids, monks, and rogues are rarely accepted into the Order, and sorcerers and wizards never are (the Knights distrust arcane magic). A

few bards are members many of the Knights-Errant come from such a background. Almost all Knight Protectors are human.

Hit die:d10.

Requirements

To qualify for the Knight Protector of the Kingdom of Farland prestige class, a character must fulfill all of the following criteria:

Alignment: Any non-chaotic, non-evil.

Base Attack Bonus: +3.

Skills: Knowledge (History): 2 ranks.

Special: Acceptance into the Order of the Knight Protectors of the Kingdom of Farland, which can be achieved by having familial connections or great renown as a warrior, or by completing a quest.

Class Skills

The Knight Protector's class skills (and the key ability for each skill) are Climb, Diplomacy, Handle Animal, Jump, Knowledge (History, Weapons, War), Ride, Sense Motive, and Swim.

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Knight Protectors are proficient in all simple and martial weapons, all types of armor, and all shields.

Shield Wall (Ex): The shield wall is the foundation of the Knights' defensive battle tactics. If at least four Order members are equipped with large shields and piercing weapons, they may form a line abreast and interlock their shields. When doing so, each participant occupies half the normal space; put another way, two participants fit in each 5' square. Every Knight in the line receives a +2 competence bonus to his or her Armor Class with no penalty to attacks. A shield wall may only move at half the speed of its slowest member and in a straight line; changing the direction a shield wall faces is a full move action for all involved and provokes attacks of opportunity as appropriate. Individuals behind the shield wall may attack over it with a 2 penalty to their attack rolls provided they are equipped with weapons of at least 10' reach.

Steadfast (Ex): At second level and every three levels thereafter, Knight Protectors gain a bonus to their saves against all enchantments and spell-like or supernatural abilities that affect morale.

Truestrike (Ex): Beginning at third level, a Knight Protector may strike a foe with unerring precision once per day. This increases to twice per day at sixth level and three times per day at ninth level. Truestrikes are as per the spell.

Bond with Mount (Ex): As they prove their merit and advance in rank, Knight Protectors are promoted from infantry to cavalry. Each Knight begins and ends the extensive training regimen associated with the promotion with the same horse, and upon completion of the training gains a permanent +5 competence bonus to all Ride checks with that horse only. If the Knight's favored horse is killed or retired, the Knight must train with a new horse for a minimum of three months before again gaining this benefit.

Born to Lead (Ex): Few achieve the esteemed rank of Knight-Commander, but those who do are widely regarded as the finest battlefield commanders a soldier could hope to serve under. At seventh level, a Knight Protector receives a +3 bonus to his or her Leadership score.

Dogs of War (Ex): A handful of the Order's most famous leaders have made the ultimate sacrifice for the Kingdom of Farland, usually in an hour of great need. Sir Roland Ganor in the Deadlands (7145 F.R.), Lord Cronardin at the Borderhold (7806 F.R.), the King's Warder upon the battlements of the Far City (7819 F.R.), these are the legends that have inspired countless generations of Knight Protectors. If a Knight-

Commander of the Order chooses to unleash the dogs of war, his or her Battle Outcome roll (see the Farland Mass Combat System) gets a +20 moral bonus, but his or her Casualties roll suffers a -10 penalty, and the Knight-Commander is slain during the battle.

Level Abilities: Knight Protector

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Shieldwall
2nd	+2	+3	+0	+3	Steadfast +1
3rd	+3	+3	+1	+3	Truestrike 1/day
4th	+4	+4	+1	+4	Bond with mount
5th	+5	+4	+1	+4	Steadfast +2
6th	+6	+5	+2	+5	Truestrike 2/day
7th	+7	+5	+2	+5	Born to lead
8th	+8	+6	+2	+6	Steadfast +3
9th	+9	+6	+3	+6	Truestrike 3/day
10th	+10	+7	+3	+7	Dogs of War

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Pikeman

The Pikeman is a specialized soldier trained in the use of the pike or polearm. These specialized warriors are as adept at close range fighting with their weapon as they are at long range fighting; in the hands of a Pikeman, a polearm becomes a versatile and especially deadly weapon. Thus units of Pikeman are a terrible sight to the eyes of an enemy army and individual Pikeman are an equally unwelcome sight in one-on-one combat. The city of Wyvernian has long been famous for its deadly Pikemen, and thus most are from this city.

Hit die: d10.

Requirements

To qualify to become a Pikeman, a character must fulfill all of the following criteria.

Feats: Weapon Focus: (a polearm), Weapon Specialization: (some polearm). The pike to which these feats apply must have a 10' range.

Special: To become a Pikeman, a character must have trained with a Pikeman for at least one month, an expensive proposition at best (the actual price is left to the DM, although a Pikeman trainer charges by the week). If the character is originally from the city of Wyvernian in Kelerak, the training time is halved, as Pikemen are an established and familiar part of the Wyvernian culture.

Class Skills

The Pikeman's class skills are Climb, Craft, Intuit Direction, Jump, Ride, and Swim.

Skill points at each level: 2+ Int modifier.

Class Features

Close-ranged Pike attack (Ex): A Pikeman can "choke up" on the handle of his weapon, shifting it from a weapon that threatens a square 10' away to a weapon that threatens a square 5' away. To use this ability, the square immediately behind the Pikeman must be empty and free of obstructions. Another Pikeman does not count as an obstruction. Choking up on the pike is a free action.

Weapon and Armor Proficiency: A Pikeman is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Superior Weapon Focus: Polearm (Ex): The Pikeman gains an additional +1 to attack with his polearm of choice. This bonus stacks with his prerequisite Weapon Focus: polearm

Ready Pike (Ex): When the Pikeman readies a pike with which he has Weapon Focus against a charge he deals triple the normal Pike damage.

Quick Polearm Attack (Ex): The Pikeman gets an additional +1 to initiative when attacking with a polearm with which he has Weapon Focus. This bonus stacks with any other bonuses to initiative that he already has, including Improved Initiative.

Devastating Attack (Ex): Four times per day the pikeman can declare a devastating attack. If the next attack hits, it is counted as a critical hit. If it is naturally a critical hit, it does twice the normal critical hit damage. This ability only functions with a polearm with which the Pikeman has Weapon Focus. This attack must be declared before the attack role is made. If the attack misses, it still counts against the number of times the ability may be used.

Level Abilities: The Pikeman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Close-ranged pike attack
2nd	+2	+3	+0	+0	Superior weapon focus: polearm
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Superior weapon focus: polearm
5th	+5	+4	+1	+1	Ready pike
6th	+6	+5	+2	+2	Quick attack
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Quick attack
9th	+9	+6	+3	+3	Superior weapon focus: polearm
10th	+10	+7	+3	+3	Devastating attack

Shadowwalker

The Shadowwalker is a defender of Elven lands, skilled in scouting, reconnaissance, and defense. Shadowwalkers are a brotherhood of twilight and shadow, ranging abroad in secret service to the Elven homeland. The Shadowwalkers account for much of the military and societal information the elves have about the outside world, and they are often the first, and sometimes last, line of Elven defense.

Hit die: d8.

Requirements

To qualify to become a Shadowwalker, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Skills: Move silently: 9 ranks, Hide: 9 ranks, Gather information 5 ranks

Special: To become a Shadowwalker, a character must be a elf or a half-elf. If the character is an elf he must be Doomed to wanderer in the outside lands and/or to protect the Elven race. Finally, the character must be accepted as a member of the Shadowwalkers by a ranking Shadowwalker and must spend 2 years in faithful service to the Shadowwalkers before he will be eligible for training to become a Shadowwalker prestige class. After all this, however, he must still be accepted into training, which is a separate decision entirely, made by ranking Shadowwalkers.

Class Skills

The Shadowwalker's's class skills are Climb, Concentration, Craft, Gather Information, Heal, Hide, Intuit Direction, Jump, Knowledge (Nature), Listen, Move silently, Swim, and Wilderness Lore.

Skill points at each level: 6+ Int modifier.

Class Features

Darkvision (Su): A Shadowwalker can see in the dark as though he were permanently under the effect of a Darkvision spell.

Shadow Armor (Su): The Shadowwalker becomes cloaked in a translucent film of shadow. The shadow is non-tangible yet somehow deflects weapons, granting him a permanent +2 to his armor class and acting as one-quarter concealment (10% miss chance). This effect stacks with all other armor enhancement. At 8th level, the Shadow Armor becomes improved, granting the Shadow Walker a +3 bonus and one-half concealment (20 % miss chance). He can cloak himself in the shadow armor at will as a free action.

Shadow Jump (Sp): The Shadowwalker has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The Shadowwalker can jump a total of 25 feet each day in this way, although this may be a single jump of 25 feet. This amount can further be split up among many jumps, no matter how small, but each jump counts as a 10 foot increment. This ability increases to 50 ft. at level 5, 75 ft. at level 7, and 100 ft. at level 10. Shadowjumping is a move equivalent action.

Shadow Walk (Sp): The Shadowwalker can use the spell shadow walk. He wills this effect, so there are no verbal or somatic components. The duration is figured using Shadowwalker levels only. The Shadowwalker cannot use this ability to travel to other planes besides the prime material plane and the plane of shadow. Shadow Walking is standard action.

Speak with Plants and Animals (Su): This ability functions as the spells of the same name, although the Shadowwalker merely wills it to occur, so there are no verbal or somatic components. The duration is figured using Shadowwalker levels only He can also speak with both plants and animals, switching back and forth between the two at the same time.

Weapon and Armor Proficiency: A Shadowwalker is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Level Abilities: The Shadowwalker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Darkvision, Speak with plants and animals
2nd	+2	+3	+3	+0	Shadow Armor
3rd	+3	+3	+3	+1	Shadow jump (25 ft.)
4th	+4	+4	+4	+1	Speak with plants and animals 2/day
5th	+5	+4	+4	+1	Shadow jump (50 ft.)
6th	+6	+5	+5	+2	Shadow walk (1/day)
7th	+7	+5	+5	+2	Shadow jump (75 ft.)
8th	+8	+6	+6	+2	Shadow armor, improved
9th	+9	+6	+6	+3	Shadow jump (100 ft.)
10th	+10	+7	+7	+3	Shadow walk (2/day)

Warlord

Master of mass combat and warfare, the Warlord is a fighter who has concentrated on large-scale, rather than individual combat. They are renown for their ability to snatch victory from the jaws of defeat, especially in the face of superior numbers or troops. An army led by a Warlord is a force to be reckoned with; high level Warlords will often leave their mark on history, in the manner of Alexander the Great or Julius Caesar. (This prestige class is meant to be used with the Farland Mass Combat System).

Hit die: d10.

Requirements

To qualify to become a Warlord, a character must fulfill all of the following criteria.

Feats: Leadership, Iron Will, Expert Tactician (from Sword & Fist)

Knowledge: War: 6 ranks

Special: A Warlord must have commanded more than 50 armed men for a period of time of over a month. In addition, he must have the real prospect for command of a large body of armed men in the future (i.e. he must have a King's patronage, be a Lord or Knight, or have the skill to raise an army of some sort. Deciding whether or not the character has fulfilled this requirement is the purview of the DM).

Class Skills

The Warlord's class skills are Bluff, Craft, Decipher Script, Diplomacy, Forgery, Gather Information, Intuit Direction, Knowledge, Profession, Ride, and Sense Motive.

Skill points at each level: 4+ Int modifier.

Class Features

Sense motive Bonus: A Warlord gets a +1 synergy bonus to his Sense Motive rolls when trying to sense the motives of a commander whose army he has engaged in the past. This bonus stacks with an additional +1 per time he has faced this commander, to a maximum of +4.

Weapon and Armor Proficiency: A Warlord is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Charismatic Leadership Feat and Increase: At 1st level, a Warlord gets the Charismatic Leadership Feat for free. Where indicated, the bonus that the Warlord receives to his mass combat roll is increased by one. Note that only a Warlord can increase this bonus by stacking Charismatic Leadership. Even a Warlord can only stack the feat three times.

Troop Motivation and Increase: At 2nd level, a Warlord gets the Troop Motivation Feat for free. Where indicated, the bonus that the Warlord receives to his armies' FORT save roll is increased by one. Note that only a Warlord can increase this bonus by stacking Charismatic Leadership. Even a Warlord can only stack the feat twice.

Limit Casualties and Increase: At 4th level, a Warlord gets the Limit Casualties Feat for free. Where indicated, the bonus that the Warlord receives to his casualties roll is increased by one. Note that only a Warlord can increase this bonus by stacking Limit Casualties. Even a Warlord can only stack the feat three times.

Level Abilities: The Warlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Charismatic Leadership feat, Sense motive bonus
2nd	+2	+3	+0	+3	Troop motivation
3rd	+3	+3	+1	+3	Charismatic Leadership increase
4th	+4	+4	+1	+4	Limit casualties
5th	+5	+4	+1	+4	Troop motivation increase
6th	+6	+5	+2	+5	Charismatic leadership increase
7th	+7	+5	+2	+5	Limit casualties increase
8th	+8	+6	+2	+6	Troop motivation increase
9th	+9	+6	+3	+6	Limit casualties increase

10th	+10	+7	+3	+7	Charismatic leadership increase
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Weapon Expert

The powerful Weapon Expert is found among all races and all societies (although historically there have been many Dwarven Weapon Experts). This is a being that has devoted his life to the study of one weapon. He has come to know his weapon so well that his ability with it is nearly superhuman, but if he loses his weapon he is particularly handicapped.

Hit die: d10.

Requirements

To qualify to become a Weapon Expert, a character must fulfill all of the following criteria.

Base Attack Bonus: +6

Feats: Combat Reflexes, Lightning Reflexes, Weapon Focus: any melee weapon, improved critical: same weapon

Special: To become a Weapon Expert, a character must have trained with another Weapon Expert for at least six months, an expensive proposition at best (the actual price is left to the DM, although a Weapon Expert trainer charges by the week and will probably be quite difficult to locate). A Weapon Expert must choose one individual melee weapon with which to train. The weapon must be at least masterwork. All of his abilities apply only to this weapon. The Weapon Expert also cannot fight with a weapon in each hand and use his class skills, as the second weapon distracts him from his primary weapon. If he loses his chosen weapon or voluntarily chooses to switch weapons, he must take two months to acclimate himself to a new weapon before he regains his class abilities. During this period he gets a 2 circumstance penalty to strike with this weapon, as he is still used to fighting with his old weapon. He can ever only be Expert in one weapon.

Class Skills

The Weapon Expert's class skills are Balance, Bluff, Climb, Craft, Jump, Ride, Swim, and Tumble.

Skill points at each level: 2+ Int modifier.

Class Features

Initiative Bonus (Ex): Experts get a +2 initiative bonus when fighting with their weapon. This bonus stacks with all other initiative bonuses. This bonus increases to a +4 at level 5; this bonus stacks with all other initiative bonuses.

Weapon and Armor Proficiency: A Weapon Expert is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Unbreakable (Ex): The Weapon Expert knows the limits of his weapon. In combat, the Expert will never allow his weapon to break, although it can still be broken by normal means. The weapon is immune to sunder attacks and breaking via a fumble.

Immune to fumbles (Ex): The Weapon Expert never fumbles his weapon. If he rolls a fumble, treat it as a normal miss. He also gets a +4 bonus on opposed attack rolls to avoid being disarmed.

Missile Deflection (Ex): If the Expert has his weapon in his hand, he may attempt to deflect missiles. This ability functions as the Deflect Arrows feat, except the Weapon Expert may deflect as many missiles per round as he has Weapon Expert levels.

Fearlessness (Ex): The Weapon Expert feels very confident when he has his weapon drawn. He gets a +4 moral bonus against fear effects in this situation.

Unerring strike (Ex): The Expert may strike unerringly, as per the true strike spell. He may use this ability once per day at level 3, and three times per day at level 7. Unerring strike is a standard action.

Wounding (Ex): Once per day, and for the duration of one combat, the Expert gains the ability to make his weapon function as if it were a magical weapon of wounding. This ability increases to twice per day at level six and three times per day at level nine. If his weapon is already a wounding weapon, he deals one extra point of wounding damage with it per strike.

Disabling (Ex): The Expert is skilled at using his weapon to severely hamper his opponent. He gains the ability once per day to use his weapon to make a touch attack to deal 1d6 points of temporary constitution damage by draining blood if his weapon is a piercing/slashing weapon, or 1d6 points of temporary strength damage if his weapon is a bludgeoning weapon. If his weapon is already a magical puncturing weapon, he gains the ability to deal 1d8 points of CON damage with it. If the disabling attack is naturally a critical hit, he deals an additional +2 ability damage. This ability damage is in place of normal weapon damage. This ability increases to three uses per day at level ten.

Level Abilities: The Weapon Expert

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Initiative bonus, Unbreakable
2nd	+2	+3	+3	+0	Immune to fumbles, Missile Deflection
3rd	+3	+3	+3	+1	Fearless, Unerring Strike (1/day)
4th	+4	+4	+4	+1	Wounding (1/day)
5th	+5	+4	+4	+1	Initiative bonus
6th	+6	+5	+5	+2	Wounding (2/day)
7th	+7	+5	+5	+2	Unerring strike (3/day)
8th	+8	+6	+6	+2	Disabling (1/day)
9th	+9	+6	+6	+3	Wounding (3/day)
10th	+10	+7	+7	+3	Disabling (3/day)

Wind Knight

Soaring through the clouds and bringing death from above, the Wind Knight is the master of flying mounted combat. The cavalryman of the skies, the Wind Knight has a special bond with his mount and can control it with peerless skill; he is lethal in single combat or as a complement to a land-bound army. Historically, the Elven race has produced many Wind Knights in the form of Griffon Knights, but since the Dark Conquest, several Orcish Wyvern Riders have been reported.

Hit die: d8

Requirements

To qualify to become a Wind Knight, a character must fulfill all of the following criteria.

Skills: Balance: Ranks 6, Handle Animal: Ranks 8, Riding (air): Ranks 10

Feats: Mounted Combat, Ride-by Attack

Special: To become a Wind Knight, a character must have successfully raised and trained a flying mount. If the Mount dies or leaves, the Wind Knight must raise and train a new one or buy a trained mount from another Wind Knight and spend two months training it before he regains his class abilities. If the mount dies, the Wind Knight suffers no penalties in terms of game mechanics, but he is emotionally devastated.

Class Skills

The Wind Knight's class skills are Animal Empathy, Balance, Climb, Handle Animal, Intuit Direction, Jump, Ride, Spot.

Skill points at each level: 4+ Int modifier.

Class Features

Bond with Mount (Su): Wind Knights have a unique bond with their mount. This bond gives them an empathic link, as per a wizard and his familiar. With this link, the Wind Knight may communicate commands or receive information. The mount and the Wind Knight can also communicate verbally in a language that other creatures cannot understand without magical assistance. A Wind Knight's mount can know four unusual tricks per intelligence point. A Wind Knight can automatically attack from the back of his mount without making a Ride Check.

Weapon and Armor Proficiency: A Wind Knight is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Increased Maneuverability (Ex): Because of its specialized training, a Wind Knight's mount's maneuverability class increases by one category.

Linked Saving Throws (Su): When the Wind Knight is within one mile of his mount and has an empathic link, both the Knight and the Mount benefit. The Knight may use any of the saving throws of the Mount if they are higher, and if they are not the Knight gains a +2 empathy bonus to any of his saves that are higher than the Mount's. Similarly, the Mount may use any of the saves of the Knight if they are higher, and if they are not it gains a +2 empathy bonus to its saves that are higher than the Knight's.

Mounted bonuses (Ex): The Knight gains a +2 proficiency bonus to attack and damage rolls when mounted.

Dive Bomb (Ex): Three times per day the Wind Knight may use his mount to dive and attack with exceptional speed. The Knight must be at least 30 feet from the victim. The attack of the Wind Knight acts as a mounted charge, but does additional damage if it hits. This damage stacks with all other bonuses, including critical hits, his own Mounted Bonuses, and damage from the Spirited Charge feat and other feats, but is added after the other damage is calculated. If the attack misses, the use is lost. The Wind Knight does additional damage at sixth and eighth level with his Dive Bomb. Mounts cannot dive bomb if carrying heavy loads.

Guard Mount (Ex): The Wind Knight gains a bonus to his Ride Skill whenever he uses the Mounted Combat feat to negate a hit to his mount.

Defensive Flight (Ex): Twice per day, the Wind Knight may spur his mount into evasive aerobatics. The defensive flight may last for three rounds and is a full round action each round (the Wind Knight or mount may not attack but the mount may move normally). During the aerobatics, the Knight and his mount each gain a +4 dodge bonus to AC. In addition, the speed of the mount doubles. The defensive flight can last up to three rounds, but at the end of the ride both the mount and the rider are winded for as long as they were flying defensively. Each suffer a -2 penalty to STR and CON and each may only take a single move (no charging, running, or flying faster). The mount may continue to fly.

Death from Above (Ex): Once per day the Wind Knight may swoop down with his mount and make a deadly attack on a victim. The Knight must be at least 30 feet from the victim, and the victim must be flat-footed or otherwise denied his DEX bonus to armor class for the Wind Knight to use this function. If the attack hits under these circumstances, the victim makes a FORT save with the DC being the Knights Ride Skill total. This attack is a full round action similar to a charge, although neither the mount or rider get an attack bonus or an AC penalty. If the attack misses the use is lost and if a creature is immune to critical hits it is immune to Death From Above. Mounts cannot deal death from above if carrying heavy loads.

Level Abilities: The Wind Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bond with mount, increased maneuverability
2nd	+2	+3	+3	+0	Linked saving throws
3rd	+3	+3	+3	+1	Mounted bonuses
4th	+4	+4	+4	+1	Dive bomb (+3 damage)
5th	+5	+4	+4	+1	Guard mount +2
6th	+6	+5	+5	+2	Dive bomb (+6 damage)
7th	+7	+5	+5	+2	Guard mount +4
8th	+8	+6	+6	+2	Dive bomb (+9 damage)
9th	+9	+6	+6	+3	Defensive flight
10th	+10	+7	+7	+3	Death from above

MISCELLANEOUS RULES

CRITICAL MISSES

When a character rolls a natural "1" he is in danger of a critical miss. He then rolls the d20 again and if he misses again (with a "1" or not) he has suffered a critical miss. Roll on the chart below. If a result doesn't make sense, simply look to the next one until it does. When a critical miss is suffered, a character loses all remaining attacks in the round and suffers the penalty from the chart below. A character with multiple attacks is only in danger of suffering a critical fumble on his first attack. All other ones rolled are treated only as automatic misses.

1. The weapon suffers a severe blow and is in danger of becoming damaged or destroyed. Apply the opponent's weapon damage to the attacker's weapon (minus strength bonus), first to the hardness, then to the hp.
2. The attacker's armor or shield is in danger of losing AC points or being destroyed. Use rules above. Divide the hp of the armor by the bonus to AC it provides. When an increment of HPs are lost, the armor loses 1 AC point. Armor or shield must be repaired to regain lost AC points.
3. The attacker is knocked prone, spending a move equivalent action in the next round while getting to his feet.
4. The attacker injures himself in some manner suffering 1d4 points of subdual damage.
- 5.-8. The attacker's weapon flies out of his hand in a random direction, landing 3-30 feet away.
9. The attacker becomes entangled in his equipment and/or disoriented. He must spend a standard action in the next round righting himself.
10. The attacker strikes the nearest random comrade or neutral party for normal damage, minus strength bonus. This is subdual damage, however.
11. One random item (not a weapon) of the attacker is damaged by a wild swing from his opponent. Item is in danger of breaking/becoming unusable. Use rules in 1 above.
12. The attacker is thrown off balance. He loses his dexterity bonus to armor class for one round.

DEATH

If a player's character dies, a good method of handling this situation is to roll up a completely new character, but start the new character at the minimum experience points needed to match the level of the lowest-leveled member of the group.

ECONOMY

The monetary system of Farland is based on silver.

15+ SP = 1 MP
10 SP = 1 PP
5 SP = 1 GP
2 SP = 1 EP
1 SP = 1 SP
1 SP = 10 CP
1 SP = 100 TP*

*A TP stands for tin penny (a half copper/half tin coin)

Of course, a player character may be able to get more than 15 SP for an antique electrum piece. As always, it is a buyers market. The most valuable metal in Farland is called Mithril (MP), or Truesilver. It is only found deep inside a few mountains on the whole continent, and is usually mined by dwarves. A mithril piece generally ranges in value from 15 SP to 25 SP, depending on the buyer. The most common coin, and the one used by the average person, is the silver piece. This means the DM must change gold to silver in the treasure tables, raising gold to platinum and platinum to gems. There is the same chance to discover gems as there is magic. Mithril is a treasure that is delivered at DM discretion; it is generally only found in the hands of Elves or Dwarves, who would go to war to keep it. Tin Penny coins are found in the same amount as copper and with double the chance of existing in a given treasure trove. Prices in the PHB should also be converted to silver, with CP becoming TP. Creation of magic items besides scrolls, potions, and wands stays the same price that it is in the DMG. Thus magic besides scrolls, potions, and wands becomes five times more difficult to acquire and is therefore exceedingly rare in Farland. The price for the creation of scrolls, potions, and wands is in silver. Wizard characters should be aware of this when they are choosing item creation feats.

In many kingdoms, the economy is damaged and subject to high inflation rates. This is due to poor ruling on the part of the evil Lords. Prices in the PHB are multiplied by 1.5 to 2 times.

RACES

Humans-- Humans are similar to the humans in multiverses everywhere. They come in all the varieties that we know on earth. They serve both evil and good, but tend to have a neutral bent. They may seem weaker than other races, but they have the ability to adapt quickly, which other demi-human races have trouble doing, being so long-lived. Most humans are somewhat tolerant of other races, but their evil rulers have taught many humans prejudices toward those of other races, as well as toward magic. Nevertheless, some of the most powerful lords are men.

There are six main human Kingdoms in Farland. These are Farland the Great, Zeland, Orland, Daven, Kelerak, and Kale. The first three Kingdoms make up the East, or what was known in the elder days as the Eastern Alliance. The last three make up the Kingdoms of the Far West. As of 8170 F.R. the Far West has been liberated from the Lords of Sin, at least nominally. Legend has it that all these kingdoms were born from the fall and sundering of the first human kingdom, Aelfar the Ancient. Thus, all the different human languages have something of a common root.

See PHB for height, weight and age effects.

Elves-- Elves are called the ancient or the *Elhil* (singular *Elhan*). They are a tall and beautiful race. They have less body hair than men do, and no facial hair. Elves tend to be skilled in magic as well as with swords or bows. There is something mysterious about the Elhil, and they almost always conduct themselves in a fashion that is noble; Elves tend to have the far-reaching goals of good in mind. Some contend, however, that the Elves' view of good means only absence of change. Elves live deep in the heart of the unexplored Belendale in the West, which they call *Ardaranel*. Some say that a few rare Elven settlements exist outside the Belendale, but they are always hidden. Elves are so rarely seen that they have almost become legendary.

Elven society is broken up loosely into families or Houses. An Elven village is made of a varying number of Houses, very loosely arranged hierarchically. Elves, of course, prefer to enjoy their long and contemplative lives without the hindrance of many rules, societal or otherwise. The capital of the elves is the hidden Summervale, or *Gloralion* in High Speech. It is the very antithesis of the heart of evil in Farland, the Wintervale. The elves named it thus to signify the undying opposition of good to evil. The present ruler of the Summervale is Baranwe the Tall, a wise and powerful Elhan.

height- (male/female) 72/65" +d6/d4+1" weight- 150/110# +10d10/6d10#.

Age- Elves do not die when they reach their age limit, but sail across the sea to an unknown place called *Faerie*.

starting age- 100+5d6 go to Faerie at- 350+4d100 (Elves can resist going to Faerie with a Will save vs. DC 16. They have to make this save once a year).

Dwarves-- Dwarves are a short, stocky, but invariably strong people. They have great powers of endurance, as well as a hardy resistance to cold and heat. Dwarves call themselves Khazak. Elves call them Nowgol. There are two types of dwarves: hill and mountain. The differences, however, are only in appearance and attitude. They do speak the same language, however the hill dwarves use the Mithhaud alphabet, while mountain dwarves use the Wawmar alphabet. Hill dwarves tend to be slightly shorter than mountain dwarves, as well as darker complected. Like all dwarves, they treasure their beards, although they do not braid or plait them as a rule. Hill dwarf women have slight beards also. Mountain dwarves also treasure their beards, and they tend to braid or plait them. Both sects of dwarves tend to live underground, with the latter living in mountains, and the former hills. They are excellent miners. The goblin races hate dwarves and attempt to kill them; they do not always succeed, as dwarves are fierce fighters. Dwarves are sober, pugnacious, introspective, suspicious, and greedy. They are also a strong force for lawful good. The ratio of males to females is 2:1.

There have been five Dwarven kingdoms or Dwarfholds throughout history. These are, in order of their founding: Liferock, Wawmar, Khallin, Mithhaud (or Mt. Silverload), and Dorlhaut. The first three were primarily mountain Dwarfholds, and the last two were primarily hill Dwarfholds. Both types of dwarves freely lived in all the kingdoms, of course. There have also been other, smaller Dwarven communities, but these are the largest and only true Dwarven nations. However, over the course of history, the six holds have fallen and almost all dwarves have lost their homes and become wanderers.

There have been many famous Dwarven heroes throughout history, and each clan and nation has its own favorite hero.

height-- 48/45 +d6/d6 (+2 for mt. dwarves) weight-- 140/110 +4d10 (+5d10 for mountain dwarves)

age-40+5d6 die at- 250 +2d100.

Duthan (Elven Blood or 'Half-Elven')-- When Elves and humans mingle, the result is a Duthan, which literally means "Elf-son" or "elf-friend." Having Elven ancestry up to 3 generations ago (1/8 Elven) is enough to qualify one as a half-elf for the purposes of these rules. Half-elves tend to resemble good-looking, slightly taller humans. They have a slight air of nobility about them. They tend to live upwards of 200 years. A half-elf has the curiosity, inventiveness, and ambition of the human race, and the refined senses, love of nature, and artistic tastes of the elves. In Farland they are rare and tend to live among the human race, although there are some half-elves that dwell with the elves. They may or may not have pointed ears, but do tend to have facial hair, although slightly less than a human.

Half-elves are truly a race without their own history or culture. They have always lived among either their Elven or human relatives. However, many of the human Lords from the old times had Elven blood. The most famous of these was Zestor Half-Elven, Lord of Kelerak, also called Wyvern Slayer, who ruled out of Dragonspur City. Queen Sybille the Diplomat is another famous Duthan.

height- 64/60" +2d8" weight- 140/95# +6d10 # age- 20 +1d6
live to- 125+3d20

Halflings-- Halflings, or *hobbitan* as they call themselves, resemble humans except they are half as tall. They tend to be slightly rotund and they always go barefooted. Their feet are leather-like with hair on the upper parts. Halflings eat often, and they hate adventures, as a rule. They can, however, be very stealthy. There are three types of Halflings: Tallfellows, Stout and Hairfoot, the latter being the most common of a

rare race. Tallfellows add +1 inch to height determination. Stouts have skill with direction and infravision out to 60' (15% chance to be stout, 20% chance to be tallfellow, 25% chance stout hairfoot mix, the rest hairfoot). In Farland, Halflings have been in hiding since the dark times, and have become rare. Shires almost do not exist, only small villages. Nevertheless, halflings have been known to accomplish great deeds.

Halfling communities and shires have their own independent style of government. A common form is the office of Thain and the office of Sheriff. Halflings dislike armed conflict and will avoid it at all costs. As a rule, they are conservative and conformist among themselves, following rules and laws, but have been known to enjoy causing a little mischief every now and then among the "big people." The only remaining shire is called Westdelving, located in and just south of the Forest of Blorn in Orland. Luckily the evil forces are still unaware of the existence of this shire. The greatest (and only) hoblitan hero was the former sheriff of Westdelving, Carl Paladin Merribuck, who was known for wielding the magical dagger Stealthheart.

height- 32/30" +2d8 weight- 52/48# + 5d4 # age- 25 +3d4
live to- 100 +1d100.

Gnomes-- Gnomes are akin to dwarves. They are slightly shorter and weaker than dwarves, with shorter beards and larger, bulbous noses. Most gnomes have dark tan skin and white hair. They are the second most long lived race, living close to 600 years. Gnomes prefer to live under wooded hills or small mountains. They tend to speak very quickly, running their words together. The typical gnomish name is 100+ letters long, as it tells the gnome's life history. It will increase with age. Gnomes tend to be very inquisitive and intelligent. Since the dark times, they have retreated deep under ground, and are more rare than hoblitan.

Gnomes live in extensive underground, burrow-like homes. They are clannish, with friendly rivalries occurring between neighboring clans. They spend their lives mining, crafting fine jewelry, and enjoying the fruits of their labor. They observe many festivities and holidays, which often involve nose-measuring contests. Their society is well organized, although not as regimented as Dwarven society. It has many levels of responsibility, culminating in a single Chief who is advised by a directorate of clerics. The gnomes' ancestral home was called *Jarwzeezok*, located in the valley of Mist. They were driven out by trolls and forced to found a new burrow-home in the small mountain they called *Sheltinnobortanu*. Ever since this time, the gnomes have hated and feared the troll race. The greatest gnomish hero was Laphapzapathan, who distinguished himself by slaying the troll-demon leader during the First Troll-Gnome War.

height- 38/36" + d6" weight- 72/68# + 5d4# age- 60+ 3d12
live to- 200+3d100

Half-orcs-- Orcs as a race are short-lived, but they can breed with any race besides elves. The result is a half-orc. There are half-orc goblins, half-orc hobgoblins, etc. The only subrace open to player characters is half-orc/ human. Most of these cross breeds look orcish, but 1/10 are sufficiently human to pass for one, although there are tell-tale characteristics of half-orcs. Half-orcs of human stock are slightly shorter than humans, but stockier and stronger. They tend to have squinting eyes, sallow faces, slightly enlarged lower canines, and unmistakable ugliness. They are valuable to an evil ruler, as they are more intelligent than orcs and tend toward evil (although a PC half-orc may be any alignment). The human and demi-human races generally dislike them.

Half-orcs are also a race without a heritage. There have been half-orcs as long as there have been orcs. Some half-orcs have distinguished themselves. One of these is the infamous Shagrat Blacktongue, former High Priest of Vornoth and general of The Lord of Lust. Blacktongue fell in the skirmishes that preceded the Battle of the Dragonspur, which occurred only a few years ago as of 8169 F.R.

Half-orcs tend to be particularly intimidating because of their appearance and the attitude they have needed to develop in order to survive in society. They get a +2 racial bonus on Intimidate checks. They are also very good at finding ways to survive. As such they get a +2 racial bonus on survival checks.

NEW FEATS

Dexterous Climb [General]

You are a climber who relies on agility rather than brute strength.

Benefit: You use your dexterity score rather than your strength score when making climb checks. You also get a +2 bonus to climb checks. If your strength becomes higher than your dexterity, you can still choose to use it instead, retaining the +2 bonus. This bonus stacks with the Athletic feat.

GREAT WHIRLWIND ATTACK

You can capitalize on the confusion left by a successful whirlwind attack.

Prerequisites: Dex 13, Int 13, Cleave, Combat Expertise, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Whirlwind Attack, base attack bonus +12.

Benefit: After using Whirlwind attack, if you have dealt a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra whirlwind attack against each remaining creature within reach. You cannot take a 5-foot step before making this extra whirlwind attack. The extra attack is with the same weapon but counts as the second attack in a round, i.e. it is at a -5 penalty. You can use this ability once per round; in no case can you make more than one great whirlwind attack, even if you drop another creature. If you use the Great Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Special: A fighter may select Great Whirlwind Attack as one of his fighter bonus feats.

IMPROVED DODGE [General]

You are good at dodging all attacks.

Prerequisite: Dex 13, Dodge.

Benefit: You receive a +1 dodge bonus to your Armor Class against all melee and missile attacks. A condition that would make you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select Improved Dodge as one of his fighter bonus feats.

MASS COMBAT IN FARLAND

This mass combat system is devised for ease of use. It can be used with entities as large as whole armies down to things as small as units or squads (it should not be used if one group has fewer than 20 soldiers or that will skew the results. It generally works best with 100 or more per side) One roll could decide a battle or the outcome of many rolls (who wins more individual engagements) could decide the battle. It can be used strictly on paper or with miniatures as markers. Only the bare bones of the system is given; this is intentional. Because we did not want the system to become unwieldy, we did not try to anticipate every eventuality; only the most common and important events are included. The rest is up to the Game Master's discretion and should be handled under the *Special Situations* modifier. There are also particular Feats and Skills relating to the Farland Mass Combat system.

DOWNLOAD THE MASS COMBAT PROGRAM HERE.

Basic Mechanics:

1. Side A d20 vs. Side B d20.
2. Consider the following categories for potential modifiers to the D20 roll:

Move
Armor Class
Melee Score
Experience Ratio
Troop Ratio
Discipline
Equipment
Leadership
Cavalry
Archers or Missile Troops
Magic
Special Situations
Miscellaneous Modifiers
Fatigue

Add any modifiers to the roll based on the *commander's feats and/or skills*. The commander may also get substantial bonuses if he is a Warlord Prestige Class or a Knight Protector Prestige Class.

3. The side with the highest total wins current conflict.
4. Then proceed to the "Battle Results and Casualties" section for the outcomes.

Modifiers

All modifiers are calculated using the average for the army. Use as many or as few modifiers as desired in order to make combat as simple or as involved as you desire; make sure you consider the same modifiers for both sides. This combat system assumes that at the very least each army possesses infantry and archers or missile throwers of some sort, making up 10% of each side. If either are missing then apply a -2 penalty to the deficient army's combat roll.

Move

<10ft.	-3
10ft.	-2
20ft.	-1
30ft.	+0
40ft.	+1
50ft.+	+2

Armor class

<9	-2
10 to 12	+0
13 to 15	+1
16 to 18	+2
19 to 21	+3
22 to 23	+4
24 to 25	+5
26 +	+6

Base Attack Bonus

+1 to +3	+1
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+4 to +7	+2
+8 to +11	+3
+12 to +14	+4
+15 to +19	+5
+20 to +25	+6
>+25	+8

Experience ratio (average level)

1:1	+0
2:1	+1
3:1	+3
4:1	+5
5:1	+7
6:1	+9
7:1	+11
8:1	+13
9:1	+15
10:1	+17
>10:1	+20

Troop ratio (add an additional +1 for every .5 advantage)

1:1	+0
2:1	+2
3:1	+4
4:1	+6
5:1	+8
6:1	+10
7:1	+12
8:1	+14
9:1	+16
10:1	+18
>10:1	+20

Discipline

Mob	-2
Trained	+0
Disciplined	+1
Highly disciplined	+2 to +4 (the most disciplined units were historically the Farlandish legions).

Equipment Quality (possessed by >30% of force)

Poor	-2
Average	+0
Masterwork	+2

Leadership (Charisma score of force's leader)

chr 3 to 9	-2
chr 10 to 11	+0
chr 12 to 13	+1
chr. 14 to 15	+2
chr. 16 to 17	+3
chr. 18 to 19	+4
chr. 20+	+5

Cavalry

20% of force	+1
100% of force	+3
30%+ of cavalry are archers	+1
Exotic beasts as mounts	+0 to +5 or more

Archers or Missile Troops

Opposing missile troops can not match the range or damage of attacking missile troops (shortbows versus longbows, etc.) +1

Magic

Any of significance	+1
2% of force possesses	+2
3% to 10%	+3
11% or greater	+5 or more

Special situations* +1 to +15

Miscellaneous modifiers

Higher ground or advantageous terrain*	+1 to +3
Defending stronghold	+5 to +15
Defender "dug in"	+1
Two or more siege engines verses stronghold	+1 to +5
Anti-infantry artillery*	+1
Ambush*	+1 to +4
Extreme temperature, exposed	-1 to -2
Dehydration	-1 to -3
Malnutrition	-1
Starvation	-2 to -3
Disease	-1 to -3
Disadvantageous situation (lighting, weather, etc.)	-1 to -3
Every three defeats in one year	-1
Every five victories in one year	+1
Major leader killed in last month	-2 (applicable 1/month)
50% of troops possess special feat	+1
Special Units	+1 to +4
Strategy or Tactics*	+1 to +4

*(In many cases, such as terrain, a commander may need to make a skill check using *Knowledge:warfare* in order to gain the pluses to attack or defense dice. This is generally true in the cases of those miscellaneous modifiers marked with an asterisk).

Fatigue

For every four weeks on the move (not a forced march) and engaging in any combat without at least two full days rest, troops must make a FORT save DC 15 using the saving throw of the average level soldier, but modified by the leader's charisma bonus or suffer a -1 penalty to their total combat roll modifier cumulative monthly until at least two full days rest have been taken for each missed month.

After a forced march for a period of one to two days, the army must make a DC 15 FORT save using the saving throw of the average level soldier, but modified by the leader's charisma bonus or suffer a -1 to all combat rolls within the next two days. If the army wishes to continue forced marching, the DC of the Fort save increases by two for every 1-2 day period in which they march. Armies can continue marching after they fail a Fort save, but penalties to combat rolls are cumulative, and they are not recovered until the army

has rested for as long as it has forced march. In any case an army can fail no more than five checks and continue forced marching until it must rest.

After combat, for every loss an army suffers it must make a DC 15 FORT save, modified as above or suffer a -1 on all combat rolls. The DC of this check increases by 5 for every subsequent loss that the army suffers without having at least a two-day rest in between losses. The penalty to the roll increases by one for every failed check up to a maximum of 5 to roll. The victor must also make a fatigue check after combat (DC 15 modified as above), but they gain a +2 morale bonus to their save. The endurance feat, possessed by at least 75% of troops, offers a bonus to save according to the rules outlined for the endurance feat.

Each combat roll represents six to eight hours of combat. Troops who wish to continue combat for an addition six to eight hour period straight suffer -2 fatigue penalty to combat rolls unless reinforced with additional troops representing no less than 50% of force. This modifier becomes -4 unless a fortitude save at DC 15 is made as expressed above. The endurance feat, possessed by at least 75% of troops, offers a bonus to save according to the rules outlined for the endurance feat. All percentage casualties lost are lost from the remaining percentage of troops.

The army with the over-all highest roll is the victor. Then use the procedure below to determine the results of the battle.

Battle Results and Casualties

After each Side calculates its total modifier using the above list of modifiers, each Side generates a random number between 1 and 20, and the army with the over-all highest roll is the victor. Then use the procedure below to determine the results of the battle. All casualty losses are 60 % wounded and 40% killed. Some percentage of these may also be captured at the DM's discretion.

Every roll represents a 6-8 hour period of combat, although there will certainly be periods during this time when combat slows or stops and then restarts.

All percentage casualties lost are lost from the remaining percentage of troops.

How much ground is lost is up to the DM.

Results (victor's combat roll beats loser's by this amount)

+0 (Tie)	After a foray, both sides simultaneously disengage to regroup. Both sides suffer 10% casualties with no ground lost.
+1 - +2	10% casualties; no ground lost
+3- +4	15% casualties; 50% chance some ground lost
+5 - +6	20% casualties; loser losses ground
+7- +8	25% casualties; loser losses ground
+9- +10	30% casualties; 50% chance of commander lost or killed or important info or equipment taken by victor*; Loss of ground.

+11- +13	45% casualties; 60% chance chance of commander lost or killed or important info or equipment taken by victor; Loss of ground
+14- +16	60% casualties; 90% chance chance of commander lost or killed or important info or equipment taken by victor; Army scatters unless a save versus willpower (DC 15) modified by surviving commander's CHR is successful. If save is successful, troops are pushed into stronghold or pushed at least five miles away from battlefield.
+17- +20	80% casualties; army routed. 95 % chance chance of commander lost or killed or important info or equipment taken by victor. 50% chance that a majority of survivors survivors can be captured or hunted down.
+21- +24	90% casualties; army routed. Remaining commanders captured or killed*. Surviving 10% escape unless somehow trapped.
+25 or greater	Victor has totally destroyed his opponent; there are few survivors. Prisoners or worm food?

* Lost commanders refer to NPCs. The DM should roleplay any possibility of PC capture or death.

Victor rolls d20 again to determine his own losses

Result:

The victor loses a percent of the loser's percent.

Example: loser (side B) takes 60% casualties; victor rolls a 7 on the table below then rolls a 3 on d6 this means the victor (side A) suffers 30% of the loser's percent of casualties, or 18%. If side B originally had 1000 men, they lose 600. Side A suffers 30% of 600 or 180 men.

If the victor has won by +5 to +9, he gets a +1 on his casualties roll, +10 to +14, he gets a +2, +15 to +19, he gets a +3, +20 to +24, he gets a +4, and +25 or more he gets a +5 on his casualties roll.

Natural 1	Roll again with -5 penalty. If the result from the penalty is again 1 or below, the victor suffers 100 % of loser's casualty percentage; 50% chance a commander has been lost*. If this result is due to consecutive natural ones, the victor loses 110 % of the loser's percentage, and there is a 75% chance a commander has been lost*.
Modified 1 or below	90% of loser's casualties, 25% chance a commander has been lost.
2- 5	20% to 80% of loser's casualty percentage; 15% chance a commander has been lost*.
6 - 11	10% to 60% of loser's casualty percentage; 10% chance a commander has been lost*.
12 - 15	10% to 30% of loser's casualty percentage.
16 - 19	5% to 20% of loser's casualty percentage.

Modified 20 or higher 5% of loser's casualty percentage.

Natural 20 Roll again with +5 bonus. If this is the result is again 20 or above, the victor suffers 2% of loser's casualty percentage. If this result is due to consecutive natural twenties, the victor suffers no casualties and receives a +1 modifier to next combat roll within three days.

- Lost commanders refer to NPCs. The DM should roleplay any possibility of PC capture or death.

MASS COMBAT FEATS

Mass combat feats can only be used by a commander who commands a unit of twenty or more troops. No mass combat feat can be taken more than once, except by certain prestige classes like the Warlord. Mass combat feats are general feats. Click [here](#) for an example of these Mass Combat feats in action during the Battle of King's Field.

Charismatic Leadership

You are skilled at motivating troops and armies to fight harder.

Prerequisites: Chr 13+, Leadership, leadership score of 8+

Benefit: Troops that you command get a +1 to their combat rolls when determining mass combat.

Employ Artillery

You specialize in employing anti-infantry artillery successfully.

Prerequisites: Chr 13+, Leadership, leadership score of 9+

Benefits: After succeeding at using anti-infantry artillery through a *Knowledge: warfare check*, you gain an *additional* +1 on your attack dice.

Employ Special Troops

You are skilled at employing your troops effectively in special combat situations.

Prerequisites: Chr 13+, Leadership, Charismatic Leadership, Leadership score of 11+

Benefit: When ten percent or more of your troops qualify as "special troops" (i.e. they can fly, burrow, possess innate magical attacks, etc.) you gain an additional +1 to your combat roll when employing them.

Limit Casualties

You know how to limit the amounts of casualties suffered in an assault.

Prerequisites: Chr 13 +, Leadership, Leadership score of 10+

Benefits: When victorious in combat, add +1 to your die roll when determining casualties.

Troop Motivation

You are skilled at motivating tired troops to continue fighting.

Prerequisites: Chr 13+, Leadership, Charismatic Leadership, Leadership score of 10+

Benefit: Troops (groups of more than ten people) that you command add a +1 when making FORT saves against fatigue.

Wage Siege

You know how to effectively besiege an opponent.

Prerequisites: Chr 13+, Leadership, Leadership score of 12+
Benefit: While attacking a besieged opponent, you get +1 to your attack roll.

MASS COMBAT SKILLS

Knowledge: War (Int; Trained Only)

Use this skill to conduct a war, maintain an army, and gain an advantage in battle. The following explains how this skill relates to the Farland mass combat system. This skill is quite necessary to be an effective leader of troops.

Task	DC
Maintain a supply train, unopposed	12
Successfully relay timely order on the battlefield	15
Raise Discipline of Troops	20 (to qualify as trained; +2 per each rank above trained)
Successfully "dig in" an army	15
Support Troops in hostile terrain with supply line	20+
Use terrain to an advantage, unopposed	20
Use terrain to an advantage, opposed	Opposing <i>Knowledge:warfare</i> check
Support troops in hostile terrain by foraging	25
Successfully use anti-infantry artillery	25
Use tactics successfully against an enemy	Opposing <i>Knowledge: warfare</i> check
Ambush	Opposing <i>Knowledge: warfare</i> check (possibly after successful employment of spies)
Successfully employ spies to determine enemy movement or plans (if spies, time, and resources are available)	30+
Other specialized war-related task	20-30+

Successful use of this skill is highly dependent on situation and resources. Some things, such as spying, cannot be attempted without sufficient resources, while other things, such as advantageous terrain, may come by luck. If an army is on higher ground when they are attacked then there is no need for the commander to make a check. Many times whether or not the skill may be used is up to the DM. Successfully accomplishing most of these tasks will allow the user's army to enjoy the benefits allowed in the mass combat system, usually a bonus to the combat roll.

THE BATTLE OF KING'S FIELD

This is an example of the **Farland Mass Combat system**.

7th of Nelt, 8170 F.R. (9 P.L.)

The Situation

Dragonspur City has suffered. It was long oppressed by the Lord of Lust and his ill-conceived policies, but it was freed 9 years ago. Unfortunately, this freedom, far from relieving the misery of the populace, has brought strife. In 8165, the city barely defeated the armies of The Winged One, the son of the Lord of Lust, in the Battle of the Dragonspur. Now, in the year 8170, a new threat looms over the city: the Lord of Envy, ruler of Orland, is attempting to retake the Dragonspur on behalf of his Captain, the Lord of Anger (perhaps Envy also has selfish motives.) To this end, he has sent one of his best generals, Angus Neebrok, to attack the forces of the city. Neebrok fights under the banner of the Lord of Envy, which is *Vert, the chief engrailed sable, a decrescent argent*

Neebrok attacks in two waves. He sends Captain Richard Darellor to feel out the forces of the city. However, Darellor and his small army are defeated in the Battle of Spurditch, fought in the fields to the north of the city. This defeat is only possible after the two factions of the Spurite army, the Standing Battalion and the Spur Elites, are reunited (the locations of the former camps of these two factions are represented by the numbers 1 and 2 on the above map, respectively).

It seems, though, that Neebrok has held most of his forces in reserve. Learning of Darellor's defeat, Neebrok approaches the city from the South East with a force of 2500 orcish infantry (who also double as archers) and 500 Orlandish Cavalry. He encamps on King's Hill approximately two miles away from The Borough, where the Spurite army has dug in. They are fighting under the ancient arms of Kelerak, which is *Or, the claw of a forest dragon proper upon a throne vert*. After all the recent fighting, the Spurite forces consist of a meager 1250 men (300 cavalry, 300 archers, and the rest infantry). The Spurites are counting on reinforcements from Green City consisting of 1000 infantry and 500 cavalry. The whereabouts of these reinforcements are unknown. Moreover, the General has a secret weapon: five shadow mastiffs, whose howls and attacks trouble the Spurite forces and shake their already damaged morale.

The battle is recorded to have proceeded as follows (*italics represents meta-game information*):

Phase One

The Orcish forces begin the fight, under cover of night, by attempting to attack with a force of 500 orcish commandos. These elite troops attempt to cross the field unobserved and enter the camp of the sleeping Spurites; the Spurites are warned and are able to send out infantry and archers to meet this attack. The orcs, not expecting heavy resistance, flee after a token skirmish. There is little loss of life to either side, although the orcs suffer more casualties. The Spurite forces kill the wounded orcs; after all, they feel that that is the fate they can expect if they are wounded or captured.

500 Orcish Commandos

Battle Modifier: +5 (BAB +1 to +3, leader's CHR 17-18, special unit, leader has CHR LDRSHP feat. The General attempted an ambush here to gain a bonus to his combat roll but failed in the opposed Knowledge (War) skill check and thus received no further bonus.)

650 Spurite Infantry, 300 archers

Battle Modifier: +5 (BAB +1 to +3, leader's CHR 14-16, bad lighting, archers versus no archers, special tactics)

Modified D20 Rolls

Orcs: 12

Spurites: 13

Outcomes:

Orcs lose 15% (75 orcs) and retreat to their fortifications.

Spurite casualty roll: 12

Spurites take 20% of the percentage of Orcish casualties (or 3%, which is 29 men) and hold the field.

Phase Two

8th of Nelt, 8170 F.R. (9 P.L.)

The next day, General Neebrok chooses to attack, even though his orcs hate the sunlight. It is not, however, a very bright day. Moreover, it is tactically more important to keep the Spurites from resting and to strike before any possible reinforcements arrive. Thus, he orders a charge of infantry and cavalry. The orcish infantry stop in mid-charge to loose flights of arrows, but their bow range is inferior to that of the Spurite archers, so they charge the Spurite infantry, hoping to get in amongst them to avoid the deadly longbow arrows of the enemy. Simultaneously, armored enemy Orlandish Cavalry charge the length of the field and meet the Dragonspur cavalry in a thunderous clash of arms. The initial attack is with lances, but fighting between the cavalry soon turns to sword and mace.

The archers of Dragonspur split into two battalions, lending support to both the infantry and cavalry. The Spurite cavalry manage to rebuff the attack of the enemy horsemen, causing them to retreat back down the field with loss of life. The infantry, however, are not so lucky. They are overwhelmed by the orcish charge and begin to suffer losses. Some orcs manage to break through the line of foot soldiers to engage the archers. The cavalry moves to assist but is once again faced with an enemy cavalry charge, which they again rebuff. They are then forced back, though, as they find that they have no infantry support. Worse, the shadow hounds seem to tear through the soldiers of Dragonspur, leaving havoc in their wake. All three units of the Spurites are forced back behind their fortifications, where the existing defenses allow them to rebuff the orcish attack with difficulty. The Orcs hold the field but withdraw to the Eastern side, although they do not return to their fortifications. They discover, however, that during the combat some heroes of Dragonspur managed to slay the shadow mastiffs.

Cavalry Skirmish:

500 Orlandish Cavalrymen

Battlemodifier: +8 (50' move, AC 16, +1 to +3 BAB, leader's CHR 17-18, +1 cavalry, +1 CHR ldrshp feat)

300 Spurite Cavalrymen, 150 Archers

Battlemodifier: +7 (50' move, +1 to +3 BAB, leader's CHR 14-16, +1 cavalry, +1 archers, +1 Tactics [archers free to fire on cavalry unmolested])

Modified d20 rolls:

Orlandish Cavalry:10

Spurite Cavalry:17 (lucky roll!)

Outcomes:

25% of the Orlandish cavalry (150 men) are wounded or killed and they are forced to withdraw. The wounded are taken prisoner.

Spurite casualty roll:8

Spurites take 40% of the enemy's casualty percentage (total of 10% or 45 men, 30 cavalry and 15 archers) and temporarily hold the field.

Infantry Skirmish:

2425 Orcish Infantry

Battlemodifier: +9 (+1 to +3 BAB, leader's CHR 17-18, CHR ldrshp feat, 3:1 ratio, shadow hounds, sunlight)

631 Spurite infantry, 140 archers

Battlemodifier: +5 (+1 to +3 BAB, leader's CHR 14-16, magic [spellcasters supporting] detached archer battalion)

Modified d20 rolls:

Orcs:22

Spurites:13

Outcomes:

30% of the Spurites are disabled and killed (231 men, 176 infantry and 55 archers) and they are forced behind their entrenchments.

Orcish casualty roll: 7

Orcs take 40% of loser's casualty percentage (12% or 291 orcs) and hold the field.

Phase Three

The Orcs are preparing to press their advantage when their spies inform them that a large group of reinforcements are less than a day's march to the north. General Neebrok decides to retreat behind his own fortifications to weather this new attack. He is confident that victory is still at hand.

The Spurites also learn of the approach of the Green City army. They send word to the army as to tactics, then, with renewed morale they advance on the enemy camp. The cavalry are forced to dismount, as they must cross a ditch and scale an earthen wall.

When they arrive, the Green City troops are ordered to split and attack the orcish army from the North and North East, while the defenders attack from the West. As night falls, the battle begins. The battle hangs in the balance, with much losses on both sides, when suddenly there is word from a scout. The dwarves of the Glitterjewel clan have arrived and are advancing rapidly from the South! They fight under the ancient arms of the Dwarfhold Khallin, from whence their clan hailed in olden days. The arms are *Azure, the chief embattled blanc, a hammer over an anvil, both proper*. The dwarves had to go through the huge Dragonspur city and cross the great bridge of Keler, which is the only fording point of the Liferock river within 60 miles; thus they are arriving at the battle late. Yet the 300 dwarves are clad in frightening dragon masks and bear great war-axes and shields. In tight formation, the dwarves throw down the orcs' southern fortifications, their armor turning aside nearly all blows. The humans attack with renewed vigor. Caught between this pronged attack, the orcish army is crushed. A scant 430 or so break through the lines and flee East. Rejoicing, the human and dwarves count their dead. There are many losses, but the city is safe-- for now. Unfortunately, General Neebrok has escaped.

2134 Orcish Infantry

Battlemodifier: +4 (+1 to +3 BAB, leader's CHR 17-18, CHR ldrshp feat)

2210 Spurite and Green City infantry, 200 archers, 300 dwarves

Battlemodifier: +6 (+1 to +3 BAB, leader's CHR 14-17, detached archer battalion, night, tired, dwarves disciplined with masterwork equipment, high armor class, and special unit versus fortifications)

Modified d20 rolls:

Orcs: 7 (an unlucky roll!)

Spurites and allies: 24 (another lucky roll!)

Outcomes:

80 % of the Orcs are disabled and killed (1707 orcs) and they are routed.

Spurite casualty roll: 9

Spurites take 30% of loser's casualty percentage (24% or 599 men and 51 dwarves) and are victorious.

APPENDIX

MAP OF FARLAND:



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