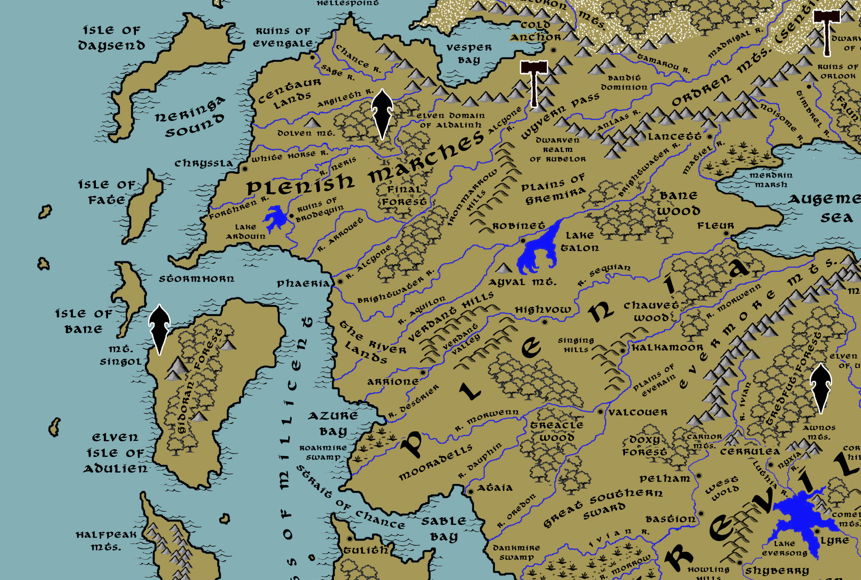
Notes on the lands of Plenia



**Table of Contents**

* [**Overview**](#HeadersOverview)
* [**Towns and Cities**](#HeadersTownsandCities)
* [**Best in the Land**](#HeadersBestintheLand)
* [**Stewards of Power in this Land**](#HeaderPowers)
* [**Points of Interest**](#HeadersPointsofInterest)
* [**History**](#HeadersHistory)
* [**Local Goods**](#HeadersLocalGoods)
* [**Notes on Culture**](#HeadersNotesOnCulture)
* [**Local Deities**](#HeadersLocalDeities)
* [**Creatures**](#HeadersCreatures)
* [**Other Races**](#HeadersOtherRaces)
* [**Magical Items**](#HeadersMagicalItems)
* [**NPC Templates**](#HeaderNPCs)
* [**Developer Notes**](#HeadersDeveloperNotes)

**Overview**

The far western reaches of Amadar were home to the Phranes at the dawn of Nemmyrl. The Phranesh tribes grew to enormous power during the Primordial Ages, conquering tribes throughout Western Amadar including those of present-day Treviland, Erigoth, and even Tirudor. The Phrane Empire lasted from 160 PA2 for over six hundred years, but was driven out by native peoples from 830 to 860 PA2. After that the Kingdom of Phrane persisted west of the Marwenn River through most of the the Primordial Ages. In 290 PA4 the Phranesh king **Aleaume** foolishly waged war on the elves and the kingdom was decimated.

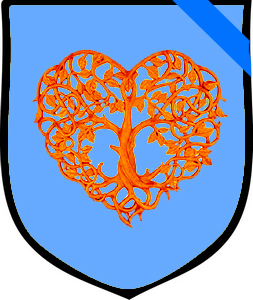
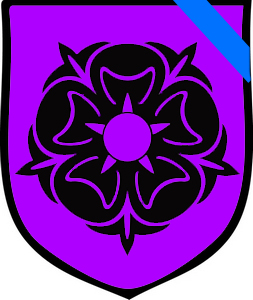
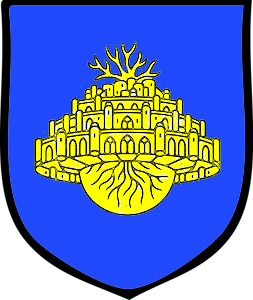
In the First Ancient Age **Jacotin** of Phaeria united the **Harduin** tribes in the region and the Kingdom of Harduin was born. This was a prosperous kingdom, but they fell to the Orc menace in the Fourth Ancient Age at the hands of Hrolith’s armies.

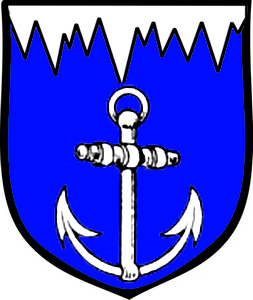
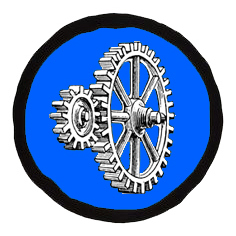
In the Second Written Age the Celedonian Empire was collapsing. But they had managed to eliminate the Orc infestation in Amadar and in their wake the **Plenish** tribes took over. In 722 WA1 Genovefe of the Plenish tribes united her people in overthrowing the Celedonians and became the first queen of the Plenish.

Peoples

* Harduin
* Gremiran
* Aldeian
* Atiri

**Towns and Cities**





* [Chryssla](#chryssla) – small city, sign of the centaur, House Jaubert
* [Lancett](#lancett) – small town, sign of the beacon, House Boffrand
* [Phaeria](#phaeria) – large city, sign of the escallop (sea shell), House Dumont
* [Robinet](#robinet) – large town, sign of the cockatrice, House Blondeau
* [Arrione](#arrione) – metropolis, sign of the city and tree, House Pelletier
* [Highvow](#highvow) – small town, sign of the flaming chalice, House Halcourt
* [Fleur](#fleur) – large town, sign of the five-petal flower, House Chardin
* [Ataia](#ataia) – large city, sign of the sea lion and crescent moon, House Duclos
* [Valcouer](#valcouer) – large town, sign of the tree heart, House Azais
* [Kalkamoor](#kalkamoor) – large town, gnome settlement, sign of the gears, House Bogilbest
* [Cold Anchor](#coldanchor) – small town, sign of the anchor and icicles, House Lerocq
* [Druindar](#druindar) – large town, sign of the wings and star, House Cromier
* [Tulith](#tulith) – small city, sign of the dolphin, House Bardin

**Best in the Land**

Wine: Chryssla (Dulcelina wine), Phaeria (Helissent wine), Arrione (Auberée wine, Guild Home), Highvow (Tenebresh wine), Ataia (Maalot wine), Valcouer (Faible wine)

Steel: Lancett

Ports of Trade: Phaeria, Arrione, Cold Anchor

Ship Building: Phaeria, Ataia

Dyes: Fleur

Perfume: Fleur (Tamarinde scent)

Textiles: Ataia, Tulith

Timber: Valcouer, Druindar

Arts: Arrione

Magic: Arrione

**Stewards of Power in** **this Land**

Kings and their armies are not the only wielders of power. There are many unseen friends and foes that shape the destiny of the land. Each of the groups listed below are well known to the people of this region. Some are feared, others venerated. All of them play their part in the grand drama of this land’s story.

**Merchant Companies**

Azimuth Alliance – Phaeria

Merchants Meridia - Arrione

**Mercenary Companies**

(none)

**Smuggling Rings**

The Sable Fellowship - Ataia

**Centers of Worship (Churches, Cathedrals, Shrines, Lodges, Temples)**

Cathedral of the Scythe - Chyrssla

Chapel of the Red Hands - Lancett

Cathedral of the Skyward Spire - Phaeria

Chapel of the Unseen Summit - Robinet

High Cathedral of the Severed Sword - Arrione

Chapel of the Penitent Pledge - Highvow

Chapel of the Mute Saint - Fleur

Selvage Cathedral - Ataia

Chapel of the Secret Fountain - Valcouer

High Cathedral of Garl Glittergold - Kalkamoor (gnome)

**Orders of Paladins**

Order of the Eyre – Arrione

Order of St. Joudain – Valcouer

**Druidic Circles**

Circle of Abeille – Chryssla

Circle of the Tercel Talon – Fleur

**Bands of Rangers**

Band of Renar - Chryssla

Band of the Badger - Lancett

Band of the Tangle Thorn - Robinet

**Schools of Magic**

Gargouille Sanctum – Arrione

**Bardic Colleges**

Bardic College of Advenia – Arrione

**Warrior Academies**

Bayarden – Highvow

**Assassins Guilds**

Envoyés – Arrione

**Cults**

Cult of Devalo – Robinet

**Other Guilds**

Barrande Forge (steel, weapons) - Lancett

Vinifera House (wine) - Arrione

**Monasteries**

Monastery of the Summer and Winter Suns - Iron Marrow Hills

Monastery of the Singing Sun - Treacle Wood

Monastery of the Silver Script - Isle of Adulien, Gidoran Forest

**Pirates**

Captain Headwind Delon – Isle of Bane

Captain Galleren Lecerf – Isle of Giserne

**Points of Interest**

* Isle of Fate – Onoran, a bronze dragon
* Isle of Bane
* Isle of Adulien
  + Druindar
  + Gidoran Forest
    - site of the **Monastery of the Silver Script**, where monks train and study in the ways of Ogma, god of eloquence, oratory, poetry, and writing
* **Isle of Giserne**
  + Halfpeak Mountains
    - Dwelling place of the **Ouragan** tribe of Storm Giants, known by their sign of the five lines swirling in a gust of wind
    - Here lurk the tribe of Sahuangin known as the **Zalkaresh**, known by their sign of a single shark fin cutting through waves.
* Isle of Fredegn
* Tulith
* Holmdel Forest
* Hellespoint
* **Neringa Sound**
  + Here lurk the tribe of Sahuangin known as the **Shalkyra**, known by their sign of the crescent moon symbol with water droplets.
* Storm Horn
* Straits of Millicent
* Azure Bay
* Straits of Chance
* Sable Bay
* Final Forest
* Bane Wood – once the home to elves, it is now a haunted forest teeming with fell creatures. It is said to be the haunt of the witch **Adremane**
* Chauvet Wood
* Treacle Wood – site of the **Monastery of the Singing Sun**, where monks train and study in the ways of Hillon, sun god and god of music
* Plains of Gremira
* Verdant Valley
* Sage River
* Argileth River
* Forthren River
* Neris River
* Arrouet River
* Alcyone River
* Brightwater River
* Aquilon River
* Fontreux River
* Matiel River
* Chance River
* Sequian River
* Morwenn River
* Dauphin River
* White Horse R.
* River Destrier
* Oredon River
* Ardouin Lake
* Talon Lake
* **Roakmire Swamp**
  + Here dwells the tribe of Saurians known as the **Sizibog**, known by their sign of the curled possum tail
* **Cauldron Mts**.
  + Here dwells the Dwarven Kingdom of Rubelor (see below)
  + Here dwell the **Karzunn** tribe of Fire Giants known by their sign of the Burning Ram – they roam the Cauldron Mountains and beneath them, drawn to the delicious heat of the Kar-ka-raak furnace of the Rubelor Dwarves as well as the many open heat vents deep underground.
* **Ordren** (Sentinel) Mts.
  + Here dwells the Dwarven Kingdom of Citerak (see Amadar Northwest atlas)
* Dolven Mt.
* **Ayval Mt.** – a dormant volcano, Ayval is a wide, squat mountain darkened by ash and veiled by low-hanging clouds. It was here in the Fourth Primordial Age that it erupted, destroying the town where Robinet now stands. In the Third Written Age Helicent Dufour made a pilgrimage here seeking aide against the Norgardian invaders. She was met with a visit by Heironeous and made into a champion. Doubtless there are seething elemental powers at work in the depths of the mountain, but few dare venture here to explore them.
* Evermore Mts.
* Halfpeak Mts.
* Paramour Peak
* Iron Marrow Hills
  + Here dwell the Gnolls of the Leenee tribes.
  + site of the **Monastery of the Summer and Winter Suns**, where monks train and worship Áine and Grian, goddesses of the summer sun and winter sun
  + It was here in 867 AA3 that the seldom-seen Hill Dwarves of the Ironmarrow Hills used their elevated home to route Orc forces in the Gremira plains during the Great Orc War of the West. Toltag Bittertuth and his warriors slayed the red dragon Fornos at the head of the Orc armies.
* Verdant Hills
* Singing Hills
  + Here dwell the goblins tribes called the **Fidroks**, known by their sign of twin stones.
* **Aldalinh - Elven Kingdom, located in the Final Forest, sign of the black swan**
  + The high lady **Elisven Rodara** (f) rules over and protects the Elven people of Aldalinh, who make their home in the Final Forest and the march lands of Plenia. Here, the Taurean or Forest Elves serve as wardens of the forest as well as of the Three Sisters: the rivers Arglieth, Forthren, and Alcyone flowing westward out of the Cauldron Mountains.
  + The Aldalinh were once bound to the sea, but their coastal settlements fell during the Great Orc War of the West. Today they navigate the rivers by small boats that are harbored within the wood at **Naiana**, a secret harbor only trusted friends are allowed to use. They also operate a fleet of small ships in the Neringa Sound. The Llyrial domain of Vaya, or sea elves, that inhabit the shores of the Isle of Daysend are on-again, off-again allies. In truth the Aldalinh have little patience with the Lyrial Elves, for they seem frivolous and uninteresting.
  + Gylledha - Elven town of Aldalinh
  + Ellashor - Elven city of Aldalinh
  + Faenion - Elven town of Aldalinh
  + Lydeira - Elven town of Aldalinh
  + Silveroak - Elven town of Aldalinh
* **Rubelor - Dwarven Kingdom**
  + Stoneruun - Dwarven town of Rubelor
  + Morkil - Dwarven town of Rubelor
  + Godhelm - Dwarven city of Rubelor
  + Gilderok - Dwarven town of Rubelor
  + Feldspear - Dwarven town of Rubelor
  + Westerm Keep - Dwarven outpost of Rubelor
  + Hammer Keep - Dwarven outpost of Rubelor
  + Queen's Keep - Dwarven outpost of Rubelor
  + Eastern Keep - Dwarven outpost of Rubelor
  + Northern Keep - Dwarven outpost of Rubelor
* Plenish Marches – location of the keep of **Verninac the Summoned**, Arch Mage of the Plenish lands
* Centaur Lands
* Mooradells
* **Adulien - Elven Kingdom**
  + Caldalir - Elven town of Adulien
  + Elebreth - Elven city of Adulien
  + He'inatha - Elven town of Adulien
  + Merelien - Elven town of Adulien
* **Ruins of Evengale** – once a part of the Harduin Kingdom but fell in the Great Orc War of the Third Ancient Age
* **Ruins of Brodequin** – once a part of the Harduin Kingdom but fell in the Great Orc War of the Third Ancient Age



**Chryssla**

**Size:** small city, population 12,000, guards / soldiers 120, militia 600

**Trade Goods:** wine, flax, gems

**Local Goods:**

**Standard:** sign of the centaur

**Colors:** brown and green (with blue ribbon for Plenia)

**Patron Deity:** Pelor; Saint Aleamme of the Narrow Path

**Ruler:** Duke Severin Jaubert and his wife Sophie (f)

**Home**: Castle Arrouet

**Steward**: Gilet Giraud

**Marshal**: Arnoul Brunelle

**House Priest:**  Guion Toutain

**House Adviser (Scholar/Mage/etc):**  Isouda Pierrat (f)

**Captain of the Guard**: Thomas Chéreau

**Knights in Service**:

Florent De Villiers

Gieffroy Leclère

Thevot Passereau

Racildis Pierlot (f)

**Local Powers:** Hard Heard (thieves guild), Cathedral of the Scythe, Circle of Abeille (druid order), Band of Renar (order of rangers)

**Local Sites:** Maiden Corage Inn & Tavern, The Green Falcon Inn & Tavern, Dulcelina Vineyards (a chapter of the Vinifera Wine Guild in Arrione), The Courtly Maid (brothel)

**Description:**

Chryssla is located deep within the **Plenish Marches**, situated on the coast overlooking the **Neringa Sound**. The small city sits atop a rocky promontory that juts out into the ocean. Its walls are high and strong facing the causeway leading to land. Fields of blue stretch out from the base of the promontory, groves of flax that are tended by farmers. Far out from the city is a low wall serving as an outer perimeter fence. Guard towers stand every quarter mile, built atop wide pillars dating back before recorded history. Strange inscriptions and signs of distress from untold battles mark the surface of the pillars.

Most of the countryside is wild and hard to tame. These were the lands of the ancient kingdom of **Harduin**, which fell in the Great Orc War four thousand years ago (230 AA4). Now the land is the domain of orc and goblin tribes as well as woodland creatures. The closest Plenish settlement is **Phaeria**, but the road crosses two hundred miles of dangers and five rivers. For this reason, most travelers and traders reach Chryssla by the sea.

The **Fraught Highway** is a long-abandoned highway running south from Chryssla to Phaeria. It is dangerous to travel. Merchants have invested in expeditions to rebuild it, but every effort has met with disaster. The road passes close by **Lake Ardouin** and the ruins of **Brodequin**, which was also once a part of the Harduin Kingdom. It is a test of courage to travel this way. Only large armed companies, or the occasional reckless adventurers, hazard the journey.

**Industry:**

Chryssla was once just a town with endless pastures of flax and thriving vineyards. When gems were discovered in **Dolven Mountain**, the town blossomed into a city. After the fall of the Harduin kingdom the passage over **White Horse River** became perilous. But the mines are still there and every year prospectors venture north from Chryssla to seek their fortunes.

**Cold Anchor**, far to the north, is an ally connected by the Neringa trade route. The two cities were both built on the ashes of older settlements. They share a fierce sense of independence and are valuable stops for ships travelling this far west. Smuggler ships are fond of both settlements and have store houses in the area.

Chryssla is famous for its **Dulcelina** wine, which is distinguished by its wild and exotic flavor. The grapes of this land are unique to the region and the soil itself is considered enchanted. The **House of Dulcelina** is one of the six major vineyards in Plenia, which is a member of the **Vinafera Guild**, the wine guild of Arrione that controls the entire wine market in Plenia. A chapter of the guild is based here, taking orders from Arrione on production, transport, and prices. **Ymbert Boutet** is the head of the chapter here. Like most guild members, his loyalties to the local lord and lady are often at odds with orders from the guild. Likewise, he may occasionally work deals with merchants off the books, which can be dangerous.

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The Elves of **Aldalinh** are on good terms with Chryssla. This is remarkable considering the long memory of the elves and the atrocities meted out on them by the **Harduin** thousands of years ago during the **Red Leaf War** (90-140 AA3). Elven timber and other goods flow downriver from the **Final Forest** while the Dwarves of far-off **Rubelor** move shipments of gems down the **Forthren and White Horse Rivers**.

**Key Figures:**

Duchess Sophie Jaubert (f) – prickly, impatient, driven to action, averse to the throne

**Duchess Jaubert** is a retired paladin of Pelor. She is tall, dark of hair with green eyes, and has a strong profile that would look good on a coin. She has a prickly quality to her, for she is impatient and prefers deeds over words. It is not uncommon for her to break with courtly decorum and raise toasts worthy of a soldier. Sophie is not impressed with the throne in Arrione. She has fought too hard and seen her lands suffer too much to consider the wishes of pampered courtiers in a palace. While she will not outright break with the throne, she has a distaste for coming to heel for the king or queen.

**Severin,** husband to the duchess, takes a back seat to his wife in ruling these lands. In another life he was a wealthy merchant with a penchant for adventure. He left it all behind to come to Sophie’s aide during a war with the local goblin tribes. For ten years he wooed her. At last Sophie saw the quality of the man and agreed to marry him, but only if she maintained full control. Severin is happy to manage the docks and lead the occasional expedition into the hinterlands.

Chryssla is the meeting place for rangers of the **Band of Renar** and the druids of the **Circle of Abeille**, both of whom travel the outlands surrounding the city. In the Plenish Marches there are many strange places to explore and much evil to check.

**Local Lore:**

The **Centaur Nation** spans the countryside to the north. These creatures have long been on-again, off-again allies of the peoples of Chryssla and were instrumental in the early days in fighting off the evil hordes of orcs, goblins, and bugbears. Their leader, **Adedon**, is a fierce war chieftain suspicious of any who trespass in his lands. Those who cross his path must pass the five trials of temper to win his respect.

The **Varduk Horde** is a loose constellation of Orc and goblin tribes that roam the plains from Dolven Mountain down to Lake Ardouin. Some say they dwell in the Cauldron Mountains, others say they come from the Final Forest. Other rumors tell of a power growing in the **Ruins of Brodequin**. They follow a hobgoblin chieftain named **Varduk**, raiding remote villages and building up power for what some fear is an assault on Chryssla itself. They are known by their sigil: a cracked and broken mountain.

Across the waters can be seen the **Isle of Fate**. Few dare travel there. It is an unsettled and dangerous place. There are rumors of a bronze dragon named **Onoran** ruling the island. Stories tell of a mad wizard that once built an enchanted tower overlooking the sea. It is said he fabricated spells to create mists across the waters to keep outsiders away. To this day the mists remain, stretching out across the sound and making the area dangerous to ships.

**History:**

Chryssla was founded nineteen hundred years ago by refugees from the **War of Cathedrals** **of the West** (570 WA2).

A thousand years ago Chryssla was part of the last resistance against the armies of the **Second Dark Crusade**. Joining with **Phaeria** and the Elves of **Aldalinh**, they met the central mass of **Mortavay**'s host and were embattled for half a decade until Mortavay was finally slain. Legend tells of a young woman named **Adelida**, a farmer’s daughter, who came forward after her six brothers were killed in battle. Only sixteen, she pieced together armor from her six slain brothers and made her way to the front lines. In 668 she retrieved the fallen Plenish banner and rallied the troops to victory in a key battle. Adelida’s fame grew with multiple victories and Mortavay’s agents targeted her for assassination. At one point she was reported slain, but she returned time and again, each time wearing different pieces of her late brothers’ suits of armor. She is credited with keeping the resistance strong after the fall of Arrione and helping win the war. She was later crowned queen in Phaeria. A statue to **Adelida the Sundry Knight** stands at the center of Chryssla and her armor and banner can be found in the baron’s castle to this day. It is said the gods blessed these items and they are revered as holy relics by the church.

**Customs:**

Today Chryssla is considered a frontier town due to its remote location. Oft times the people of Chryssla consider themselves a world apart from the Plenish crown. The people here are pleasant but are oblivious to matters of the outside world. Their speech is a strange dialect of Plenish, incorporating words and phrases from Harduin times.

**Race of the Relic** – Once a year the city holds a festival celebrating the gods in a peculiar fashion. The high priest of the city rows out to sea and says a prayer. A second boat rows out with a person dressed in ominous black garb, representing an evil spirit. The evil spirit snatches a holy symbol (the symbol changes from year to year) from the priest and throws it into the river. The youth of the city dive into the freezing water to rescue the holy symbol. The person rescuing the symbol is guaranteed good luck for a year.

 **Lancett**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:** steel, iron, stone

**Local Goods:**

**Standard:** sign of the beacon

**Colors:** yellow and red (with blue ribbon for Plenia)

**Patron Deity:** Pelor; Saint Oda (f) of the Red Hands

**Ruler:** Baron Evrard Boffrand and his wife Francine

**Home**: Vanguard Keep

**Steward**: Senestre Gilson

**Marshal**: Dimenche Bechard

**House Priest:**  Malina Breguet (f)

**House Adviser (Scholar/Mage/etc):**  Oudinet Donnet

**Captain of the Guard**: Mathelin Solé

**Knights in Service**:

Aubreda Bourseiller (f)

Nicolle Pleimelding

Naudin Flandin

Catherina Gérin-Lajoie (f)

**Local Powers:** Hidden Path (thieves guild), Chapel of the Red Hands, Band of the Badger (order of rangers)

**Local Sites:** The Purfled Pitcher Inn & Tavern, Rose and Thimble Inn & Tavern, Colette’s Hearth (brothel), Barrande Forge (steel works and weapon smiths)

**Description:**

Lancett is a remote and besieged town, located far to the north bordering on the wild lands. Resting in the shadow of the **Ordren Mountains**, it keeps a watchful eye for the constant threat of goblin raiders marching past the **Merdrin Marshes**. The rivers **Neris** and **Matiel** form natural barriers on either side of the town, which was built with its back against the mountains. Heavily defended causeways lead over the rivers. Soldiers make regular expeditions out as far as the **Noisome River**, where dwell the **Glyx** Goblin tribes. They are known by their sign of the white thistle**.** Fighting is frequent enough they are always prepared for battle.

Lancett is a dark and cheerless place, its people suspicious of outsiders. It is even more unwelcoming to outlanders who don’t speak Plenish. Whispers of “**etran**” (“outsiders”) are heard from common folk when anyone appears in the town for the first time, and they are openly shunned. There is frequent talk of discontent with **Arrione** to the south. People are resentful of the high life enjoyed in the capital while they toil and fear for their lives.

**Industry:**

Lancett operates several mines, harvesting stone for castles throughout Plenia. Goods are transported down the **Neris River** to **Robinet**, and onward to **Arrione**. Arrione has safeguarded the mines by building up Lancett’s walls, garrisoning troops, and mounting great braziers into the cliffs above the town to light the area by night.

Lancett is known for its iron and steel works. The **Barrande Forge** is the home of master steel craftsmen and weapons makers. The finest blades in all Plenia are made here using mysterious techniques that are tightly guarded. Axes, polearms, and swords of all kind are made here and some are even endowed with magic and their own names. Barrande operates as the Iron Guild of Plenia, controlling the mining and sale of iron ore. **Colet Bain**, the Guild Master, carefully manages the market for steel in the far west. He is also shrewd: while the throne treats with Valcouer as the master of iron production, in truth Bain in faraway Lancett pulls the strings.

**Key Figures:**

Baron Evrard Boffrand - from common stock, champion of battles, cheerless, anxious

**Baron Boffrand** is short, with dark hair and dark eyes. He wears a worried frown and has little use for idle talk. He is a simple man, having grown up working the mines here. His title came from winning a great victory during one of the many battles here with the goblins in the east. Other Plenish nobles look down upon him as a peasant lord. His nickname to some is “**The Lord of Rubble**.”

Boffrand’s wife **Francine** was the daughter of the lord of Robinet. She is much younger but loyal to her husband. Their shared Phranish heritage has strengthened their resolve and that of the Gremira region.

**Local Lore:**

The **Glyx** Goblin tribes east of here are a daily threat. Marauding bands plague the plains west of the **Timbrel** and **Noisome Rivers**.

The Dwarven city of **Glitren** sits directly below Lancett, buried within the Caudrin Mountains. Capital of the **Citerak** kingdom, Glitren has been both enemy and ally of the humans depending on the year. Long ago the Phranes launched relentless assaults on the Dwarves to take the mountains for themselves. Some say the humans mistook mithril for silver and hence the **Silver War** ensued for over a hundred years (720-830 PA3). Today the Dwarves tolerate the mines operated by Lancett, but are watchful to prevent further expeditions.

**History:**

The town is located in a territory historically known as **Gremira,** home of the **Phrane** tribes in the Primordial Ages. The Phranes ruled most of Western Amadar thousands of years ago, but declined just as the **Harduin** peoples appeared in the **Ancient Ages**. Today the land is dominated by the Plenish, but people in the Gremira region have strong Phranesh roots and hold to their traditions. This includes the towns of Robinet and Fleur, which are also situated on old Gremira lands.

140 WA4 - Saurians out of Merdrin Marsh unit under a powerful earth elemental hailed as Rankruut that rises from the swamp and attacks Lancett, enslaving its people and defiling the town.

141 WA4 - Lancett people are branded by the Saurians and made slaves. The people of Lancett grow bitter at the lack of aid from the throne in Arrione.

148 WA4 - After years of war and with help from Robinet and Fleur, the people of Lancett take back their town. The hero Sir Giles d'Hubert destroys the muck monster named Rankruut.

**Customs:**

The people of Lancett hold a deep grudge against the throne in Arrione. Four hundred years ago Saurians out of the Merdrin Marsh invaded and enslaved the town. Each person was branded with a mark of the Saurians. Today the people voluntarily brand their youth with the same symbol as a mark of solidarity and remembrance of their plight and their vow of vengeance against the royals. Most do not share the meaning of the symbol with outsiders for fear of reprisal from Arrione.

A local custom of Lancett is “**Nuit Defeu**,” or “**Fire Night.”** Once a month the townsfolk light a giant bonfire just outside the town walls. A great dance is held with music and drink and revelry. It is considered a good omen to chase off evil spirits and show the creatures of the dark that they are not afraid. It is the one night each month that the people allow themselves open mirth.

Another custom of the town is the practice of the womenfolk wearing matching colors each day. Tradition dictates that every morning the steward of the castle unfurls a banner outside the balcony of the baroness, signifying the color she will be wearing that day. The women of the town dutifully mark this and produce garments to match the color. For the poor this might be a simple sash worn about the body. Visitors might find this a bit unsettling at first sight, but the town folk take it in stride.

The Phranes have their own customs that set them apart from the other Plenish peoples. They are a superstitious lot and their beliefs are considered primitive to those in the high church. People are in close touch with the land and rangers from here almost enjoy a priesthood status.

 **Phaeria**

**Size:** large city, population 25,000, guards / soldiers 250, militia 2250

**Trade Goods:** trade hub, wool, wine, textiles, ship-building

**Local Goods:**

**Standard:** sign of the sea shell

**Colors:** green and white (with blue ribbon for Plenia)

**Patron Deity:** Pelor; Saint Ethor the Subduer of Demons

**Ruler:** Duchess Adele Dumont (f)

**Home**: Castle Belle Mer

**Steward**: Guillaume Pueyrredón

**Marshal**: Adenin Bain

**House Priest:**  Aubertus Darche

**House Adviser (Scholar/Mage/etc):**  Ysambart Vigouroux

**Captain of the Guard**: Hugolina Cahun (f)

**Knights in Service**:

Lucas Boutroux

Philippus Aliker

Sicart Besson

Custancia Baschet (f)

**Local Powers:** Azimuth Alliance trading company, The Unraised Alarm (thieves guild), Cathedral of the Skyward Spire

**Local Sites:** The Spitchcock Inn & Tavern, Staff and Sable Inn & Tavern, Helissent Vineyards (a chapter of the Vinifera Wine Guild in Arrione), Chabanais House (brothel)

**Description:**

Phaeria sits alongside the **Alcyone River** and overlooking the **Straits of Millicent**. The city sits at the edge of the civilized western lands for Plenia. Across the river lie the **Plenish Marches** and the perilous road to far-off Chryssla. Other roads lead east to Robinet and south-east to Arrione.

**Industry:**

Phaeria operates one of the largest ports in the west. It is in direct competition with the trade hub in Arrione and with the ship works in Ataia.

Most of Phaeria’s traffic is over the sea, as it is a major trade hub that supports the **Neringa** and **Adulien** Routes to the **Ferrago** and **Southern Seas**. Its lush farmlands produce exports while its deep port has a storied tradition for ship-building.

The **House of Helissent** is one of the six major vineyards in Plenia. It is a member of the **Vinafera Guild**, the wine guild of Arrione that controls the entire wine market in Plenia. A chapter of the guild is based here, taking orders from Arrione on production, transport, and prices. **Joia Dimont** is the head of the chapter here. Like most guild members, her loyalties to the local lord and lady are often at odds with orders from the guild. Likewise, she may occasionally work deals with merchants off the books, which can be dangerous.

**Key Figures:**

Duchess Adele Dumont (f) – impetuous, large plans, spurns love, mournful

**Duchess Dumont** is an impetuous woman of short temper and large plans. Her long dark hair is hidden behind an angular face with deep seated eyes that have a mournful expression. Her small crooked mouth was an object of derision as a child. She has spurned the affections of suitors, having abandoned love as folly. She is content to raise her neice, **Deveneux**, and is preparing her to build Phaeria up into a power to rival Arrione.

The duchess has resorted to allying herself with pirates in her efforts to foil her rivals. **Captain Headwind Delon** receives regular payment to harass ships sailing to and from Arrione’s port. **Captain Galleren Lecerf** has been paid to harry the efforts in Ataia’s ship building yards.

The duchess has also partnered with Robinet for the common cause of breaking with Arrione: for Phaeria to restore Plenish rule to its city, for Robinet to restore the Phrane people to independent sovereignty. The crown in Arrione is ever watchful to these two powers for signs of treachery.

The court wizard, **Vigouroux**, has an obsession with dark magic. He has recruited a brute squad to travel the countryside and capture magical creatures for his study. Many of his spells involve summoning infernal creatures and examining them. He has a fortified manor house in the countryside set up just for this practice. There has been the occasional accident resulting in a hell hound or demon terrorizing the surrounding villages. Vigouroux is careful to hide their connection to his studies.

**Local Lore:**

The Elves of **Aldalinh** are on good terms with Phaeria in spite of the fact that the **Kingdom of Harduin** was a bitter enemy of the Elves thousands of years ago during the **Red Leaf War** (90-140 AA3).

Infernal creatures have been an increasingly frequent problem in the countryside around Phaeria. There are tales of mystical societies in the region that have been summoning dark powers. Demons, devils, imps, and hell hounds have appeared, keeping the city guard and its clerics busy. Some say it is the work of a cult leader named Devalo. No one suspects that **Devalo** is in fact the court wizard Vigouroux.

**History:**

**The Harduin** set up Phaeria as the hereditary seat of power seven thousand years ago (250 AA1). When the Plenish tribes conquered these lands they set up a bloodline here that ruled most of Western Amadar. Three thousand years ago the **Celedonians** invaded and set up their western-most garrison in Phaeria controlled by the Spargeus Legion. When the Celedon Empire fell the Plenish formalized their rule with a magnificent crown and kingly throne for their new ruler, **Cerius the Promised**. Cerius commissioned the **Code Civilite**, which laid down the rules for nobility, laws, and chivalry. This book remains the basis for all western orders of knighthood today.

Four hundred years ago **Benedin Duret** won the **War of the Bridles** moved the throne and the Code Civilite to Arrione, but the original crown of the Plenish kings was secreted away and is believed to be somewhere near Phaeria in safe keeping.

To this day the nobles of Phaeria resent Arrione for moving the seat of Plenish power. Some plot to wrest it back. There have been a number of civil wars within Plenia between Phaeria and its allies and Arrione and its allies.

**Customs:**

Phaeria celebrates the **Fishermen’s Foray** that lasts two-and-a-half months between January and March, signifying the time once spent at sea by the town’s fishermen. Many festivals are held, with town folk creating decorative faux boats that they move about the place in mock war. A common practice of the many festivals during this time is for town folk to throw smoked herring at one another randomly.

Eight hundred years ago the city was the objective of the evil witch **Mortavay** during the **Second Dark Crusade** (600-670 WA3). It was prophesied that eight heroes would arise from here to destroy the mad queen. Elves, dwarves, and men alike joined forces to stop the advance of the dark armies.

 **Robinet**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:** wool, silver

**Local Goods:**

**Standard:** sign of the cockatrice

**Colors:** orange and red (with blue ribbon for Plenia)

**Patron Deity:** Pelor; Saint Lambert of the Ashen Cloud

**Ruler:** Baron Michel Blondeau and his wife Armelle

**Home**: Bosquet Keep

**Steward**: Eremburgis Pueyrredón (f)

**Marshal**: Arnoult Toutain

**House Priest:**  Reginaldus Delacroix

**House Adviser (Scholar/Mage/etc):**  Gervaisot Lemaigre

**Captain of the Guard**: Girart Laffitte

**Knights in Service**:

Symonnet Chuquet

Talebot Jaubert

Fredissendis Bachelet (f)

Almaricus Pretre

**Local Powers:** Wary Host (thieves guild), Band of the Tangle Thorn (order of rangers), Chapel of the Unseen Summit

**Local Sites:** The Red Claret Inn & Tavern, The Scrivener Inn & Tavern,

**Description:**

Robinet is situated between the banks of the **River Neris** and the shores of **Lake Talon** to the south. To the southwest towers the lone **Mount Ayval**, standing guard over the only approach to the town not bound by water. The town stands atop a hilly crest in the land, with low walls of brown stone overlooking a twenty-foot drop on all sides. The lower part of the town is nestled around the base of the crest, with a port extending off the eastern slope into Lake Talon.

The interior of Robinet is a densely packed assortment of half-timber houses with well-managed cobblestone streets throughout. There is a country air to the town, with finery limited to the palace and the manses of the wool merchants. It is a hospitable town but there is a guarded air about it. Across the river to the north are the **Plains of Gremira**, where countless battles have been fought. Beyond that the Wyvern Pass looms, an opening between the **Cauldron** and **Ordren Mountains** into the wild and dangerous northern realms.

A large statue stands in the town square depicting a woman warrior in full plate armor holding her sword aloft to the skies. The figure is **Avisa Hachette**, paladin of Heironeous, who freed the land of Orc occupation over seven thousand years ago (860 PA4). Her sword, **Sunbringer**, heralded the end of the dark times and was feared by Orc generals.

**Industry:**

By day flocks of sheep graze on the northern banks of the Neris River. By night they are brought over to the strip of land between the river and Lake Talon, referred to as the **Fold**. Wool is a staple good shipped down river to Phaeria along with goods coming downriver from Lancett. But Robinet sees little coin from goods shipped to Phaeria, which is a trade hub and has a wool surplus from its own flocks.

Any real coin to be made in Robinet is from the far-off **Ironmarrow Hills** to the west. Hundreds of years ago ironmongers found the hills also held silver. Robinet operates a number of silver mines in the area, but it is risky business. Dwarves from the realm of Rubelor have sought out the hills and at times harsh words and even blows are traded. The hills are also occupied by fell creatures both above ground and below.

Robinet has kept the silver mines secret for fear that Arrione will come to claim its due. Much of the silver is smelted in a hidden forge near the mines and poured into iron ingots. From there it is sent down to Phaeria along with the iron coming down from Lancett. The iron of these hills is reddish in color, while ore from Lancett is a dull grey. Merchants in Phaeria working for Robinet know when they see the red iron to buy it, extract the silver, and smuggle Robinet their share in gold. To the throne, it seems as if Robinet is exerting more effort than necessary to mine iron when an abundance comes from Lancett.

**Key Figures:**

Baron Michel Blondeau - rustic, sportsman, wild, war chieftain

**Baron Michel Blondeau** is a rustic beast of a man, large of frame with a wild beard and a long black mane of hair. He is more comfortable hunting and hawking that managing his town. Born of Phranish noble blood, the region looks to him for leadership as a war chieftain. He is happy to comply, leading raiding parties north into the Plains of Gremira where orcs and goblins venture out of Wyvern Pass.

The baron’s wife, **Armelle**, is a much younger woman betrothed to Michel by the late lord of Lancett in hopes of securing the bond between the two towns. Armelle is plain as looks go, her only known talent is that of the harp. But since coming to Robinet she has revealed a sharp mind for business. She is keen to keep the town’s silver enterprise a secret from Arrione, so she pays the boats from Lancett a good price for their goods to keep the town happy and traffic moving. Other Plenish nobles think Blondeau a fool for letting his wife mismanage their money, and the baroness prefers they keep believing it. Meanwhile she is stockpiling the proceeds from the Ironmarrow Hills to explore resources in Bane Wood, invest further in the mines, and building a port on Lake Talon.

The court wizard, **Lemaigre**, is an elementalist obsessed with harnessing natural forces but primarily fire and rock. His laboratory complex outside the town hosts a menagerie of summoned elementals. He regularly visits **Mt. Ayval** where he conducts experiments. Few remember that Ayval is a dormant volcano. Lemaigre has managed to tap into the core of the volcano and hopes to unleash its power.

Robinet was actually the seat of power for the Phrane Empire. It has often been allied with Phaeria for the common cause of breaking with Arrione: for Phaeria to restore Plenish rule to its city, for Robinet to restore the Phrane people to independent sovereignty. The crown in Arrione is ever watchful to these two powers for signs of treachery.

**Local Lore:**

The region around Robinet is less than hospitable. Orc tribes out of the **Gremira Plains** make attacks on the town at least once a year. Gnolls of the **Leenee** tribes inhabit much of **Bane Wood** to the east and regularly send out raiding expeditions. These are known by their sign of the three diagonal lines crossed by three more to form an ‘X’ shape. Giants of the **Blugtuk** clan sometimes roam out of the **Ironmarrow Hills** to poach the sheep herds and wreak havoc. The baron will regularly employ the **Tangle Thorn** rangers to lead expeditions out to meet these threats.

Robinet was built almost seven thousand years ago on the ruins of the village **Halphet**, which was destroyed when Mt. Ayval erupted. The large crest upon which the town stands is said to be all that’s left of volcanic ash that encased Halphet. Some say there are hidden tunnels leading down into the old ruins, where secretes remain undisturbed from the Primordial Age.

**History:**

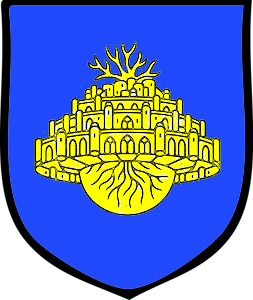
Eight thousand years ago **Mt. Ayval** erupted, destroying the village of **Halphen**. Ash darkened the sky for decades, opening the door for Orc invasion and occupation for almost three hundred years (580 PA4). In the year 860 **Avisa Hachette**, paladin of Heironeous, rallied the human tribes to drive back the Orcs and free the land. Ten years later the town of Robinet was built on the ruins of Halphen.

The town is located in a territory historically known as **Gremira,** home of the **Phrane** tribes in the Primordial Ages. The Phranes ruled most of Western Amadar thousands of years ago, but declined just as the **Harduin** peoples appeared in the **Ancient Ages**. Today the land is dominated by the Plenish, but people in the Gremira region have strong Phranesh roots and hold to their traditions. This includes the towns of Lancett and Fleur, which are also situated on old Gremira lands.

**Customs:**

Every spring the rains swell the **River Neris** and **Lake Talon**, causing the peninsula to flood. The townsfolk take to small boats and hold a race crossing the peninsula from the river to the lake, then paddle up to the mouth of the lake, and return back downriver again to where the race began.

The Phranes have their own customs that set them apart from the other Plenish peoples. They are a superstitious lot and their beliefs are considered primitive to those in the high church. People are in close touch with the land. Rangers from here almost enjoy a priesthood status.

 **Arrione**

**Size:** metropolis, population 50,000, guards / soldiers 500, militia 2500

**Trade Goods:** livestock, salt, wine, magic center, grain, trade hub

**Local Goods:**

**Standard:** sign of the city and tree

**Colors:** blue and gold

**Patron Deity:** Heironeous; Saint Baudrain of the Soul Ledger

**Ruler:** King Nathaniel Pelletier and his wife Queen Tiphaine

**Home**: Castle Jouvelle

**Steward**: Phillippot Prudhomme

**Marshal**: Herle Couvreur

**House Priest:**  Eularia Lecerf (f)

**House Adviser (Scholar/Mage/etc):**  Gadiffer Poulin (f)

**Captain of the Guard**: Erard Boudon

**Knights in Service**:

Baudet Gérald

Guy Duhamel

Edelina Philippon (f)

Gyeffroy Charbonnier

**Local Powers:** Merchants Meridia Trading Company, Silk Spiders (thieves guild), High Cathedral of the Severed Sword, Order of the Eyre (order of paladins), Gargouille Sanctum (school of magic), Advenia Conservatory (bardic college), Envoyés (assassin’s guild), Vinifera House (wine guild for all major vineyards in Plenia)

**Local Sites:** The Blue Bijoux Inn & Tavern, Auberée Vineyards (wine), Couronne (the crown) Inn & Tavern, The Lost Angel (brothel)

**Description:**

**The Shining Lady** is the name given to fabulous Arrione, seat of power for Plenia. Situated at the split in the **Sequian River**, it is at the center of the Plenish **River Lands**. Terraced walls radiate out from the southern end of the Verdant Hills, the center and highest point sitting atop a shelf near the top of the hillside. At the top of the hill stands a fifty-foot-tall statue of a woman holding her arms outstretched, the entire structure glistening silver in the sun.

Trade goods are shipped downriver from Highvow and Fleur adding to the city’s wealth. Arrione protects this revenue with heavy garrisons of troops keeping the towns in line. Downriver is **Azure Bay** and an impressive port where the **Adulien** and **Millicent** shipping lanes connect the northern routes to points southward and east into the **Ferrago Sea**. Tight control of farming and trade in the Verdant Valley and river lands, along with powerful merchant ships that travel abroad, have made Arrione extremely wealthy.

Arrione is considered the heart of Plenish culture and refinement. Shops are filled with masterwork items and attire in the latest fashion. Theaters host the most lavish productions. The **Advenia Conservatory** sponsors master musicians and writers producing classic works of historical significance, or so it is believed.

Royal society in Arrione considers itself the highest in Western Amadar, and they proudly flaunt it. Effete courtiers surround the nobles in extravagant costumes. Elaborate balls are held where the scandalously rich behave scandalously. The affairs of state mix freely with the affairs of the rich. Handsomely dressed pages walk the streets on errands for their masters, some of them on deadly business.

**Industry:**

Just upriver lay the **Verdant Hills** and the **Verdant Valley**, a magnificent farmland that is rich with livestock and grain. Arrione is the breadbasket of Plenia, a major source of grain and livestock for other settlements.

The **House of Auberée** is one of the six major vineyards in Plenia.

**Vinifera House** is the powerful guild to which every major vineyard in Plenia answers. It sets standards for production, negotiates prices with merchant houses, and extols the superior quality of Plenish wine as the pinnacle of civilization. **Genovefa Giraud** (f) rules as guild master. She is tall, soft spoken, and dresses in simple but courtly attire. In private she is utterly ruthless in managing the industry and a savvy entrepreneur. She dines with pirates and smugglers as often as she does with nobility, staying close to her customers and knowing how to control them. Her agents visit Plenish vineyards regularly, advising them, granting rights to new blends, and reporting on their quality.

**Key Figures:**

King Nathaniel Pelletier - mad, power hungry, delusions of divinity, murderous

**King Pelletier** is a slight, thin man with long wavy black curls for hair, a long narrow chin, pale complexion, and large expressive eyes. He is also mad and dangerously unpredictable. His courtiers tremble in his presence, agreeing with everything their king says for fear of losing their heads. The fifth ruler of the Pelletier dynasty, Nathaniel relishes the power of his monarchy. He fully believes he is the ruler chosen by the gods to fulfill the destiny of Plenish greatness.

On his person Pelletier carries the **Amulet Veritae**, or at least half of it. Legend says the amulet, crafted in the Ancient Ages to serve the Harduin kings, granted great power to any who wore it with virtue. The amulet was split in twain in 90 AA3 when King Sevré grew corrupt and waged war on the elves of Aldalinh. Since that time, the surviving upper half of the amulet still grants power to any who wear it. But rumors remain that the second half of the amulet, lost to the ages, retains the power to destroy any who wear the amulet falsely.

It was twenty years ago at the **Battle of Joines** when **Rambert**, eldest of the Pelletier line, fell in battle. Nathaniel, hearing of the death from the safety of the city, rushed to the battlefield, stole the Amulet Veritae from his brother’s body, and had the church’s clerics anoint him as he posed with his sword in the heart of the enemy general. Later that year, his spies leaked a false rumor throughout court that the second half of the Amulet Veritae had been discovered. When conspirators, many of them nobles themselves, gathered in Verdant Valley to claim the relic, they found a battalion of soldiers waiting for them. All were put to the sword. The act was later called the **Night of the Cloaks** (470 WA4) and created openings throughout the kingdom that the king filled with trusted allies.

**Baron Halcourt** is Pelletier’s distant cousin, whom he sent to Highvow to rule and protect his upriver interests. **Baron Azais** is his most trusted ally, whom he trusted to execute the plot of the Night of the Cloaks and whom he trusts to defend the Trevilish border.

**Queen Tiphaine** is young and fair, with a round face, button nose, thin lips, and long auburn hair. She is a prisoner in her own castle and fears for her life with the mad king. She is the third in a succession of queens, the last two having been beheaded for “failing to hear the voices of the gods.” At night she is visited by an old crone who is teaching her the dark arts. Tiphaine believes it will give her the power to protect herself, but she is unaware of the hold the dark magic is taking on her.

The pirate **Captain Headwind Delon** receives regular payment from the Duchess Dumont of Phaeria to harass ships sailing to and from Arrione’s port.

**Local Lore:**

The **Verdant Hills** are home to countless hill giants, which used to rule this land. Their king, **Galgarag**, burns with hatred for the shining city on the river. Galgarag is more cunning than most hill giants. He is selective in his targets on the outlying areas near the city and lures the knights of Arrione into traps. Caravans traveling over land or by the river are heavily guarded.

**History:**

One thousand years ago, during the Great Erobring invasion by the Norgardians, a young woman rose up as protector of Arrione and her people. Helisent Dufour, the lone survivor of a village destroyed by the armies of Norgardians, made a pilgrimage to Mount Ayval and vowed to serve Heironeous. She was blessed with supernatural powers and her mace enchanted, which she named Malis Inimicus. After a lifetime of fighting the Norgardian hordes Helisent Dufour was named Holy Protector of Plenia and founded the Order of the Eyre in Arrione. Her mace and armor reside in the chapter house of the order to this day.

Four hundred years ago **Benedin Duret** won the **War of the Bridles** (90 WA4) and moved the ancient throne of Plenia and the **Code Civilite** from Phaeria to Arrione. Since then, the people of Plenia have looked to Arrione as the seat of power. The Pelletier dynasty came into power a hundred and fifty years ago in another civil war and has cemented itself as the royal lineage. This has not stopped the nobles of Phaeria and other cities from scheming ways to regain their independence. But for the most part Pelletier has maintained the peace through fear of neighboring Treviland.

The region between the Brightwater River to the north and the Morwen River to the south is considered the **Aldeian Region**. Aldeian tribes descending from the Fenns settled this region and have their own unique culture and customs. Aldeians boast they are the purest of the Fennish stock and the peak of civilized society. This attitude permeates Arrione and Highvow, both of whom are predominantly Aldeian.

**Customs:**

**Fool’s Parade**. Each year the people of Arrione gather in the streets for a lavish and absurd parade, with parade marchers in colorful costumes, musicians playing comical songs, and treats being thrown to the crowd. Elaborately decorated wagons move through the streets with flame-eaters, jugglers, acrobats, and other performers entertaining the crowds atop the wagons. There are times when the participants act out stories or even mimic the nobility, which is only tolerated during the festival.

King Pelletier passed a decree outlawing arcane magic in the city. Only spells of a divine nature are allowed to be cast, taught, or recorded in writing. Those openly practicing arcane magic or carrying arcane magic items will be taken to the keep if spotted by the city guard.

Every full moon the court holds the Royal Masquerade Ball open to nobility as well as special guests the court randomly chooses for amusement. Outrageous and revealing costumes are worn as well as forbidden illusion spells cast to hide everyone’s identities. Because of this the party gets wildly out of control. There is heavy drinking, erotic dancing, crude jokes, open gossip, and outrageous statements made that would normally mean one’s head. Social climbers and spies find the event irresistible. Newcomers are shocked at the revelry and are sometimes made the subject of intense party games.

 **Highvow**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:** gems, wine

**Local Goods:**

**Standard:** sign of the sheaf of wheat

**Colors:** red and white (with blue ribbon for Plenia)

**Patron Deity:** Heironeous; Saint Jehannin of the Unbreakable Bond

**Ruler:** Baron Julien Halcourt and his wife Anne

**Home**: Dieumontre Keep

**Steward**: Fremin Joguet

**Marshal**: Hilde Doisneau (f)

**House Priest:**  Rogier Bachelot

**House Adviser (Scholar/Mage/etc):**  Audouin Brosseau

**Captain of the Guard**: Poton Baillieu

**Knights in Service**:

Marinet Génin

Andriet Mignard

Emelina Barnier (f)

Binet Dutertre

**Local Powers:** Mother Magpies (thieves guild), Bayarden (warrior academy), Chapel of the Penitent Pledge

**Local Sites:** Horse and Groom Inn & Tavern, The Popinjay Inn & Tavern, Tenebresh Vineyards (a chapter of the Vinifera Wine Guild in Arrione), House of Assignation (brothel)

**Description:**

Highvow sits astride the **Sequian River** at the center of the Plenish kingdom. The land is flat and featureless here with fields stretching to the horizon. Goods pass through here by river boats from **Fleur** southward to the capitol **Arrione**. The town is mostly farmers and wine-makers.

Highvow is a highly religious town. Pious town folk dress modestly in plain colors and brandish holy symbols proudly. The villagers from the surrounding countryside flock to the town on holy days and look to the church for answers. The priests here hold enormous power over the ruling family. Centuries of raids by the Trevilish have driven the people to pray for protection. They have been answered in the form of a miracle.

**Industry:**

Highvow serves mostly as an agrarian community and a weigh station for goods moving downriver from Fleur to the capitol. The vineyards are the pride of the town but gem mines are what fuel most of the town’s projects. Two centuries ago, an enterprising band of prospectors journeyed to the **Verdant Hills** and discovered valuable gems. Since then, a contingent of jewel merchants have funded the mines and expanded them. They were careful to protect their interests by channeling profits into arming the town’s militia, which is larger than usual for a small town. The military presence has checked attempts by outsiders to usurp the mining operations. A healthy portion is paid in tribute to Arrione to satisfy the crown. But the town quietly profits from the mines.

The **House of Tenebresh** is one of the six major vineyards in Plenia. It is a member of the **Vinafera Guild**, the wine guild of Arrione that controls the entire wine market in Plenia. A chapter of the guild is based here, taking orders from Arrione on production, transport, and prices. **Gervaisot Mace** is the head of the chapter here. Like most guild members, his loyalties to the local lord and lady are often at odds with orders from the guild. Likewise, he may occasionally work deals with merchants off the books, which can be dangerous.

**Key Figures:**

Baron Julien Halcourt – jealous, petty, vain, defiant, reckless

Baron Halcourt is a smallish man, almost dainty. He dresses in court finery and has a practiced hand at etiquette and fine speech. He has a narrow face, beady eyes, a prodigious nose, and an unsettling smile. His long curly mane of dirty blond hair is his pride. At his side he carries a rod masterfully crafted in gold and jewels. It is called the **Sceptre Douleur**, or Scepter of Pain. It is said to have been crafted by a mad Plenish king in the Ancient Ages and creates anguish in its victims. Halcourt uses the scepter on his minions and is said to have a well-equipped dungeon where he masters the power of the scepter.

Halcourt is the distant cousin of the king. When his shameless antics at court became too much, he was sent to Highvow to rule over the town and protect Arrione’s interests up river. Halcourt is exceedingly jealous of his cousin’s power and fortune on the throne and feels shamed to be stuck in exile here. He considers himself a tactical genius and has too often sent brave soldiers to their deaths in a desperate ploy to prove himself. This has drawn sharp criticism from the church here. It is the power of the clergy that keeps Halcourt in check and serves to drive him mad with frustration.

**Local Lore:**

**The Holy Spire** is a thirty-foot tall stone obelisk standing outside the entrance of the Chapel. It was built long before recorded history and has become a place where penitent worshippers may make a vow to the gods. Warriors anointed here are said to be gifted with incredible strength. The high priest of the town will mark any worthy warrior taking the vow with a symbol showing them to be an P**orteur du Serment, or Bearer of the Oath**, which is a high honor recognized anywhere in Western Amadar. In times of war these bearers have turned back overwhelming Trevilish forces as well as humanoid armies.

Today it is common for knights to travel from all over Plenia to receive a blessing at the foot of the Spire. In this tradition, vows of any kind are considered sacred among the people. It is rumored that any promise uttered in Highvow must be honored or a terrible curse afflicts the oath-breaker. It is rumored there is a holy bond placed on any such oath-takers, which exacts a terrible curse if the oath is not met. Likewise, it is said the great the oath, the greater the reward granted to such a person when the oath is completed.

**History:**

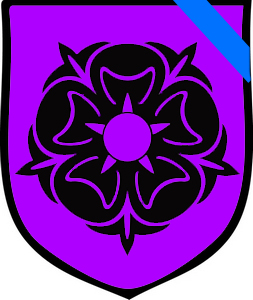
Over eight hundred years ago the town was partially destroyed by the hosts of **Mortavay** during the **Second Dark Crusade** (655 WA3).

Thirteen hundred years ago the town was severely damaged during the **Great Erobring** (180 WA3). **Norgarde** ships crossing the Augemere explored the river systems into Plenia. Their armies sacked Fleur, Highvow, and Valcouer. There are still structures and relics left over from this time that can be found here.

**Customs:**

Once a year the people of Highvow gather in the square for the **Bain de Vin** or Wine Bath. All the year’s leftover wine stock that can’t be used is hauled out to the square and poured over the party goers. It is a wild and loud celebration where people are very affectionate. Absurd promises are loudly proclaimed but are never meant to be kept. It is the one time of year that vows are not held as sacred and the curse does not apply.

The region between the Brightwater River to the north and the Morwen River to the south is considered the **Aldeian Region**. Aldeian tribes descending from the Fenns settled this region and have their own unique culture and customs. Aldeians boast they are the purest of the Fennish stock and the peak of civilized society. This attitude permeates Arrione and Highvow, both of whom are predominantly Aldeian.

 **Fleur**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:** dyes, perfume, furs

**Local Goods:**

**Standard:** sign of the five-petal flower

**Colors:** purple and black (with blue ribbon for Plenia)

**Patron Deity:** Pelor; Saint Cussata (f) of the Undying Root

**Ruler:** Baron Richard Chardin and his wife Josette

**Home**: Laureate Keep

**Steward**: Ansellus Mallette

**Marshal**: Herbertus Manaudou

**House Priest:**  Catelin Chopin (f)

**House Adviser (Scholar/Mage/etc):**  Richardus Cellier

**Captain of the Guard**: Galois Bonhomme

**Knights in Service**:

Julien Vasseur

Josset Sartre

Augé Rossignol

Eddeva Frère (f)

**Local Powers:** Silver Tongues (thieves guild), Chapel of the Mute Saint, Circle of the Tercel Talon (order of druids)

**Local Sites:** The Seraphim Wing Inn & Tavern, Hunter’s Hearth Inn & Tavern, Satine’s (brothel), Tamarinde House (perfumery)

**Description:**

Surrounded by walls dressed in pink quartz, the town of Fleur is a beautiful cluster of dark-timber structures garnished in brightly colored foliage at the edge of the Augemere Sea. Having grown from a frontier settlement of old, the native people have explored the nearby Chauvet Wood and dressed the walls and street posts in many colorful varieties of flowers and flowering vines. Purples, blues, and bright pinks contrast with the houses built from the dark red wood harvested from the Chauvet. Delicate bridges arch over the Sequian River as it flows from the sea southward trough the town’s center.

In spite of its idyllic appearance, Fleur is a frontier town. What began as a fishing camp centuries ago grew into a trading post then a village and finally a walled settlement. Trappers and hunters discovered pelts that sold well downriver in Arrione. Foragers discovered rare flowers and other plants with pleasant smells and were boiled down into aromatics. Today the Fleur produces a wide range of commodities that are the toast of nobles throughout the kingdom.

The meadows covering the peninsula north of the river are the site of plants for dyes and aromatics. An explorer named **Dominick Chardin** saw potential in the crops here. Chardin is the ancestor of **Richard Chardin**, the current ruler of Fleur.

**Industry:**

**Tamarinde House** produces many fragrances that have made Fleur famous. Its most famous is the **Tamarinde** fragrance, which has a citrus quality to it. It is rumored that long ago a merchant traveled to Tarbia and sampled the fruits of the tropical trees there. He brought them home and concocted a smell that was unique and exotic to the people of Plenia. This fragrance lives on as a compelling smell worn by courtesans and nobility alike.

**Key Figures:**

Baron Richard Chardin – haunted, fearful, artistic, reclusive, inspiring but reluctant leader

Baron Chardin is a solidly built man with long, often disheveled black hair and dark circles beneath his blue eyes. When not holding court with his advisors, an act which he dreads, he is more often dressed in a soiled rumpled shirt, riding breeches, and goes about barefooted. Chardin was once a stout commander of Plenish soldiers but he is a broken man now. Twenty years ago, his expedition into the Lost North was massacred and he spent months evading the horrors of those lands before washing ashore near the town. His nights are filled with nightmares and wine, for he curses himself for the loss of his men and the memories of creatures he cannot forget. During the day he shuts himself in his manor and paints.

At his core Chardin is a good man and a great warrior. In his prime his peers foresaw in him the next marshal to the throne. In his heart he cares for the town put into his charge. On occasion, usually after much drink, he has bursts of inspiration on building projects, the town’s defenses, and assessing the contracts for goods to be shipped downriver. He trusts only his marshal, Herbertus Manaudou, and his longsuffering wife Josette who is a comfort to him. He cares little for political intrigue and secretly loathes the king, but heeds his summons obediently. Most generals in the king’s army know the man Chardin once was and still respect him as a shrewd leader, a rugged individual, and a respected warrior.

**Local Lore:**

**History:**

The town is located in a territory historically known as **Gremira,** home of the **Phrane** tribes in the Primordial Ages. The Phranes ruled most of Western Amadar thousands of years ago, but declined just as the **Harduin** peoples appeared in the **Ancient Ages**. Today the land is dominated by the Plenish, but people in the Gremira region have strong Phranesh roots and hold to their traditions. This includes the towns of Robinet and Lancett, which are also situated on old Gremira lands.

Thirteen hundred years ago the town was severely damaged during the **Great Erobring** (180 WA3). **Norgarde** ships crossing the Augemere explored the river systems into Plenia. Their armies sacked Fleur, Highvow, and Valcouer. There are still structures and relics left over from this time that can be found here.

**Customs:**

The Phranes have their own customs that set them apart from the other Plenish peoples. They are a superstitious lot and their beliefs are considered primitive to those in the high church. People are in close touch with the land and rangers from here almost enjoy a priesthood status.

 **Ataia**

**Size:** large city, population 25,000, guards / soldiers 250, militia 2250

**Trade Goods:** cotton, wine, textiles, fishing, ship-building

**Local Goods:** cotton fabrics cambric, batiste

**Standard:** sign of the sea lion

**Colors:** purple and gold(with blue ribbon for Plenia)

**Patron Deity:** Heironeous; Saint Eremburga (f) of the Cleansing Waves

**Ruler:** Duke Thierry Duclos and his wife Muriel

**Home**: Castle Lauretré

**Steward**: Ymbert Regnard

**Marshal**: Heliot Blanc

**House Priest:**  Raoul Vérany

**House Adviser (Scholar/Mage/etc):**  Hathvisa Le Sueur (f)

**Captain of the Guard**: Sarra Delisle (f)

**Knights in Service**:

Audenin Laffitte

Landricus Berthelot

Galterus Devillers

Avicia Brosseau (f)

**Local Powers:** Honest Blades (thieves guild), The Sable Fellowship (smuggling ring), Selvage Cathedral

**Local Sites:** The Purple Flockard Inn & Tavern, The Gilded Giglet Inn & Tavern, Maalot Vineyards (a chapter of the Vinifera Wine Guild in Arrione), Courtesan Keep (brothel)

**Description:**

Known as the **Sea Lion**, the city of Ataia is the primary naval power of Plenia and the nemesis of the Trevilish naval city of **Myridon**. Situated on the banks of the **Dauphin River**, Ataia has lush pasture lands to the east and the waters of Sable Bay to the west. Tall towers decorated with gleaming bronze are topped with observatories covered in stained glass. Sunsets create a glittering kaleidoscope of colors through the tops of the towers.

People here are open and friendly, the shipyards here attracting people from all over. The arts are celebrated in Ataia, evidenced by colorful murals on the walls in the market district and middle-class district.

Ataia is downstream from **Valcouer,** which sits hundreds of miles to the north-east on the Dauphin River. Valcouer’s barges move iron and timber down to Ataia where it is shipped to Arrione or abroad.

The two cities share a bond in being the nearest to Treviland and the most often embroiled in conflicts with the kingdom.

**Industry:**

Ataia was a small fishing village the first time it was attacked by Treian warriors over a millennium ago. In the long struggle between Plenish and Ataian tribes the village soon learned to fortify itself by land, then by sea. The experienced fishermen turned their craft to the art of building vessels for war. Today it has the largest naval fleet of any Plenish city including Arrione and Phaeria. This has made them a formidable player on the Ferrago sea and a check to the Trevilish navy in Myridon. The two cities enjoy a storied rivalry.

**Sable Bay** is known for offering rich woven products. The cotton fields outside the city generate a rich textile tradition in Ataia. Weavers create rich fabrics such as cambric and batiste, the latter being of a lighter weight and a finer thread count. These are used in the high fashion in Arrione. What isn’t procured by the capital is sold at a much better price to merchants in Tulith for sale abroad. Some say the Ataians stole the trade secrets from the Trevilish, some say it was the other way around. Ataia’s cotton fabrics are in direct competition with the linen fabrics across the waters of **Sable Bay** in **Tulith**.

The **House of Maalot** is one of the six major vineyards in Plenia. It is a member of the **Vinafera Guild**, the wine guild of Arrione that controls the entire wine market in Plenia. A chapter of the guild is based here, taking orders from Arrione on production, transport, and prices. **Sibilla Fournier** (f) is the head of the chapter here. Like most guild members, her loyalties to the local lord and lady are often at odds with orders from the guild. Likewise, she may occasionally work deals with merchants off the books, which can be dangerous.

**Key Figures:**

Duke Thierry Duclos – shrewd, capable leader, plotting against the throne

**Duke Duclos** is a paunchy man with receding white hair, a close-cropped beard, and a scar where his left eye used to be. His wife **Muriel** is a slightly older woman, with rigid posture of a well-trained noblewoman and perfunctory manners. Both are shrewd and capable rulers of Ataia and have played along with the madness in Arrione for years. They bide their time until the mad king Pelletier becomes too much of a liability and needs to be removed.

The young page **Jacotin** who resides in the palace is a fresh-faced lad of sixteen. He has lived under the protection of the Duke and Duchess since birth and has received special privileges and training that none of the other servants enjoy. He has no knowledge that he is in fact the son of one the murdered sisters of the late **King Rambert**, whom Pelletier succeeded. The Duke and Duchess are grooming him to take his rightful throne when the time is right. They know that winning the favor of a future king would be far less risky than taking the throne for themselves.

Pirates are a constant threat to the shipyards of Ataia. Unbeknownst to the duke, the pirate captain **Galleren Lecerf** receives regular payment from the **Duchess Dumont** of Phaeria to harry the efforts in Ataia’s ship building yards.

**Local Lore:**

The **Selvage Cathedral** is a proud monument to the work of weavers and loomers in the region. Built to celebrate the survival of Ataia after many years of trouble, the priests named it after the selvage, a term to describe an edge produced on woven fabric during manufacture that prevents it from unravelling. The term came to be a metaphor describing the quality of the hearts of Ataia’s people. The interior of the cathedral is decorated with many colorful tapestries. It is said that for every person who has traveled through Ataia the **Sacred Loom** has produced a span of fabric to mark their passage. Some even rumor the patterns can be read by the priests to tell the secret history (and future) of the place.

Dark things prowl in **Treacle Wood** to the east. Barges from Valcouer are heavily armed against attack. The wood is the home of the enormous spiders and roving bands of goblins. Strange and rare herbs are said to grow in the forest. Apothecaries use the herbs to create a healing tonic called **Theriac**, also called **Treacle** which explains the name. It is composed of many ingredients and used as an antidote treatment for poisons, snakebites, and various other ailments

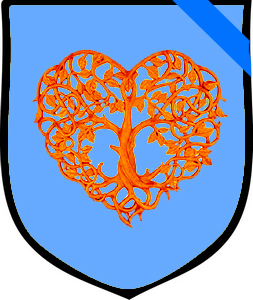
**History:**

Over eight hundred years ago the town was partially destroyed by the hosts of **Mortavay** during the **Second Dark Crusade** (655 WA3).

**Customs:**

Valcouer and Ataia share a cultural bond, as they were both settled by **Atiri** tribes descended from the Fenns. The Atiri settled the region between the Morwenn River to the north and the Ivian River to the south. The Atiri have their own unique customs and cultural identity. The two towns also share a bond in being the nearest to Treviland and the most often embroiled in conflicts with that kingdom.

Their garrisons have sworn a pact of friendship with one another over their shared struggles. The armor worn in both garrisons is often inscribed with the words “frères d'armes”. Twice a year each of the garrisons marches to visit the other to celebrate the **Tournoi d'Oredon**, so named for the Oredon River that borders the Great Southern Sward. During the tournament there are feats of strength and fighting, feasting and heavy drinking, toasts and pledges made, and weapons exchanged as tokens of friendship. It is rumored that the two units have developed their own strategies for working together and share a secret code when dispatching messages in times of war.

 **Valcouer**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:** timber, iron, wine

**Local Goods:**

**Standard:** sign of the tree heart

**Colors:** blue and orange (with blue ribbon for Plenia)

**Patron Deity:** Heironeous; Saint Symonnet of the True Heart

**Ruler:** Baron Abel Azais and his wife Odile

**Home**: Dauntless Keep

**Steward**: Jacotin Frère

**Marshal**: Advenia Carrell (f)

**House Priest:**  Guerinet Stuart

**House Adviser (Scholar/Mage/etc):**  Gerart Haillet

**Captain of the Guard**: Almaricus Bain

**Knights in Service**:

Sabilina Guilbert (f)

Lecia Arceneaux (f)

Guerin Lussier

Guillot Beauvilliers

**Local Powers:** The Light Touchers (thieves guild), Chapel of the Secret Fountain, Order of St. Jourdain (order of paladins), Barrande Iron Guild chapter house

**Local Sites:** Alabaster Arms Inn & Tavern, The Callipygian Inn & Tavern, Faible Vineyards (a chapter of the Vinifera Wine Guild in Arrione), Madame Dalliance (brothel)

**Description:**

Valcouer stands atop a plateau within the split of the **Morwenn** and **Oredon** Rivers. The waterways offer a natural defense for the town as well as a means of travel and trade between the **Augemere Sea** to the north and **Sable Bay** and the city of **Ataia** to the south.

Valcouer is the forward staging area and first line of defense in the many conflicts with the neighboring kingdom of Treviland. Regular patrols roam the **Great Southern Sward** to the south, always looking for trouble. The Sward has changed hands back and forth between the kingdoms for over a thousand years. Conflict is often precipitated by the moving of stone walls or markers by either side.

**Industry:**

Iron mines operate out of the nearby **Singing Hills** and produce ore for use by the Plenish crown in arming her troops. The iron workers here are members of the **Vinafera Guild**, the iron guild of Lancett that controls the iron market in Plenia. A chapter of the guild is based here, led by Guild Master Julien Barreau. He takes his orders from Lancett on production, transport, and prices.

Timber is another major trade item, harvested from the **Treacle Wood** to the west.

Merchants from Ataia regularly travel up the River Dauphin to trade and move iron and timber back to the city. The profits they turn are carefully watched by the craftsmen of Valcouer and is a sore spot with them as they eagerly seek alternate ways to ship their goods.

The **House of Faible** is one of the six major vineyards in Plenia. It is a member of the **Vinafera Guild**, the wine guild of Arrione that controls the entire wine market in Plenia. A chapter of the guild is based here, taking orders from Arrione on production, transport, and prices. **Sabilina Lagarde** (f) is the head of the chapter here. Like most guild members, her loyalties to the local lord and lady are often at odds with orders from the guild. Likewise, she may occasionally work deals with merchants off the books, which can be dangerous.

**Key Figures:**

Baron Abel Azais – hawkish, religious, career soldier, xenophobic

Baron Azais is a tall man, clean-shaven with a strong jaw line, thinning hair that is cut short in a military style, and cool blue eyes absent of empathy. He wears a majestic set of half plate armor rather than noble attire on formal occasions, but in day-to-day operations he settles for brigandine armor covered by a surcoat in Plenish colors. Azais speaks in a soft, soothing voice and is very precise with his words. But he is a demanding leader and presses anyone with whom he speaks.

Azais is a career soldier and knight, having served Plenia since he was fourteen as a squire. Hailing from a noble family, he distinguished himself early in battle and won the trust of the king. It was Azais whom the king trusted to lay in wait during the Night of the Cloaks and murder any nobles who gathered there conspire against him. Since then Azais has been the king’s man and was given Valcouer to rule and prepare defenses against the Trevilish. For his services, Azais was granted the sword **Justedore** “hard justice.” It is a powerful enchanted sword that is said to decapitate its foes and let out a crack of thunder when it does so.

**Local Lore:**

The city has been the site of many heroic acts in battle. The name Valcoeur translates roughly to Brave of Heart. The **Hall of Warriors** celebrates Plenish soldiers who have fought valiantly defending the kingdom on these lands.

**History:**

**Sir Aubert Jourdain** is the greatest paladin in Plenish history and was Valcouer’s champion. His deeds are sung as if he were a demigod. In 866 AA3 he was instrumental in crushing the Orc hosts in the Great Orc War of the West which led to the ending the war. His magical helmet, shield, and sword are enshrined within the **Chapel of the Secret Fountain**. They are on occasion commissioned to Plenish heroes of true faith for the sake of quests and then returned. They have been used in countless battles defending Valcouer and were lost only once. But the Plenish launched a raid by ship and over land to Illustrim itself to retrieve it. Most of the agents died on that mission, but the items were restored to their place of honor.

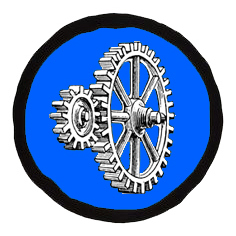
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**Customs:**

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Their garrisons have sworn a pact of friendship with one another over their shared struggles. The armor worn in both garrisons is often inscribed with the words “frères d'armes”. Twice a year each of the garrisons marches to visit the other to celebrate the **Tournoi d'Oredon**, so named for the Oredon River that borders the Great Southern Sward. During the tournament there are feats of strength and fighting, feasting and heavy drinking, toasts and pledges made, and weapons exchanged as tokens of friendship. It is rumored that the two units have developed their own strategies for working together and share a secret code when dispatching messages in times of war.

 **Kalkamoor**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:** metal wares, tin, religious center

**Local Goods:**

**Standard:** machined wheels

**Colors:** blue and white

**Patron Deity:** Garl Glittergold

**Ruler:** Knamper and Shaddwe Bogilbest (f)

**Home**: Woollybush Keep

**Steward**: Larwost Smongnart

**Marshal**: Tibaddnip Nareensbor

**House Priest:**  Gemdyn Bamtemust (f)

**House Adviser (Scholar/Mage/etc):**  Fripryp Snekmiss

**Captain of the Guard**: Gemwag Clinsback

**Knights in Service**:

Dereen Pamwomoock

Jynkkom Libkagig

Wynsnuss Naddniss

**Local Powers:** High Cathedral of Garl Glittergold (world seat of power for the Church of Garl Glittergold), The Autem Divers (thieves guild)

**Local Sites:** Glintwhistle’s Inn & Tavern, The Wicked Wyvern Inn & Tavern

**Description:**

Kalkamoor is a gnome town nestled in the **Singing Hills** overlooking the **Morwenn River**. It is a hive of warrens dug into the sides of the hills. There are long winding tunnels, open spaces operating as town squares, and underground gardens. Countless mechanical contraptions are built in and around the town: gnome tinkers for generations have built automatons to light the streets, gizmos for opening doors, contraptions to move goods around the town, and a whole host of other inventions that visitors will marvel to see. Much of the town features elegant metallic decorations that have mundane but amusing functions. The gnomes here are lively and stay busy, often while singing. Music and whistling can always be heard in the air around Kalkamoor.

Although gnome settlements are scattered throughout Western Amadar, such a large concentration of gnomes is exceptional. Scholars theorize Kalkamoor as the historical birthplace of gnome civilization. Indeed, it is ancient and most gnomes regard its ruler as their sovereign king. Many gnomes make the pilgrimage to Kalkamoor to learn of their family history, pay homage to the ruler, and receive blessings and a secret name from the high priestess of Garl Glittergold.

**Industry:**

Here the gnomes mine for tin that is shipped downriver to **Valcouer** for trade. More valuable are the masterwork metal wares that the gnomes craft. These are highly sought after by human settlements for their ingenious designs. Human envoys make regular visits to the town to commission custom items to be crafted, which can be as simple as tools to as complex as machines for farming, mining, or even warfare.

**Key Figures:**

Knamper and Shaddwe Bogilbest (f) – friendly, hospitable, elderly, worried

**Knamper** and his wife **Shaddwe** are plump and elderly gnomes who were elected as mayors of the town a hundred years ago. Both are friendly and hospitable, as is the nature of their kind. Knamper frets visibly over the goblin threat when asked about it, wringing his lace handkerchief. Shaddwe has the cooler head and does not hesitate to give orders to the scouts when trouble arises.

**Local Lore:**

A large book in the Cathedral of Garl Glittergold is called the **Pseudonymicon**. It contains endless pages upon which are magically written the secret names of every gnome that has ever received one. Merely speak a gnome’s regular name in the presence of the book, and the book will answer with the secret name. Everyone knows that if you can guess a gnome’s secret name they must grant you whatever you desire. For this reason, thieves have long wanted to steal the book and use it to liberate gnomes from their treasures. The book is a very sacred text and kept under many strong warding spells.

**History:**

The gnomes of Kalkamoor have been locked in conflict with the **Fidroks** goblin tribes of the Singing Hills for as far back as anyone can remember. Raids are frequent on both sides. When asked, a gnome will refer to it as the **Great Flappy-Foot War** and will recount many tales of valor by their kin. But when asked which war, this is puzzling to the gnomes as there is only one Great War that has continued without ceasing.

**Customs:**

The gnomes of Kalkamoor are an insufferably curious people but friendly. They welcome guests from the outside and are keen to study every aspect of them and pose an endless series of questions. Gnomes are particularly interested in hand-made items of any kind and will ask as to their origin, their purpose, and how they are made. Most travelers are caught short by the questions, for few can answer in the level of detail the gnomes are accustomed to ask.

Gnomes are also notorious borrowers and are often mistaken as thieves. Visitors will often find personal items lifted and replaced by a gift from a curious gnome, who is eager to study artifacts from abroad. If asked for the item back it is usually returned right away or promised after it has been studied to their satisfaction. This often elicits anger from those whose property has been borrowed, which is always a puzzling thing to the gnomes.

A favorite limerick of the gnomes that speaks to the folly of humans:

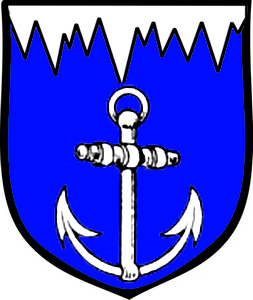
*Demolish your castle and open your eyes*

*Tear down the walls and dismantle the lies*

*The framework is flawed*

*So drop the façade*

*For the kingdom inside is your secret surprise*

 **Cold Anchor**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:** trade hub, copper

**Local Goods:**

**Standard:** sign of the anchor

**Colors:**

**Patron Deity:** none

**Ruler:** Baron Paulin Lerocq and his wife Sylviane

**Home**: Last Light Keep

**Steward**: Dimenche Deschanel

**Marshal**: Volo Chauveau

**House Priest:**  Hebreia Pernet (f)

**House Adviser (Scholar/Mage/etc):**  Demaret the Many Hands

**Captain of the Guard**: Erard Bouchard

**Knights in Service**:

Estienne Gagnon

Ymbolet Guilbert

Herle Bethune

Sabilina Boucher (f)

**Local Powers:** Venture Volans trading company, Friendless Ferrets (thieves guild), The Double Damned (mercenary company), Carina Sisters (smuggling ring), Circle of Hemlock (order of druids), Band of the White Owl (order of rangers)

**Local Sites:** The Barley Acopon Inn & Tavern, Seven Sisters Inn & Tavern

**Description:**

On the far end of Vesper Bay sits a squat, colorless cluster of stone and earthen buildings huddled together behind a crumbling wall. It is Cold Anchor, a renegade town alone in the wilderness. Sitting in the shadow of the Cauldron Mountains on all sides it is reachable only by sea or by a treacherous pass that opens into the Lost Lands of the North. Dark volcanic soil colors the landscape, while overhead ash plumes trail skyward from near-dormant volcanic peaks.

Cold Anchor is a town that shouldn’t exist. It is one of the last human settlements remaining of the old **Harduin** kingdom, which fell centuries ago. Butted up against the bay with a stone wall built by three different civilizations, the town is a lone holdout in a region teeming with orcs, goblins, and giants. Its only resource is an old copper mine in the mountains, but fortune and some clever thinking changed that.

Life in Cold Anchor is hard, but the people are keen to sing and drink and savor the life they’ve made here. There is a sense of independence that only comes from the edge of the world, beyond politics and crowns. This is a frontier town composed of unconventional partnerships. The law is flexible on anything other than honoring one’s own word: that is the truest law here. Theft and murder are dealt with by Lerocq’s appointed enforcers. But that doesn’t mean Lerocq does not engage in it himself from time to time.

**Industry:**

Today Cold Anchor is a going concern, but only barely. It has taken many deals and creative thinking to sustain a port this far north without a kingdom to defend it. A consortium of merchants meets regularly with Lerocq. Given the unique nature of the place, merchant companies find the town a useful place to stash goods to avoid taxes, blockades, and privateers. The **Frozen Warehouses** are a series of vaults carved into the nearby mountains. The townspeople use the vaults as cold storage for a wide array of goods passing through here. Some vaults are magically warded with **Demaret** being the sole controller of their protection.

**Key Figures:**

Baron Paulin Lerocq – scholarly, thoughtful, morally ambiguous, practical, unprincipled

Baron Lerocq is a slender man of average height with long dark hair and a thin beard and moustache. His eyes are dark brown and earnest. He dresses in a black leather jerkin with silver threadwork. He speaks softly but quickly, impatient with small talk but always willing to listen to philosophical musings. He is a quick and efficient problem-solver, sometimes at finding bizarre solutions and taking great risks. While at times his tactics are unconventional and even unpopular, he has kept the disparate elements of the town working together.

Lerocq may or may not be a blood descendant of the original Lerocq. Some speculate it is a name passed down to whoever controls the town. But the name inspires visitors and Lerocq answers to the title of baron to fit with the customs down in Plenia.

**Local Lore:**

The valley itself is a dangerous place, especially after sunset.

Crevasses in some of the mountain sides are locked in ice. In some places ancient creatures can be seen frozen inside. This valley was once the domain of an ice wizard.

Druids from the **Circle of Hemlock** as well as rangers from the **Band of the White Owl** are prominent members of the community. The elements are respected here, and the services of druids and rangers are engaged frequently for protection as well as expeditions into the mountains. While most towns would be an ill fit for druids and rangers, here they are regarded as leaders in the community.

**History:**

The original name of the town was **Sembry**, but that name is found only on fading inscriptions in the crumbling ruins outside of town. It was **Jorun Lerocq**, Plenish explorer, who envisioned a future for this place when he came upon the Harduin ruins two thousand years ago (660 WA2). Seeing the value of a way station linking the Neringa and Norest trade routes, he envisioned a safe haven from petty nobles that could thrive if it had the right investors. Lerocq used every contact he had in the sea trade to fund an expeditionary camp. Bargains were struck that put Lerocq in debt with pirates, smugglers, merchants, and nobles. The result was an unlikely trade hub that brings together a disparate collection of allies. **Aldus Caribain**, cleric of Heironeous, was convinced by Lerocq to rid the vale of evil. In 760 WA2, after decades of struggle, the last of the ice elementals were destroyed and the human settlement could focus on building.

The secret to Cold Anchor’s resilience is her people, who are born from tough, frontier stock. Explorers came to the ruins of Sembry looking for fortune and opportunity. They found bitter cold, hostile neighbors, and unspeakable horrors left in the Sembry ruins.

Over the years passing ships that wintered in the bay were surprised to find the settlement still standing. Some would meet with **Lerocq** and offer provisions and materials for building. Eventually a new port was built and warehouses fashioned to hold goods, making this a trade center. Merchants with an eye for opportunity were persuaded by Lerocq to help the camp to grow and fund fortifications. In exchange the camp offered trade goods collected from other ships as well as rare items from the area including walrus tusk and rare gems from the mountains.

Darmidia and its powerful merchant houses have played a role in the independent cities of the west, secretly funding defensive works and mercenaries in a bid to secure their influence in the region and prevent larger kingdoms from interfering with trade. Not so in Cold Anchor, so far away from the south. But it does influence the alliance with Druindar and Tulith where Darmidian influence is stronger.

**Customs:**

Cold Anchor is a free city that does not recognize Plenish authority. That said, it contains much of the culture and language of the Plenish people, for many of its residents came up from the south. As an independent city, Cold Anchor has entered a pact with the other independent cities of **Druindar** and **Tulith**. An attack on one of these cities obligates the others to come to their aide.

Visitors are welcomed but watched. Outsiders will sense an expectation for each person to prove themselves before being fully accepted. Once accepted, town folk are considered family. There is a code of honor bound to survival and seizing opportunity. Overtures of the law hearkening to the lands outside of Cold Anchor are met with amusement.

 **Druindar**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:** gold, medicine

**Local Goods:**

**Standard:** sign of the wings and star

**Colors:** black and silver

**Patron Deity:**

**Ruler:** Baron Remy Cormier and his wife Isabeault (f)

**Home**: Starvault Keep

**Steward**: Jehanin Raoult

**Marshal**: Floquart Lemaigre

**House Priest:**  Arnulphus Bonhomme

**House Adviser (Scholar/Mage/etc):**  Renodus Barrande

**Captain of the Guard**: François Jauffret

**Knights in Service**:

Alesia Gérard (f)

Gieffrin Bettencourt

Gerart Coulomb

**Local Powers:** The Gilded Grifters (thieves guild), House of Eldertale (bardic college), Luckless Legion (mercenary company)

**Local Sites:** Argent House Inn & Tavern, The Tattered Tabard Inn & Tavern, The Sultry Sylph (brothel)

**Description:**

Druindar is a small town on the **Isle of Giserne** that was overlooked for centuries by the growing powers in Plenia and Treviland. An island of mostly rocks and volcanic soil, its only inhabitants for the longest time were castaways and escaped fugitives. Today it has a colorful and diverse population. The town is built on the ruins left behind by the Celedonian general Herebus of the Tertius Fleet who wintered here during his campaign in western Amadar. The architecture here is well preserved from Celedonian Imperial times: elegant domed buildings of stone covered in ivy are connected by terraces lined with crumbling pillars.

**Industry:**

For the longest time the **Halfpeak Mountains** have yielded rare plants that locals brew into valuable medicines. But a few hundred years ago gold was discovered. The town has used its fortune to buy its independence, arming itself and buying influence with the merchant companies. It hosts a mercenary company which stands ready to defend it.

**Key Figures:**

Baron Remy Cormier – cheerful, charismatic, plain spoken, enterprising, deceptive

Baron Cormier is a short man with a broad frame, thick curly blonde hair, and green eyes that twinkle when he smiles. His beard is cut short with two long braids that hang from either side of his face. He walks with purpose, embodies high energy, and is a fast talker. He is usually dressed in an oversized sea captain’s coat adorned with medals he explains with stories that change with each telling. At his side Cormier carries a magical spyglass he calls Lucinda. According to local accounts, Cormier can simply look through the glass and magically teleport to whatever location he is looking at.

How Cormier came to be named the titular baron of the town no one knows. Rumors tell he was once a Plenish merchant’s apprentice, others say he was an envoy sent by Plenia to discuss annexation of the town. What is known is that in his fifteen years leading the town the locals trust him and are grateful for whatever shady deals he makes to keep the island independent. Making deals is what Cormier does best. He has contacts in every merchant company, smuggling ring, and thieves’ guild all along the western Amadar coast. His only goal is to make the town, and himself, as rich as possible with the least amount of work. He has endless good luck it seems. His wife, Isabeault, is a stunning beauty who does not speak. Some in the town joke she was once a mermaid Cormier talked into marrying him.

**Local Lore:**

The Halfpeak Mountains are a place of danger and mystery. It is said the very stone within the mountains has magical properties and that the mountains come awake at night and speak to those who have the ear to hear them.

**History:**

180 AA4 - Ahelissa Marais and her human army of freelancers help Adulien ward off attack by invaders

185 AA4 - Maraias marries Elephon, a high-born elf of Adulien; the elves and humans form a treaty and the town of Druindar is founded on the nearby Isle of Giserne

80 WA1 – Celedonian Tertius navy takes Fredegn Isle and Giserne Isle and Spargeus Legion invades Plenia

170 WA1 - Herebus, general in the Tertius Fleet, winters on Giserne Isle and founds the town of Druindar

Darmidia and its powerful merchant houses have played a role in aiding the independent powers of the west. They secretly fund defensive works and mercenaries in a bid to secure their influence in the region and prevent larger kingdoms from interfering with trade. Merchants that are part of the Darmidian network serve as spies and direct the course of envoys from Darmidia in how to influence the local authority.

**Customs:**

As an independent city, Druindar has entered a pact with the other independent cities of Tulith and Cold Anchor. An attack on one of these cities obligates the others to come to their aide.

The people of Druindar have a mix of many customs, both Human and Elven. They are tolerant of different races and welcome visitors. Hospitality is a standard among Druindar households. Outsiders may find the people rustic, for they are mountain people and have few of the courtesies of their Plenish cousins across the waters. Every local carries a tiny lode stone from the Halfpeak Mountains called a **Drudelith**. When placed on a board in water, a Drudelith will point in the direction of the mountains from whence it came and thus the way home.

 **Tulith**

**Size:** small city, population 12,000, guards / soldiers 120, militia 600

**Trade Goods:** wool, textiles, fishing

**Local Goods:** linen fabrics cambric, batiste

**Standard:** sign of the dolphin

**Colors:** green and yellow

**Patron Deity:** split between Pelor and Heironeous

**Ruler:** Duke Bernard Bardin and his wife Claude

**Home**: Castle Mirador

**Steward**: Yvonnet Gaume

**Marshal**: Guillemin Crozier

**House Priest:**  Gauchier Allaire

**House Adviser (Scholar/Mage/etc):**  Hildeburgis Bozonnet (f)

**Captain of the Guard**: Girart Ange

**Knights in Service**:

Albertus Robiquet

Gilot Adnet

Jodoinus Favre

**Local Powers:** The Satchel Saviors (thieves guild)

**Local Sites:** The Crooked Pint Inn & Tavern, The Rye Barrel Inn & Tavern, Eréndira's (brothel)

**Description:**

Tulith is the city of western adventure, the city of canals, a melting pot of old and new. What began as a collection of fishing villages is now a prominent sea power, home to controversial artists and writers, and recognized by the wool merchant guild. Large semicircular sea breaks stretch out like open arms to greet ships along the Strait of Chance. Towering statues of gilded fish line the sea breaks, water spouting majestically from their mouths. Closer in, the city is built on a series of submerged stone slabs with canals running between them instead of streets. Ancient Celedonian architecture can still be seen where the Tertius Fleet founded this place in 285 WA1.

The city is now reinforced with a small navy that is just large enough to make any attack too costly to be worth it. Long-range siege weapons have been built within the interior of the **Holmdel Forest** that are trained on the waterways, making a naval assault dangerous.

**Industry:**

Tulith is primarily a fishing city, with half the population working boats in the straits. But it is a convenient stop for passing merchant ships, which open the city up for more diverse industry. The other half of the population tend sheep outside the walls. Tulith has adopted the skills of the Trevilish in working wool into woven goods. Aside from woolen products, Tulith imports flax from Chryssla and weaves it into fine linen, including the elegant products of cambric and batiste, used in garments for the clergy and nobility. Tulith’s linen fabrics are in direct competition with the cotton fabrics across the waters of **Sable Bay** in **Ataia**.

**Key Figures:**

Duke Bernard Bardin – irreverent, decadent, conniving, charming

Duke Bardin is a portly man with thinning reddish hair, a thin reddish beard, pale blue eyes, and a rascally grin. He wears extravagant fabrics, large hats with peacock feathers, and enjoys showing off expensive jewelry especially on his fingers. He has a loud and full laugh which he demonstrates often. He is a man who enjoys his station, constantly feasting, drinking, and chasing women. He has a large ego and enjoys jokes at the expense of his peers.

Bardin chuckles at the thought of Plenish lords envying his city and its success in the textiles market. He has a large tapestry in his court depicting the War of the Tapestries and the many burning Plenish ships. In fact, he misses no opportunity to make sport of Plenia and is reckless with his remarks even in front of their envoys. He is a hard negotiator who insists on being present at every meeting of the wool merchants’ guild. While his accountants and advisers do most of the work to keep the city prosperous, Bardin sees himself as the mastermind to keep Tulith a wealthy and free city full of artists, poets, and adventurers. He is particularly taken with adventurers, insisting they be brought to his court to recount their tales. He is also known to bankroll campaigns, but he is a ruthless partner when it comes time to collect his share of the spoils.

**Local Lore:**

A holy relic from the old Celedonian times is located in the city, which has elicited the favor and protection of the Holy City of Hylux.

The island is far from fully tamed. Creatures lurk in the **Holmdel Forest** and attack by night. It is said that the island is cursed and there are prophecies of doom awaiting all who dare live there. So far that is good enough to keep outsiders at bay and residents careful to lock their gates and stay within the walls at night.

**History:**

Tulith was once a collection of fishing villages on the **Isle of Fredegn**. When the Celedonians swept through Western Amadar they built an impressive fortification on the island (80 WA1) and garrisoned troops to monitor the waterways. Two great towers were erected on either side of the **Strait of Chance**. The two towers were referred to as the **Twin Stones**, from which the name Tulith evolved.

After the fall of the Celedonian Empire a contingent of legionnaires settled amongst the natives and made the fortress their home. Centuries later, the people of Tulith are a blend of Aarnish and Plenish stock. When the Plenish crown was in Phaeria the town was recognized as an independent entity. But when Arrione rose to power the mood changed. Several attempts were made to conquer the island, but to no end. Joined by Druindar, another independent city, and forces from Treviland keen to oppose Plenia, Tulith has repeatedly fought off attacks.

Darmidia and its powerful merchant houses have played a role in aiding the independent powers of the west. They secretly fund defensive works and mercenaries in a bid to secure their influence in the region and prevent larger kingdoms from interfering with trade. Merchants that are part of the Darmidian network serve as spies and direct the course of envoys from Darmidia in how to influence the local authority.

**Customs:**

The people of Tulith are open-minded and tolerant of other peoples and religions. They are wary of outsiders for fear of Plenish spies. Strangers to the island are fixed with an iron collar that marks them as an outsider. The collar is removed when travelers depart. Those who frequent the island and are marked as friend to the court are spared the need for a collar.

Tulith enjoys a pact with Druindar and even far-off Cold Anchor to aid one another should such attacks happen again.

**History of Plenia**

**Kings and Queens of Plenia**

725 WA1 – 333 WA2 – rule of House Étoile

333 WA2 – 752 WA2 – rule of the Clerical Kings: Misericorde (church of Pelor), Penitent (church of Heironeous)

752 WA2 – 220 WA3 – rule of House Mace

220 WA3 – 423 WA3 – Norgardian occupation

423 WA3 – 667 WA3 – rule of Cordonnier

676 WA3 – 742 WA3 – rule of Queen Adelida

746 WA3 – 90 WA4 – rule of House Lecerf

90 WA4 – 329 WA4 – rule of House Duret

335 WA4 – present – rule of House Pelletier

**First Primordial Age (PA1)**

Dawn of the Phranes

**Second Primordial Age (PA2)**

160 PA2 - Beginning of the Phrane Empire: Hunald, a war chieftain, unites tribes around the Gremira region and present-day Robinet and marches east; he carries before him the enchanted sword Bagamort

165 PA2 - Hunald conquers tribes west of the Morwenn River

170 PA2 - Phrane armies push all the way to the Howling Sea

180 PA2 - Phranesh armies conquer the Gaufs in present day Erigoth

184 PA2 - Phranesh armies conquer the Vells in present day Tirudor

191 PA2 - the town of Robinet is annointed the seat of power over the Phrane Empire

830-860 PA2 - Phranes are driven out of present-day Erigoth, Tirudor, and Treviland; the Phranes continue to rule lands west of the Morwenn River

**Third Primordial Age (PA3)**

490 PA3 - War of Hoof and Fang - Centaur armies clash with Gnoll raiders out of the Cauldron Mountains

720 PA3 - The Silver War - Phrane armies storm the Dwarven kingdom of Citerak, triggering bloody war for a century

830 PA3 - End of the Silver War

**Fourth primordial Age (PA4)**

290 PA4 - Fall of the Phrane Kingdom - King Aleaume wages war with the elves of Ulynar, Aldalinh, and Ari'aanh; the elves utterly wipe out the Phrane armies and slay Aleaume

580 PA4 - Mt. Ayval erupts, destroying the village of Halphen; ash darkens the sky for decades, opening the door for Orc invasion and occupation for three hundred years

860 PA4 - the paladin Avisa Hachette (f) brandishes her sword, Sunbringer, and rallies the human tribes to drive back the Orcs in present-day Plenia

870 PA4 - the town of Robinet is built on the ruins of Halphen

872-888 PA4 - The Wizard War: Telemechus triggers a world-wide war of mages, some of whom march on Ongolk to stop him and some who join him in attacking the ley lines in their lands; epic battles wage all over the world, destroying cities and upsetting the balance of magic

888 PA4 - The Battle of Forlorn: Telemechus is slain but not before rupturing the magical ley lines permeating Nemmyrl; the victorious general Dragan of Celedon seizes the opportunity to rid the world of magic and ruptures the Singularion as it is embedded in the ley lines; the resulting explosion sends a shock wave that ruptures the magical ley lines around the world and triggers the Dead Century

**First Ancient Age (AA1)**

250 AA1 - Jacotin of Phaeria unites the Harduin tribes in the region around Phaeria; Kingdom of Harduin is born

380 AA1 - The Terror of Caldura - the demented wizard Banasar wields the Crown of Power; he calls forth dark powers in the Caldura Mountains in Northwestern Amadar; an unstoppable army of Orcs marches southward to destroy and defile

420 AA1 - Heroes from Plenia and Erigoth band together with the Scepters of Power and defeat Banasar; Orc armies retreat north where evil still lingers beyond the mountains

**Second Ancient Age (AA2)**

230 AA2 - Harduin kingdom quells an uprising by Phranes looking to restore their old empire; mercy is shown in spite of cries to exterminate the Phranes

550 AA2 - towns of Lancett, Robinet, and Fleur are rebuilt; the Phrane people continue to persist in the region

**Third Ancient Age (AA3)**

90 AA3 – Red Leaf War - King Sevré of the Harduins wages war on elven kingdom of Aldalinh

90 - the Amulet Veritae, amulet of kings, is sundered in two at the act of Sevré's treachery; the second half is lost

110 AA3 - Elven settlements in Bane Wood and Treacle Forest wiped out by Harduin armies in the Red Leaf War

140 AA3 - end of the Red Leaf War - elven forces from Adulien and Ulynar encircle and wipe out Harduin forces, rescuing Aldalinh; King Sevré falls in battle when elves wield the second half of the Amulet Veritae and slay him

850-873 AA3 - Great Orc War of the West

851 AA3 - The Great Orc Army splits into four forces: The Banners of Blood, Bone, Claw, and Teeth; Blood and Bone march west, Claw invades the Dwarven Kingdom of Citerak, Teeth marches east into the Friendless Fringes

853 AA3 - the Orcs of Blood and Bone withdraw to Wyvern Pass; Elves of Aldalinh and Adulien are surrounded and ambushed at Wyvern Pass ; they flee west in retreat

854 AA3 - Banners of Blood and Bone assault Final Forest; Banner of Claw takes Glitren and holds off reinforcements from Rubelor

856 AA3 - Erigoth, realizing too late the danger, deploys forces to stop the Orc invaders; Harduin town of Sembry is destroyed

857 AA3 - Orc banners of Blood and Bone meet Plenish forces on the Plains of Gremira; Orcs of the Teeth banner take Windenfre; Orcs of the Claw lure Rubelor and Citerak forces into Glitren and unleash demons from a deep fissure they have created

857 AA3 - Treviland and Tirudor marshal forces to aide the western kingdoms of men; Elves of Ulynar march west, Elves of Ari'Aahn march east

858-872 AA3 - fighting continues off and on around the Plenish Marches, Bane Wood, the Gunnar Gap, and the Plains of Arbock

866 AA3 - Sir Aubert Jourdain, paladin champion of Valcoeur, leads an army to crush the Orc hosts and drive them north of the Brightwater River

873 AA3 - a series of victories over the Orcs drive them back from the Plenish Marches and the lands east of the Evermore Mountains

875 AA3 - the elves of Aldalinh return and begin to rebuild but the Kingdom of Harduin is no more; the lands north of the Augemere Sea are lost to orc and goblin tribes

**Fourth Ancient Age (AA4)**

180 AA4 - Ahelissa Marais and her band of heroes come to the rescue of the Elves on Adulien, the elves invite them to settle on the island; town of Druindar is founded

520 AA4 - the last survivors of the Harduin people find refuge in Vesper Bay region

680 AA4 - the last Harduin are massacred by Phranes nursing a grudge for their quelled rebellion; the lack of mercy after Harduin spared the Phranes lives on in the insult "Phranesh mercy"

**First Written Age (WA1)**

80 WA1 - Celedonian Tertius navy takes Fredegn Isle and Giserne Isle and Spargeus Legion invades Plenia; Elves of Adulien massacre the Tertius navy when they attack their Adulien homeland

110 WA1 - Celedonian Spargeus Legion defeats the Plenish tribes but is surprised to find a vast host of Orcs occupying western Amadar; Celedonians purge the land of Orcs then march on the Treian tribes

140 WA1 - Celedonian Spargeus Legion passes through Wyvern Pass and enters wild lands north of Plenia; thousands massacred by orc tribes; Spargeus Legion retreats to Phaeria to establish a garrison there

250 WA1 - Celedonian Tertius navy, rebuilt after the defeat at Adulien, sail up the coast of Western Amadar, sack Cold Anchor, take the outer islands

760 WA1 - Genovefe of the Plenish tribes unites her people in overthrowing the Celedonians; she becomes the first queen of Plenia

**Second Written Age (WA2)**

145 WA2 - Father Prospero from the Holy City of Hylux arrives in the Plenish city of Ataia and begins a campaign to spread the faith of Pelor throughout the Western Kingdoms

470 WA2 - The War of Cathedrals between the High Holy Churches of Hylux and Indiron

500 WA2 - Plenia split as Arrione, Ataia, Highvow, and Valcouer fight for Indiron while Chryssla, Phaeria, Robinet, Fleur, and Lancett fight for Hylux

56 WA2 - Battle of the Heavens - Indiron forces win a decisive victory over the Hylux armies, ending the war; Treviland, Plenia, and Tirudor remain split in their faiths

570 WA2 - refugees from the War of Cathedrals move north and build the town of Chryssla on the ruins from the Great Orc War

660 WA2 - town of Cold Anchor is built on the ruins of the city of Sembry, which fell in the Great Orc War

**Third Written Age (WA3)**

410 WA3 - Plenish King, driven out of Arrione, musters his nobles and defeats the Norgardians at the Battle of Tuvay

470 WA3 - End of the Great Erobring: Norgarde driven out of Amadar

610 WA3 - War of the Secondborn; Plenish are driven from Bastion and Pelham by Renus of Treviland

612 WA3 - Plenia and Tirudor unite to fight Treviland

615 WA3 - Plenia occupies half of Treviland

640 WA3 - Second Dark Crusade reaches the West; the three kingdoms abandon their war and unite against Mortavay's invasion; end of the War of Crowns

655 WA3 - Plenish cities fall during the Second Dark Crusade defending the path to Phaeria: Valcouer, Ataia, Highvow

660 WA3 - Mortavay's northern and southern forces link up outside Lancett, an offensive is mounted across the Plains of Gremira

666 WA3 - Elves of Aldalinh join Plenish forces from Chryssla and Phaeria to battle Mortavay's central arm

667 WA3 - Batlle of Arrione - paladins of Arrione are wiped out defending the city as Mortavay's southern arm focuses all its strength in taking the city

668 WA3 - Adelida the Sundry Knight rises from the Plenish ranks as an icon of hope and helps win many battles against the Mortavay host

670 WA3 - Mortavay vanquished, end of Second Dark Crusade

**Fourth Written Age (WA4)**

50 WA4 –Black Finger Orcs and Leenee gnolls unite on the Gremira plains and assault the town of Robinet

90 WA4 - Benedin Duret wins the War of the Bridles, moves the throne and the Code Civilite to Arrione

140 WA4 - Saurians out of Merdrin Marsh unit under a powerful earth elemental hailed as Rankruut that rises from the swamp and attacks Lancett, enslaving its people and defiling the town.

141 WA4 - Lancett people are branded by the Saurians and made slaves. The people of Lancett grow bitter at the lack of aide from the throne in Arrione.

148 WA4 - After years of war and with help from Robinet and Fleur, the people of Lancett take back their town. The hero Sir Giles d'Hubert destroys the muck monster named Rankruut.

150 WA4 - War of the Red Moons - Plenia and Tirudor wage war on Treviland

170 WA4 - Plenia and Tirudor conquer most of the Trevilish lands undergoing civil war, isolating their lords behind their town walls

260 WA4 - End of the War of the Red Moons; House Trinton drives Plenish forces west of the River Oredon and the Tirudorans east of the River Vestillon

335 WA4 - Gillet Pelletier assumes the throne after capturing the Lord Godefroy and ending the civil war; beginning of the Pelletier dynasty

470 WA4 - Night of the Cloaks - King Nathaniel's spies lure nobles that oppose him to Verdant Valley and have them murdered

**Local Goods**

**Cereals:** wheat, spelt (wheat), barley, oats, rye

**Fiber:** cotton, hemp, flax

**Fruits:** blackcurrant, damsons, juniper berry, pear, raspberry, bilberry

**Meat and poultry:** beef, pork, boar, chicken, lamb, mutton, duck, geese, pheasant, quail, venison, veal, rabbit, goat

**Nuts:** chestnuts, hazelnut

**Vegetables:** angelica, cabbage, parsnips, radish, rapeseed, turnip, potatoes, carrots

**Herbs:** caraway, dill, hops, tarragon, thyme, oregano, wormwood, ramson, borage, celery, chives, gale, horseradish, juniper, mugwort, southernwood, water cress

**Oils:**

**Fermented Drink:** beer (ale, lager, malt, stout) with the following types: amber, blonde, brown, cream, dark, pale, strong, wheat, red, pilsner, golden, fruit, honey, and merchant; wines red and white

**Salt-water fish:** herring, cod, oysters, mussels and scallops

**Fresh-water fish:** pike, carp, bream, perch, lamprey, and trout

**Wood:** willow, alder, ash, beech, birch, chestnut, fir, hornbeam, larch, oak, pine, poplar, spruce, walnut, sycamore

**Textiles:**

**Dishes:**

**All** sop (pieces of bread served with broth, soup or wine, salt water)

**Erigoth** sausages

**Tirudor** maccu (soup prepared with dried and crushed fava beans (also known as broad beans) and fennel),

**Notes on Culture**

**Clothing and attire**

People in the western kingdoms tend to wear woolen clothing with undergarments made of linen. Men tend to wear woolen tunics with hose, leggings and/or breeches. Men of station wear doublets, a close-fitted padded garment with long sleeves. Sometimes they wear jerkins, a tight-fitted sleeveless jacket, over the doublet. Women wear long gowns with sleeveless tunics and wimples to cover their hair. Sheepskin cloaks and woolen hats and mittens are worn in winter. Women of station wear flowing gowns and elaborate headwear, ranging from headdresses shaped like hearts or butterflies to tall steeple caps and Italian turbans.

Peasants wear simple hide shoes or footwear made of cloth bound by leather straps. Commoners wear leather boots of varying heights, sometimes with straps and buckles. The wealthy may wear boots of great quality and decoration. Dyes are common, so even peasants wear colorful clothing. Fabrics of the brightest and richest colors are found on nobility and the very rich. Brighter colors, better materials, and a longer jacket length are usually signs of greater wealth.

Clothing of the aristocracy and wealthy merchants tend to be elaborate and change according to the dictates of fashion. Some materials are sable, velvet, cloth of gold, or silk. Garments are often lined with fur or garnished with silver or gold thread.

**Military Clothing, Weapons, and Armor**

**Clothing:** The typical soldier of the west, high-born or low, is attired in a mid-length tunic, breeches, belt, and leather boots or shoes. Knights and well-funded soldiers may wear a higher quality cloth, some even silk, decorated in threadwork and high boots of rich leather and shiny buckles.

**Armor:** Common foot soldiers and archers wear a gambeson (also aketon, padded jack, pourpoint, or arming doublet), which is a padded, quilted defensive jacket constructed of linen or wool. Professional soldiers and knights wear medium to heavy armor over this jacket. Foot soldiers carry kite shields or, in some cases, tower shields. Cavalry carry light shields.

**Weapons:** Conscripts carry only a spear and perhaps a short sword or dagger. Militia and professional soldiers carry long swords, battle axes, heavy maces, or some form of polearm. Mounted soldiers carry a heavy lance as well as a longword, light mace, flail, or battle axe.

**Base Stats:** (Infantry) Splint Mail +6 AC, Heavy Steel Shield +2 AC, Longsword 1d8 / 19-20, Spear 1d8 / x3, Mace, light 1d6 / x2; (Archer) Scale Mail +4, Long Bow 1d8; (Conscript) Leather +2, Spear 1d8 / x3, Short Sword 1d6 / 19-20, Light Wooden Shield +1; (Cavalry) heavy or medium armor, long sword 1d8 / x2, lance 1d8 / x3, heavy metal shield +2 AC, Long Sword 1d8 / x2

**Markings and Standards:** Western armies prominently display the devices and colors of their local lord or lady on banners, shields, and clothing. Soldiers of the king or queen bear the device and color of the throne. Vassal armies feature a diagonal sash of the kingdom’s color on their shields and banners to show their allegiance. Knights and high-ranking soldiers may wear a tabard, a sleeveless jerkin or loose overgarment, bearing the colors of their lord. Conscripts carry no device on their shields, but may be issued a ribbon of their house or kingdom color to wear on their left arm. In well-funded campaigns, conscripts receive a tabard of coarse cloth.

* The cultivation of grapes and production of wine are the hallmark of Plenish culture. Master winemakers are given the semi-noble title of **Vigneron** and it imparts great influence. The **Houses of Dulcelina, Hellisent, Auberée, Tenebresh, Maalot, and Faible** are the six major vineyards in Plenia. Wine merchants for each house are notoriously competitive. They exert great influence on merchant companies to ship their product and are not above vicious tactics to undermine the other vineyards.
* The Plenish kiss one another when greeting or taking their leave. The more kisses the greater the sign of admiration or affection.
* The Plenish enjoy engaging in detailed and often heated discussions and often stand close when engaging in conversation, which some may find uncomfortable or even threatening at first. They also like to gesticulate with their hands as a form of expression when talking.
* Food and wine are central to life at all socioeconomic levels, and much socializing is done around lengthy dinners. Two customs of note: one must never present a bottle of wine to the host of a party, for it implies an insult; two one must not eat food in the street unless it is to break off the end of bread to sample it.
* Throughout the year, towns and cities across Plenia hold carnivals, each a spectacular show of color, music, and civic pride, distinguishable by their bizarre array of local traditions.
* **Charivari** - folk custom in which a mock parade is staged through a community accompanied by a discordant mock serenade. The crowd aims to make as much noise as possible by beating on pots and pans or anything that comes to hand. These parades are often referred to as **rough music**.
  + In the first, and generally most violent form, a wrongdoer or wrongdoers might be dragged from their home or place of work and paraded by force through a community. In the process they were subject to the derision of the crowd, they might be pelted and frequently a victim or victims were beaten at the end of the proceedings.
  + A safer form involves a neighbor of the wrongdoer impersonating the victim whilst being carried through the streets. The impersonator is obviously not himself punished and he often cries out or sings ribald verses mocking the wrongdoer. Sometimes an effigy is employed instead, abused and often burnt at the end of the proceedings.
  + Communities use "rough music" to express their disapproval of different types of violation of community norms. For example, they might target marriages of which they disapprove such as a union between an older widower and much younger woman, or the too early remarriage by a widow or widower. Villages also use charivari in cases of adulterous relationships, against wife beaters, or other scandals.
  + As popular justice rituals Charivaric events are carefully planned and often staged at times of traditional festivity thereby blending delivering justice and celebration. Women seem to be particularly prominent in both organizing and participating in such events which usually begin with the crowd gathering (pubs or taverns are a common meeting point) and then marching to the homes of the accused.Parades were of three types.
* On **Saint Catherine’s Day** in Plenia it is customary for unwed women to pray for husbands and for those over 25 – called **Catherinettes** – to receive outrageous hats from their married friends, colored yellow for faith and green for wisdom, which they must wear all day.
  + The customary prayer:
  + “Saint Catherine be good we have no hope but you. / You are our protector, have pity on us, we implore you on our knees. / Help us to get married, for pity’s sake, give us a husband. / For we’re burning with love, deign to hear the prayer, which comes from our overburdened hearts. / Oh, you who are our mother, give us a husband.”
* The religion of Plenia was split down the middle during the **War of Cathedrals** in the Second Written Age. Today Arrione, Ataia, Highvow, and Valcouer worship Heironeous while Chryssla, Phaeria, Robinet, Fleur, and Lancett worship Pelor. Cold Anchor has no official churches, whereas Druindar has many. Tulith is split between Pelor and Heironeous. While the two faiths coexist peacefully today, there is still tension felt ever after hundreds of years after the war. Some traditional-minded families forbid intermarriage between the churches. Some towns may turn their noses up at travelers bearing the holy symbols of the other church.

**Local Deities**

At the dawn of the Written Ages, the western kingdoms of Plenia, Treviland, and Tirudor fell sway under the civilized churches of Hylux and Indiron. Cathedrals and abbeys were built, holy days set, and rituals adopted into everyday life. The people abandoned the old gods of their tribes. The influence of the church crept into every court, elevating kings into divine rulers and knights into holy crusaders. Such was their power, the two churches fueled holy war between the cities and towns in the Second Written Age. Neighbor turned on neighbor in what was later called the War of the Cathedrals. When the dread of the First Dark Crusade loomed, the people put aside their holy war. But the land is still divided to this day, with some regions honoring Hylux and the others honoring Indiron.

Still yet, the old gods persist, even to this day. Their crumbling stone shrines, covered in clover and moss, still whisper to the common folk who listen. These are the gods of the druids and rangers. These are the powers of nature that the common folk still call upon in their darkest hour. In lonesome monasteries hidden along the countryside the disciples of these old gods pray to harness the powers of the wind and earth, stars and moon. Their wandering prophets are called the **Faidh** and they speak riddles and the dooms of men. The old gods are the same among the western people, all having hailed from the early ages when all the tribes were as one.

There stand many churches dedicated to Pelor and Heironeous. But it is the saints that the common folk have come to pray to.

**Saints of the Plenish Churches**

Chryssla - Saint Aleamme of the Narrow Path (saint of Pelor)

Lancett - Saint Oda (f) of the Red Hands (saint of Pelor)

Phaeria - Saint Ethor the Subduer of Demons (saint of Pelor)

Robinet - Saint Lambert of the Ashen Cloud (saint of Pelor)

Arrione - Saint Baudrain of the Soul Ledger (saint of Heironeous)

Highvow - Saint Jehannin of the Unbreakable Bond (saint of Heironeous)

Fleur - Saint Cussata (f) of the Undying Root (saint of Pelor)

Ataia - Saint Eremburga (f) of the Cleansing Waves (saint of Heironeous)

Valcouer - Saint Symonnet of the True Heart (saint of Heironeous)

**The Old Gods of the West**

Still yet, the old gods persist, even to this day. Their crumbling stone shrines, covered in clover and moss, still whisper to the common folk who listen. These are the gods of the druids and rangers. These are the powers of nature that the common folk still call upon in their darkest hour. In lonesome monasteries hidden along the countryside the disciples of these old gods pray to harness the powers of the wind and earth, stars and moon. Their wandering prophets are called the **Faidh** and they speak riddles and the dooms of men. The old gods are the same among all Western Amadar, having hailed from the Primordial Ages when the western tribes were as one.

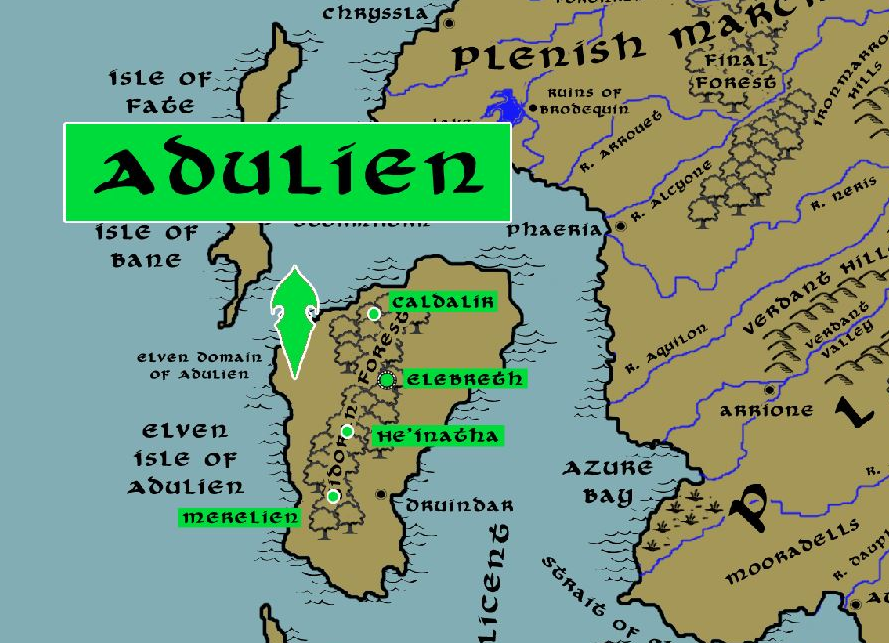
* **Aermid** – goddess of healing and herbalism
* **Áine and Grian** - goddesses of the summer sun and winter sun
* **Ankou** – god of the dead and the underworld, appears as a skeleton wearing a black robe and a large hat which conceals his face, or, on occasion, simply as a shadow. He wields a scythe and sits atop a cart for collecting the dead. Sometimes he drives a black coach drawn by four black horses accompanied by two ghostly figures on foot. He protects grave yards and, as the saying goes, “When the Ankou comes, he will not go away empty.” Anytime a wagon wheel squeaks or the cry of an owl is heard, it is said to be the squeaking of Ankou’s cart. The owl is referred to by some as the “Death Bird” for this reason.
* **Anotemen** – goddess of the sacred grove
* **Artaius** – protector god of sheep and cattle herders, takes the form of a bear
* **Asteron** – goddess of the dawn, beginnings, and resurrection, patron deity of Windenfre
* **Baduhenna** - matron goddess of war, patron deity of Hansla
* **Belisama** – goddess of crafts and the forge, of fire and of light
* **Branwen** – goddess of love and beauty
* **Brighid** - goddess of healing, poetry and smithcraft
* **Bussumarus** - weather deity who controlled the rain, wind, hail and fog
* **Cathubodua** – goddess of war
* **Grannus** – god of thermal springs, healing
* **Hillon** – god of sun and music
* **Matona** - river goddess
* **Nehalennia** - protector goddess of ships and sea trade
* **Noctiluca** – goddess of magic
* **Niskus** – god of the sea
* **Ogma** – god of eloquence and poetry
* **Rosmerta** – goddess of fertility and abundance
* **Rhiannon** – goddess of fertility, the moon, night, and death; her name means “night queen”; she is strong minded, intelligent, politically strategic, and famed for her wealth and generosity
* **Sandraudigr** - goddess of wealth and military pride; she appears with outstretched hands stained red with blood but gold covering her feet, patron deity of Dammerung
* **Sirona** – star goddess
* **Sucellos** – god of agriculture and wine; carried a large mallet and a barrel
* **Taranis** - god of thunder who carries a hammer and a wheel, patron deity of Hammer Hold
* **Weylund** - weird and malicious blacksmith god, patron deity of Wolfenfels

\* Underlined indicates a monastery dedicated to this god or goddess

**Creatures**

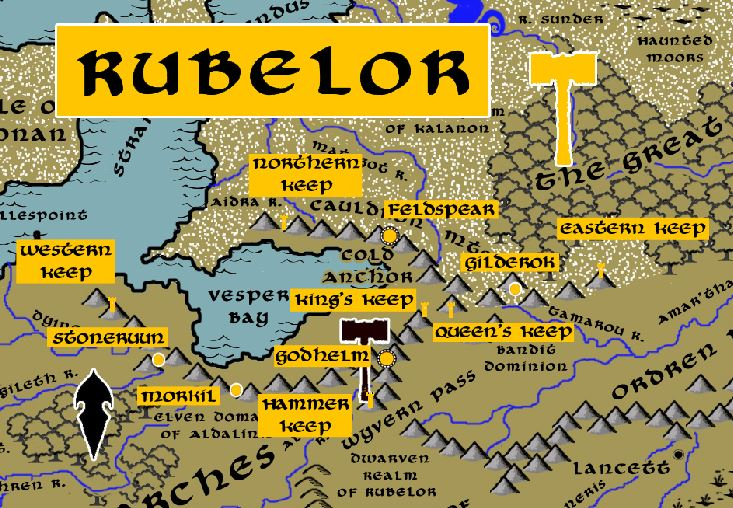
**Other Races**

**Elves**





**Dwarves**



**Magical Items**

**Sceptre Douleur**, or Scepter of Pain. It is said to have been crafted by a mad Plenish king in the Ancient Ages and creates anguish in its victims. Wielded by Baron Halcourt of Highvow.

**Justedore** “hard justice.” It is a powerful enchanted sword that is said to decapitate its foes and let out a crack of thunder when it does so. Currently wielded by Baron Azais of Valcoeur.

**Amulet Veritae** - crafted in the Ancient Ages to serve the Harduin kings, granted great power to any who wore it with virtue. The amulet was split in twain in 90 AA3 when King Sevré grew corrupt and waged war on the elves of Aldalinh. Since that time, the surviving upper half of the amulet still grants power to any who wear it. But rumors remain that the second half of the amulet, lost to the ages, retains the power to destroy any who wear the amulet falsely.

**Pseudonymicon** - A large book in the Cathedral of Garl Glittergold in Kalkamoor. It contains endless pages upon which are magically written the secret names of every gnome that has ever received one. Merely speak a gnome’s regular name in the presence of the book, and the book will answer with the secret name. Everyone knows that if you can guess a gnome’s secret name they must grant you whatever you desire. For this reason, thieves have long wanted to steal the book and use it to liberate gnomes from their treasures. The book is a very sacred text and kept under many strong warding spells.

“**Lucinda**” – a magical spyglass carried by Baron Cormier of Druindar. According to local accounts, Lucinda comes in quite handy whenever Cormier is in a hurry: he simply looks through the glass and can magically teleport to whatever location he is looking at.

**Drudelith** - a tiny lode stone from the Halfpeak Mountains on the Isle of Giserne. When placed on a board in water, a Drudelith will point in the direction of the mountains from whence they came and thus the way home.

**Helmet, Shield, and Sword of Sir Aubert Jourdain** – Jourdain was the greatest paladin in Plenish history and was Valcouer’s champion. His deeds are sung as if he were a demigod. In 866 AA3 he was instrumental in crushing the Orc hosts in the Great Orc War of the West which led to the ending the war. His magical helmet, shield, and sword are enshrined within the **Chapel of the Secret Fountain**. They are on occasion commissioned to Plenish heroes of true faith for the sake of quests and then returned. They have been used in countless battles defending Valcouer and were lost only once. But the Plenish launched a raid by ship and over land to Illustrim itself to retrieve it. Most of the agents died on that mission, but the items were restored to their place of honor.

**Code Civilite** – An ancient book that lays out the fundamental laws of civilization for the west. It is regarded as the greatest work of literature in western Amadar. More than just a book, it is imbued with powerful spells that are lawful aligned. Four hundred years ago **Benedin Duret** won the **War of the Bridles** moved the throne and the Code Civilite to Arrione, but the original crown of the Plenish kings was secreted away and is believed to be somewhere near Phaeria in safe keeping.

**Armor of Adelida** – Adelida was the Sundry Knight who united Plenia against Mortavay in the Second Dark Crusade. She was later crowned queen in Phaeria. Her armor and banner can be found in the baron’s castle in Chryssla. It is said the gods blessed these items and they are revered as holy relics by the church.

**Banner of Adelida** – Adelida was the Sundry Knight who united Plenia against Mortavay in the Second Dark Crusade. She was later crowned queen in Phaeria. Her armor and banner can be found in the baron’s castle in Chryssla. It is said the gods blessed these items and they are revered as holy relics by the church.

**Malis Inimicus** - One thousand years ago, during the Great Erobring invasion by the Norgardians, a young woman rose up as protector of Arrione and her people. Helisent Dufour, the lone survivor of a village destroyed by the armies of Norgardians, made a pilgrimage to Mount Ayval and vowed to serve Heironeous. She was blessed with supernatural powers and her mace enchanted, which she named Malis Inimicus. After a lifetime of fighting the Norgardian hordes Helisent Dufour was named Holy Protector of Plenia and founded the Order of the Eyre in Arrione. Her mace and armor reside in the chapter house of the order to this day.

**NPC Templates**

This is a list of notes and stats to help develop NPC’s relevant to this region.

**Developer Notes**

This is a list of notes on the development of this document, including notes on history, culture, and changes to the document.

