Notes on the lands of Tirudor



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**Overview**

Tirudor: It is a land of hot-blooded troubadours, passionate dancers, and deep devotion to the saints and their cathedrals. Here are the finest sword makers and the duelists who die by the code of Tirudoran steel. And from here hail a long heritage of seafaring explorers. It is a kingdom of regions, each of them unique from ancient tribes, all brought under the banner in Colova.

* Ordonian
* Cimmaron
* Bravora
* Costera
* Argilon

Here the people still look to their city of Ibilis and the old line of nobles. are stories told in the old tongue,

thriving trade from its ports, bountiful grain fields, and enough wool and livestock to finance a princely power. Mostly it is the guardian against the Trevilish that face them across the Bay of Nereida, but it has been known to ally with them in a never-ending hunger to be its own kingdom once again.

At Tirudor’s center are the Cimarron Plains, a wild expanse where herds of wild steer roam and countless farms cultivate wheat along its outer edges. It is here the rustic people of Granjero are master farmers and where elaborate dances are born. Here, too, is the mighty city of Colova and her splendor. Colova is a large and sprawling metropolis, with the height of culture and finery at its center but a sea of squalor in its many slums.

Northeast of the Cimarron, bordering the Howling Sea, lies the Bravora region: land of hunters and warriors and sailors of the inner sea. Led from the small city of Estrenar, the people are hardworking but considered a bit odd by outsiders, for they traffic freely with the elves and the creatures of Firethorn Forest. The Bravorans are a matriarchal society and bound by honor to guard the north from Tirudor’s enemies in Erigoth. Auzolan

To the far south are the Costera Lands, the peninsula and its long coastline. Saludor, the city of sailors and steel, dominates the south. It is a city of shipwrights and captains with rule over the Isle of Guerdon and Orden. Saludor is known for its legendary steel and the warriors who wield it, many of whom follow an ancient code of the duelists. Up the coast to the east lies the idyllic Queen’s Haven, with its wool and cotton and expert textiles.

To the east are the Lands of Argilon, a vast grassland between the Ravissa and Rose Petal Rivers and little else. Her two major powers, each sitting at opposite ends of the land, could not be more different. Fortuna, the city of chance, is filled with the music and carefree life of troubadours, adventurers, explorers, gamblers. Dour Osorio sits far to the east, a heavily fortified border town overlooking the Tirudoran Marches. Here the people mine clay, stone, and platinum. They are humorless, practical, and always vigilant against the enemies on the kingdom’s borders.

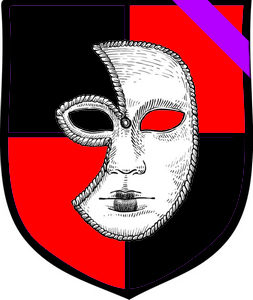
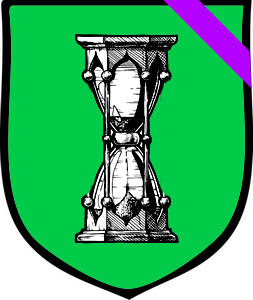
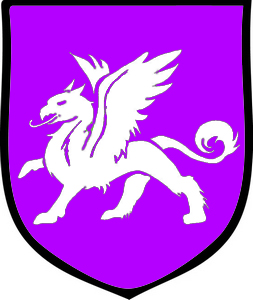
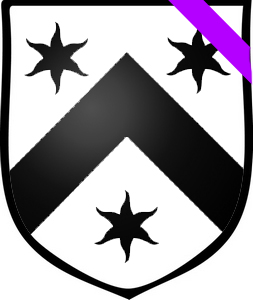
Granjero with its farms and its dance,

Fortuna with its music and chance,  
Ibilis aloof and proud,  
Colova with its   
Osorio dour and

Ibilis with its river gates and somber grace, Granjero with its elaborate dances and spirited farmers, Fortuna with its troubadours, Osorio with its mines, Estrenar with its wild fare and enticing scents, Saludor with its legendary steel and seafaring bravados, and Colova the seat of power with its magic and its fine wines and its sprawling harbor. Farnaway, an independent city, glitters off the coast with its colorful garments and grand theater.

* Lands of Ordonia – northernmost region of Tirudor, distinguished by its own unique culture hailing back to the times when Ordonians were independent of the kingdom.
* Lands of Bravora – region of Tirudor north of Firethorn Forest and bordering the Howling Sea. It is a remote region defined by its rustic people who take pride in guarding the land from Erigot invaders.
* Lands of Argilon – Wide, open lands bound by the Ravissa and Rose Petal Rivers.
* Lands of Costera – Lands of the southern peninsula of Tirudor. It was once its own sea kingdom but was conquered by Colova. Saludor is its seat of power, where the old lineage of rulers can still be found among the sea captains.
* The Tirudoran Marches – Easternmost holdings of Tirudor that border on the wild lands of the Gnoll tribes.
* Gnoll Lands

**Towns and Cities**



* [Ibilis](#Ibilis) – large city, House Navarrete, sign of the three stars
* [Estrenar](#Esideron) – large town, House Baylen, sign of the black unicorn
* [Granjero](#Estelon) – small city, House Calatrava, sign of the black bull
* [Colova](#Colova) – metropolis, House Coursera, sign of the silver griffin
* [Saludor](#Saludor) – large city, House Vallador, sign of the anchor and crossed swords
* [Queen's Haven](#QueensHaven) – small city, House Tovar, sign of the crown and scepter
* [Fortuna](#Fortuna) – small city, House Rosil, sign of the hourglass
* [Osorio](#Osorio) – small town, House Argote, sign of the sword and black sun
* [Farnaway](#Farnaway) - small city, House Caldibar, sign of the mask

**Best in the Land**

Trade Hub: Ibilis, Colova, Fortuna

Religion: Fortuna, Farnaway

Arts: Granjero (dance), Fortuna (guitar), Farnaway (theater)

Magic: Colova

Spirits: Colova

Steel: Saludor

Grain: Ibilis, Granjero, Fortuna

Crafted Goods (e.g. Pottery, Textiles, Metal Wares):

Textiles: Colova, Saludor, Queen’s Haven

Harvested Goods (e.g. Aromatics, Medicine, Dyes): Estrenar (perfume) Farnaway (dyes)

Mined Goods: Colova (iron) Osorio (clay, stone)

Precious Metals: Osorio (platinum)

Ship Building: Saludor

Other:

**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**

White Cormorant Traders – Ibilis

Doradon Traders – Colova

Fleet Caravel – Fortuna

**Mercenary Companies**

The Cabraderos – Fortuna

**Smuggling Rings**

The Argenti – Estrenar

The Malacoda – Queen’s Haven

Martinet – Farnaway, Isle of Cordela

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

Salvaste Cathedral - Ibilis

Chapel of the Watchlight - Estrenar

Cathedral of the Divine Orb - Granjero

Madrugada Cathedral - Colova

Cathedral of the Guiding Star - Saludor

Cathedral of the Loom - Queen's Haven

High Cathedral of Olidammara - Fortuna

Chapel of the Green Haven - Osorio

High Cathedral of Fharlanghn - Farnaway

**Orders of Paladins**

Order of Dulcinea – Ibilis

Order of the Silver Dragon - Colova

Order of the Coronet - Saludor

**Druidic Circles**

Circle of the Dragonfly - Estrenar

Circle of the Shearwater - Granjero

**Bands of Rangers**

Band of the Lark Song – Osorio

**Schools of Magic**

Xana Sanctum – Colova

Maleficarum Coven – Estrenar

Skyclad Coven - Queen’s Haven

**Bardic Colleges**

Cavalana Theater – Granjero

Arquino Troubadour House – Fortuna

Corsair Theater – Farnaway, Isle of Cordela

**Warrior Academies**

Balestra School of Fencing – Saludor

Tartalo Colloseum – Farnaway, Isle of Cordela

**Assassins Guilds**

The Malabranche – Colova

Silent Sigil – Fortuna

**Cults**

**Other Guilds**

House of Vargas (fashion empire) – Queen’s Haven

Wardens of the Soil – Granjero (guild overseeing farms and ranches)

Vibria Palace (gambling house) – Farnaway, Isle of Cordela

**Monasteries**

Monastery of the River Mother - southern tip of the Anyana Forest next to Rose Petal River

Monastery of the Amber Rind - southern end of the Shield Hills at the head of the Oscuro River

Monastery of the Altar of Ardor - Firethorn Forest

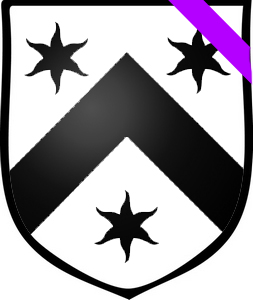
Monastery of the Sea Mother - Isle of Orden

**Pirates**

(none)

**Points of Interest**

* Isle of Cordella – independent power, site of the city of Farnaway
  + Folly Channel
* **Isle of Orden** 
  + Here is the site of the **Monastery of the Sea Mother**, where monks train and study in the ways of **Nehalennia,** protector goddess of ships and sea trade
  + Orden Straits
* Isle of Guerdon
* Isle of Solas
  + Solas Channel
* Bay of Nereida
* Gulf of Marevida
* **Vermillion Cliffs**
  + Here lurk the tribe of Sahuangin known as the **Rathalnar**, known by their sign of an enormous wave cresting in a circular pattern
* Great Falls of Fiorina
* Bay of Luna
* Venera Channel
* **Firethorn Forest** - home to the **Nafnik**, intelligent tribe of speaking squirrels who safeguard the forest and are avid adventurers and thieves
  + the southern edge of the Forest is the site of the **Monastery of the Altar of Ardor**, where monks train and study in the ways of **Branwen,** goddess of love and beauty
  + Secret location of the keep of **Magdelena (f) the Gossamer**, Arch Mage of the Tirudoran lands.
* **Anyana Forest** – giant spiders, ettercaps, home of the Encantada fairies
  + The southern edge of the forest is the site of the Monastery of the River Mother, where monks train and study in the ways of **Matona**, the river goddess
* **Dunsan Forest** 
  + Home to the Gnoll tribe called the **Tagrath,** known by their sign of twin pointed ears. The tribe dominates this region and safeguards the **Temple of Yeenoghu**, sacred to all Gnolls.
* **Shattered Plains** – southern reaches of the Ordonian lands, terminating along the banks of the Carmina River; the land here is pock-marked by strange depressions and scattered up-thrusting protrusions of rocks, the soil is not suitable for growing much more than coarse grass and brush. It is said these lands were broken by unthinkable conflicts in the Primordial Ages. It is eerily quiet here, with winds carrying the sounds of faraway voices.
* Cimarron Plains -
* Vestillon River – forms the eastern border of the region known as the Nary Lands, where many battles are fought over this unclaimable region
  + home to the Xana, water nymphs of golden hair, who also occupy Belisama Lake
* Carmina River
* Lucentia River
* Ada River
* Ravissa River
* Palomino River
* Rose Petal River – the head of the river, near the Anyana Forest, is the site of the **Monastery of the River Mother**, where monks train and study in the ways of **Matona** the river goddess
* Cordeira River
* **Evensong River** –
* Fiorina River
* **Oscuro River** - at the head of the river is the site of the **Monastery of the Full Heart**, where monks study and train in the ways of **Rosmerta**, goddess of fertility and abundance. The monks bless the fields of the Cimarron Plains, where the majority of crops are grown in Tirudor.
* **Belisama Lake** - home to the **Xana**, water nymphs of golden hair, who also occupy the Vestillon River
  + 867 AA3 - Battle of Belisama: after years of bloody battles, human forces from Novulum, Wendspire, and Ibilis work together to surround and destroy the Orc invaders (Great Orc War)
* Bailador Lake
* **Morava Swamp**
  + Home of the Saurian tribe called the **Brackan**, known by their symbol of a wavy line depicting a snake
* **Marisma Swamp**
  + Home of the Saurian tribe called the **Kaanta**, known by their symbol of twin U-shaped lines representing low-hanging vines
* Moon-struck Mire
* Empty Moors
* **Oscura Mts.**
  + Here dwells the orc tribe called the **Murbols**, known by their sign a broken crescent moon
  + At the top of the northernmost peak of this range stands a tall statue of Orden, the legendary chieftain of the Ordonian people who settled the lands north of the Carmina River in the Fourth Primordial Age.
* **Stonecurtain Mts.** – home of the Dwarves of Garnettren;
  + home to the gold dragon **Beladola** overlooking the Dunsan Forest
  + home to the copper dragon **Orvereol** near Tarvos Pass
  + In the southern part of the mountain range dwell the goblin tribe called the **Obza**, known by their sign of a goblin’s head peering over a wall
* Sentry Mt.
* Horns of the Bull
* Merendar Mt.
* Moneda Mt.
* **Culebre Hills** – home to the **Ojáncanu** race of cyclops. They only fear the Encantada, the good fairies that are native to the Firethorn Forest.
* **Shield Hills** –
  + Here dwell the tribe of Hill Giants known as the **Rugos**, their name coming from the word for “rugged.”
* **Balisarda Hills** –
  + Here dwell the tribe of Hill Giants known as the **Gromm**, their name coming from the word for “fury.”
* **Tarvos Pass** –
  + It was here in 745 WA2 that the Battle of Fangring was fought, bringing an end to the First Dark Crusade. After years of carnage the forces of the west met Mortavay's army here for a final showdown. Queen Raseda fell in battle, but eight heroes arose to slay Mortavay and destroy her crown. Thus ended the First Dark Crusade.
  + the mountains here are the home of the copper dragon **Orvereol**
* **Dolor Vale** – Dark and forbidding, the Dolor Vale lies in deep shadow between the Shield Hills to the west and the Oscura Mountain range to the east. Fell creatures lurk here, brewing in their hatred of men. Dark druids have been known to venture here, enthralling monsters as followers and cultivating foul poisons. It is said at night that the valley rings with the cries of battle and wails, sounds of invisible warriors who have fallen here in the many battles that were waged near the Alta Pass. It was here in 220 AA3 that the forces of Colova and Granjero countered the Norgardians during the Great Erobring. After many days of fierce fighting, they routed the northern raiders in the Battle of Alta Pass.
  + Here dwells the **Reeka** tribe of goblins, known by their mark of the skull impaled on a mountain peak
* **Alta Pass** - It was here in 220 AA3 that the forces of Colova and Granjero countered the Norgardians during the Great Erobring. After many days of fierce fighting, they routed the northern raiders in the Battle of Alta Pass.
* **Pottock Pass** – So named for the hardy breed of horses native to the northern region, this is a narrow strip of land that winds between the southern tip of the Oscura Mountains and Firethorn Forest. The road dips here, plunging travelers into deep shadows. It is a perilous road for fear of bandits and is treacherous in the rainy season. Kings of old were loath to pass this way, for Estrenar’s lands were considered wild and unseemly.
* **Lands of Ordonia** – northernmost region of Tirudor, distinguished by its own unique culture hailing back to the times when Ordonians were independent of the kingdom.
* **Lands of Bravora** – region of Tirudor north of Firethorn Forest and bordering the Howling Sea. It is a remote region defined by its rustic people who take pride in guarding the land from Erigot invaders.
* **Lands of Argilon** – Wide, open lands bound by the Ravissa and Rose Petal Rivers.
* The Tirudoran Marches – Easternmost holdings of Tirudor that border on the wild lands of the Gnoll tribes.
* **Lands of Costera** – Lands of the southern peninsula of Tirudor. The people here are restless explorers and swordsmen.
* **Gnoll Lands**
  + **Temple of Yeenoghu** – hidden within Dunsan Forest, safeguarded by the **Tagrath** tribe of Gnolls
* **Ruins of Ornor** – Located on the eastern shores of the Howling Sea, Ornor was once a thriving town founded by tradesmen from Erigoth and Tirudor. In 55 WA2 emissaries from the Doradon Traders met with those of the Winds of Fate trading company on the Howling Sea and formed a trading post that eventually grew to the frontier town of Ornor. In 61 WA3 rangers of the Band of the Sleeping Bear gifted the pioneers in Ornor with the Sentinel Seeds, which grew magically imbued trees that provided protection from the Gnoll tribes in the region. But in 291 WA3 a fallen wizard named Helvyn, mad with desire for Ramena of Ornor, conspired with the Gnoll tribes to help him kidnap her. Helvyn summoned a curse on the Sentinel Trees protecting the town, opening the way for the Gnolls to invade. The besieged town of Ornor sent pleas for help from Colova and Dammerung, which were ignored. But the town of Estrenar answered the call, sending five hundred of its finest warriors. Alas, in 297 WA3 the town of Ornor fell to the Gnolls and was laid to waste. A few years later a bard named Estaban the Blind, who survived the catastrophe, penned the song "Fall of Ornor" to shame Colova and Dammerung for failing to answer the town's pleas for help. The song struck such a cord that the Order of the Silver Dragon in Colova and the Order of Morning Star in Dammerung each pledged to send a paladin every five years to the ruins to fight the evil denizens there in hopes of one day restoring the land.

**Ibilis**

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

**Trade Goods:** trade hub, grain, wool, livestock

**Local Goods:**

**Standard:** sign of the three black stars on silver

**Colors:** white and black (with purple ribbon for Tirudor)

**Patron Deity:** Heironeous; Saint Alonsico of the Fallow Field

**Ruler:** Condesa Taressa Navarrete (f)

**Home**: White Beacon Keep

**Steward**: Juan Quintanilla

**Marshal**: Pero Mercado

**House Priest:**  Brother Sebastien of the Weeping Spire

**House Adviser (Scholar/Mage/etc):**  Catalana the Harbinger (f)

**Captain of the Guard**: Alvar Almendara

**Knights in Service**:

Bicent Castellar

Rigo Sarria

Tareza Astudillo (f)

**Local Powers:** White Cormorant Traders, The Midnight Messengers (thieves guild), Salvaste Cathedral, Order of Dulcinea (paladin order)

**Local Sites:** Atabelle’s Inn & Tavern, Raven’s Inn & Tavern, Carmen’s Alcove (brothel)

**Description:**

At the mouth of the **Vestillon River** stand the tall slate-gray walls of Ibilis: fortress city. A long stone breakwater extends from the north shore, encircling a vast port. High up on a hill stands the bright white towers of **Baliza Blanca**, the **White Beacon Keep**. A second walled section of the city sits further upriver, called the **Acogedor district**, and is where many of the citizens and markets are located. There, clusters of houses are built on terraces rising up on each bank of the river, forming a valley of streets and plazas. Even further north stands the Vestilon Keep, straddling the Vestillon River. There, large sluice gates control the flow of the Vestillon as is flows southward and directs some of the waters into the farmlands to the east. Within the harbor and sluice gate portions of the city the mood is somber as soldiers carry out their work. But in the **Acogedor District** there are the smells of food and the sounds of music and dance. Here, the people celebrate their life in the Ordonian region and seem carefree and full of life.

**Industry:**

Ibilis is a major trade hub with access to the rich farmlands of Lower Ordonia and a deep port into the Bay of Nereida. The sluice gates north of the city are as much for protection as they are for irrigating the farmlands to the east. In the past, the City of Wendspire far to the north used the Vestillon River against Ibilis, either flooding it or sending harmful materials downriver. The sluice gates allow Ibilis to keep the water levels stable and free of contaminants. They also keep the farmlands watered.

**Key Figures:**

Condesa Taressa Navarrete (f) – shrewd, diplomatic, conspiratorial, patient, charming

Condesa Navarrete is an awkward figure: slightly stooped with a large nose, thin lips, and pale skin that is often broken out in rashes. Her eyes, however, are dark beauties that draw in anyone who meets her. She wears only noble attire and only in blacks and whites. Her only drop of color are the blood red stones about her neck, which are the heirloom of the Ordonian noble line. They are the Stones of Recuerdo, and were enchanted long ago to store every conversation ever had by whoever wears them. Navarrete finds them a comfort, for they remind her of every lie spoken to her and her ancestors by the rulers in Colova. Her peoples’ ambitions had been to fight the Trevilish in the Nary Lands and their ships coming out of Novulum that encroach on the waters of Ibilis. But since the Second Ordonian Uprising and the War of the Red Moons her people have become more inclined to see Colova as the enemy. Navarrete has held off on marriage to focus on her city. But now she is seeking aide from Erigoth and perhaps even Treviland, so she is now actively accepting offers of marriage.

**Local Lore:**

The **Basajaun** (ba-sa-yaun) are wild humanoid creatures covered in hair that dwell in the Great Elderwood. Little is known about these creatures, other than they once worked closely with humans in ancient times. They are said to live at one with the land and possess magic tied to the forest. Tales tell of the Basajaun building megaliths, protecting flocks of livestock, and teaching skills such as agriculture and ironworking to humans. Today these creatures are foreign to the Tirudorans and rarely seen. However, their work can be seen from the many tall stones that decorate the Ordonian farmlands. Druids speak of enormous power emanating from these stones that only the Basajaun understand.

**History:**

The Ordonian lands were once a proud kingdom of its own before their fall to Tirdorans. Their noble lineage still dwells in Ibilis, seen as the traditional seat of power over Ordonia.

Ibilis has long been the launching point for Tirudoran troop movements in the north. Even during times of relative peace, soldiers march into the region between the Terrylis and Vestillion Rivers, referred to as the **Nary Lands**. This area has long been claimed by both kingdoms and skirmishes here are commonplace.

The city of Novulum, far to the west, is seen as a bitter rival of Ibilis for control of the Bay of Nereida. Both have formidable navies, which have met in times of war. But Ibilis feels little love for the Tirudorans who occupy her lands. Envoys between the cities conspire to keep up the appearance of enmity. In secret, they both seek the downfall of Colova far to the south. Minor skirmishes are thought to be staged, with trade companies taking turns dominating the shipping lanes.

Ibilis has other reasons to ally with nearby neighbors Wendspire and Novulum. In 861 AA3 the Great Orc War of the Northwest arrived in Ordonian Lands. Six years of bloody battles later, Ordonian generals allied with human armies from Wendspire and Novulum to encircle the Orcs and destroy them at the Battle of Belisama (867 WA3). The human victors were so relieved to prevail that they swore a pact of friendship. The pact was celebrated by the three weapons of Gorgorak, general of the Orc armies: Goordak’s spear, axe, and helmet. Each of these items now sits in one of the three cities. They are sometimes brought out of storage during diplomatic talks or feasts where any of the three cities are present.

Two thousand years ago the Ordonian prince **Alvaro** cancelled his promise to marry the Tirudoran queen, **Scolana**. Scolana invaded the region and after an eight-year war Ordonia was conquered and made a part of Tirudor (320 WA2). To this day the people of Ibilis mutter the phrase “**cold feet bring cold steel**.”

The Ordonia region has regularly tried to break away or march across the **Carmina River** to seize the **Cimarron** (**First and Second** **Ordonian Uprisings** in 620 WA2, 830 WA3).

**Customs:**

Ibilis is located in the far northern reaches of the Tirudor kingdom in the lands historically referred to as **Ordonia**. The Ordonian people are culturally related to the Tirudorans but have their own distinct differences in dialect, customs, and history. Ordonia was once a sovereign power in the ancient times.

Ordonians are an aloof folk, very conscious of one’s position in society and wary of outsiders. People measure themselves by their connection to old families, especially ones tied to the ancient noble bloodlines. Those who are of mixed birth, having kin from another region of Tirudor, are considered a lower class and shunned. Rich and poor alike dress in black after their own fashion: the women wear intricately crafted lace shawls, the men wearing broad-billed hats festooned with feathers. Ordonians are fond of silver jewelry, even more so than gold or platinum, for they consider it a holy substance. They will wear tokens of silver on them inscribed with sayings in old Ordonian.

A regular custom in Ibilis is the tossing of flowers at those you admire. It is commonplace for men and women alike to cast a handful of flowers at the face or feet of someone they are attracted to. This is even done by married people and, often as not, leads to arguments and yelling. But this gesture is mostly done in courtship or just simple admiration.

**Estrenar**

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

**Trade Goods:** perfume, furs

**Local Goods:**

**Standard:** black unicorn

**Colors:** gold and black (with purple ribbon for Tirudor)

**Patron Deity:** Heironeous; Saint Salvador of the Watchlight

**Ruler:** Barón Llorence Baylen

**Home**: Oldbone Keep

**Steward**: Toval Ovierna

**Marshal**: Ancho Peralen

**House Priest:**  Brother Fulgen of the Dry Bones

**House Adviser (Scholar/Mage/etc):**  Savaro the Infernal

**Captain of the Guard**: Magdelena Cumel (f)

**Knights in Service**:

Stoval Castelen

Blas Gareta

Nando Levara

**Local Powers:** Sterling Scribes (thieves guild), The Argenti (smuggling ring), Circle of the Dragonfly (order of druids), Cathedral of the Watchlight, Maleficarum Coven

**Local Sites:** Fox and Bell Inn & Tavern, Sword and Swan Inn & Tavern, Fantina’s (brothel)

**Description:**

Estrenar is called the **City of the Small Sea**. It sits alongside the **Ravissa River**, overlooking the **Howling Sea** to the north. To the west are the Oscura Mountains. Beyond them is Dolor Vale, accessed only by way of Alta Pass. To the north is the sea, where Ergots travel regularly by boat. To the east are the Morava Swamp lands, where the Brackan tribes of Saurians dwell and are openly hostile to humans.

Bordered by sea, mountains, and forest, this region is remote and became home to the Bravora people centuries ago. Bravorans are a peculiar lot to outsiders: less ambitious, less inclined to war, simple people enjoying their land and their work. They are hospitable and curious to travelers, even to the Elves and Dwarves who pass this way.

The attitudes of the Bravorans have cooled towards their countrymen in the west. Colova’s high society shuns the Bravorans as rustic and simple, perhaps even wild. The coastal cities cluck with amusement at Estrenar being a mere inner sea coastal city. Estrenar folk feel a fierce sense of independence and a sense of self-reliance. Their paths cross with the Elves travelling out from the **Great Elderwood** or with Erigoths coming across the see. This gives them a different perspective, living in the wild and coming into contact with different folk than those crossing the Ferrago or Inner Seas.

**Industry:**

Estrenar is not a wealthy town. Fishing in the Howling Sea is limited to sustaining the population and all trade from Erigoth is heavily taxed by the throne. This leaves only furs and perfume as local trade goods. Trappers work up and down the coastline where the Elderwood and Firethorn Forests flank the sea. Ermine, sable, mink, marten, and other exotic furs are dressed locally and moved overland across the Cimarron to the markets in Colova. Rare aromatics are harvested from the Morava Swamp, but they begin as pungent pulps of wetland flora before a long brewing process in town. Moreover, the plants are dangerous to collect as the **Brackan** tribe of Saurians are hostile to any who enter the wetlands.

Estrena commands the southern half of the Howling Sea with a fleet of commercial and military boats. Trade goods come across the sea from the Erigoth city of **Dammerung** and are then transported downriver to **Queen’s Town** and **Fortuna**. Emissaries travel north to visit Dammerung and negotiate for goods and trade news.

**Key Figures:**

**Barón Llorence Baylen** – retired sailing captain, restless, curious, honorable, driven

Barón Baylen is a powerfully built man with a strong jaw, long brown hair, a full beard, and brown eyes that are keen and see everything for miles. Baylen is nearing his middle ages and there are flecks of salt in his hair and beard. Long a widower, he has four daughters whom he has raised and seen married. Now he is alone and restless, a former captain in the Tirudoran navy who is now entrusted with safeguarding the Howling Sea. Most of his time he spends away from the town, sailing the sea where he feels at home. He is a lusty man full of vigor who enjoys the company of common sailors, song and drink, and is always ready for adventure. Some say Baylen has his eye on the hand of Condesa Navarrete of Ibilis. Though she may be Ordonian, a region Estrenar has fought with in years past, she is nonetheless the object of his affection and he corresponds with her regularly.

Baylen is also obsessed with rumors of lost treasure at the bottom of the Howling Sea. He has read of the Ten Gÿger Seals, ten powerful magic containers prepared by the wizard Gÿger in Erigoth in the Ancient Ages. Said to contain power over life itself, Baylen has become consumed with finding them.

**Maleficarum Coven** – is a coven of dark witches who reside outside the town in the Morava Swamp. They are a cruel and ruthless band, ever scheming for power. In the Second Written Age they joined the evil Queen Quiteria in the War of the Witches, hunting down all good witches to serve Quiteria’s quest to slay the good witch who threatened to stop her. The **Skyclad Coven** of Queen’s Haven arose around Esmona Skyclad and defeated the queen and the witches of the Maleficarum. The Skyclad coven remain their greatest enemy. The **Cauldron of Lucrecia**, a cursed artifact once used by Queen Quiteria, is now located in the Morava Swamps and is guarded by the coven.

**Local Lore:**

Saurian lizardfolk dominate the swamplands of the **Morava Mire**. These are the **Brackan Tribes** and are openly hostile to humans in the region. Four thousand years ago the Brackan migrated south to expand their lands around the Alyana River, destroying the Argilon farmlands. The druids of the Circle of the Dragonfly from Estrenar came to the aide of the Argilon farmers and wrested control of the Alluvium Root being used by the Saurian shamans (351 AA4). The Saurians formed a separate tribe that has grown larger than the Brackan. Today the Brackan have grown envious of their southern cousins. Their head shaman, **Gulrugh**, conspires to build up power to wipe out Estrenar and claim the shorelines of the Howling Sea. The tribe is known by their sign of a wavy line representing a snake.

**History:**

Colova has often called on Estrenar when there are troubles with the lands of Ordonia. Though the city is not known for its armed forces, the westward access through Alta Pass to the Shattered Plains makes Estrenar a strategic force to intercept enemies when Ordonians revolt.

The Howling Sea has long been a battle ground for Estrenar. One thousand years ago the **Great Erobring** commenced, with Norgarde raiders sweeping down into Amadar. Norgarde ships crossed the Howling Sea and sacked Estrenar (210 WA3) and occupied the city for two hundred years until they were driven out (420 WA3). Almost two hundred years later Dammerung launched an attack on Estrenar but was driven back (590 WA3). Two hundred years after that, Estrenar would have its revenge, attacking and taking Dammerung on the **Baleful Day** as it is known in Erigoth (780 WA3). But this was short-lived as fifteen years later the Tirudorans were driven out and the city restored. The last open act of hostility was less than four hundred years ago when, in 130 WA4, Dammerung troops landed west of the city and staged a prolonged overland campaign that required the combined forces from Osorio and Fortuna to help surround and destroy the enemy force.

**Customs:**

Traditional Bravoran clothing Women wear white blouses beneath a dark-colored bodice with adjoining apron. They wear long skirts that are brightly colored. Atop their heads they wear a zapi (kerchief). Men wear long trousers, a loose blouse or shirt beneath a dark-colored vest, and a brightly-colored txapela (beret). The footwear for both men and women consists of abarkas (laced shoes).



The people of Estrenar are people of the Howling Sea, fearlessly plying its waters. Many customs involve the sea. There are playful scrimmages on small boats made out to look like mighty ships, with crews of four to eight people dressed in ridiculous regalia, each crew looking to capsize the other’s boat. Every season there are regattas of boats festooned with ribbon, where feasts are held on the water and town folk move from boat to boat as they join in celebration of life.

The Bravora region has a reputation in Tirudor of being a more rustic than their southern cousins. Every man and woman are taught to hunt the forests and handle themselves on water. They are a proud and private people on first meeting, but earnest if befriended. Women are outspoken and forthright here, which outlanders would call ‘hot blooded.’ Bravora enjoys a matriarchal society, where women are given great voice and the final word on most decisions. The men, still doing most of the fighting and commerce, don’t seem to mind and are even expected to do the cooking at large feasts.

A core value of the Bravora region is that of **Auzolan**. Auzolan refers to “collective work” or “work of neighbors”. Dating from ancient times, it is the pledge for members of a village to rally together to help anyone in need. If someone’s house burns down, the community calls the auzolan, and everyone is expected to come and help. This is done freely and expecting nothing in return, knowing that one day they may need the help.

**Granjero**

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

**Trade Goods:** grain, cotton, livestock, arts

**Local Goods:**

**Standard:** black bull

**Colors:** brown and black (with purple ribbon for Tirudor)

**Patron Deity:** Pelor; Saint Luzia (f) of the Divine Orb

**Ruler:** Conde Pequen and Condesa Featris (f) Calatrava

**Home**: Castle Baserria

**Steward**: Dioma Donayre (f)

**Marshal**: Lupin Villalva

**House Priest:**  Brother Gutin the Incarnate

**House Adviser (Scholar/Mage/etc):**  Ximen the Hexed

**Captain of the Guard**: Juan Alacon

**Knights in Service**:

Ferrand Luxan

Alfon Soler

Holor Burgos

**Local Powers:** The Ebon Veils (thieves guild), Cavalana Theater (bardic college), Cathedral of the Divine Orb, Circle of the Shearwater (order of druids), Wardens of the Soil (guild overseeing farms and ranches)

**Local Sites:** The Poplolly Inn & Tavern, The Jangle Haunt Inn & Tavern, The Maypole (brothel)

**Description:**

Low brown stone walls are barely visible on the sandy beaches of western Tirudor. The walls encircle a rise in the land where simple stone cottages cluster together around an inner bailey protected by high walls of darker stone. There **Castle Baserria** stands, somewhat disheveled-looking after many years of protecting a city of farmers without the revenue to repair it. Outside the walls of the keep, half the city is taken up by cattle pens and the farmers’ markets. Located between the grandeur of Farnaway and Colova, Granjero is a very plain city that grew out of the many farms at the edge of the Cimarron pastures. The air is thick with the smell of soil and animals. People here are mostly poor as all the fruit of Granjero’s industry feeds the capital. There is a simple country air in the streets and people are more congenial than in other cities. The farmlands surrounding the city keep it rooted in the old ways.

**Industry:**

With the width and breadth of the Cimarron Plains at its command, Granjero commands a thousand farms and ranches, making it a city built on farming and cattle. Every spring, the bounty of the countryside is brought to the large **Reaper’s Quarter** just inside the city gate. The **Wardens of the Soil**, the guild overseeing all harvests and herds, oversees the examination and cataloging of every farm’s contribution. Moneys are paid for the best, which are then exported for a profit. The Wardens are a powerful fraternity, padding their coffers in the best of times and wielding unscrupulous power in times of famine.

In spite of its simple tastes, the city is famous for the colorful forms of dance that originate here. Granjero dances can be seen in high society and low, from the precise **Todarina** seen in ballrooms to the energetic **Kalacha** and **Flama** in theaters and in taverns. The **Ardasilama** is a famous seductive dance that starts out with slow, rhythmic music and gradually builds up to a frenzy. Every month there are festivals where the city is decorated in bright colors, bands play in the streets, and the citizens dance in extravagant costumes. Troubadours from Fortuna, masters of the guitar, have long traveled here to pair their music with the performances of the streets. The two cities have a strong bond with music and dance.

**Key Figures:**

Conde Pequen Calatrava – soft-spoken, nonplussed, congenial, simple tastes, devoted to the throne

Conde Calatrava is a short, broad man with thick arms, receding hair, and a short curly beard. His brown eyes are docile and remind one of a cow chewing its cud. He dresses in a worn leather jerkin over a simple tunic and breeches. On one arm he carries a woven basket, usually filled with food that he sampled while making the rounds in the city markets. He is a simple man whose mild temperament fits the mood of a city of farmers. He seems to know everyone and takes the time to listen to anyone who stops him on the street. He puts little stock in courtly affairs but does his duty with the accountants to make sure his industries deliver the tribute owed to Colova. In that regard Pequen is very predictable: he wants nothing more than for the city to run smoothly and to keep the throne happy.

Condesa Featris (f) Calatrava – fussy, yearning, eager to please, gracious, talkative

Condesa Calatrava is a thin woman with dark hair worn in a crespine hair net, tanned olive skin, and dark, earnest eyes. She wears a courtly gown that some would say is last year’s fashion and walks with her hands on her hips as if trying to remember something that has yet to be done. Featris was from a petty noble family when she married the Conde. She takes great pride in her town but is always eager to try and raise the status of the region. She stays busy visiting with wealthy merchants and nobility that pass through here. Whenever she and her husband are called to court she makes a terrible fuss over trying to present their court as dignified as the other cities. She sends many dispatches to the noble ladies in each of the Tirudoran cities, expressing her admiration and willingness to serve. Of late she has taken an audience with the druids of the Circle of the Shearwater to investigate a prophecy of a blight that is purported to strike the land soon.

**Local Lore:**

Formians and ankhegs have been a problem for the vast farmlands outside Granjero.

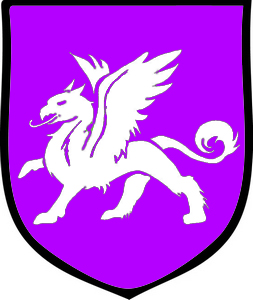
Granjero is haunted by the Guajona, a blood-sucking hag that comes out at night to suck the blood of humans in their sleep by sticking her tooth into their veins. She does not kill them, instead leaves them almost bloodless, fatigued, pale and discolored. Guajona resembles a disfigured human female, who is covered from head to toe in an old thin black cloak. Her hands and feet are gnarled bird legs, her face is yellow with rough and hairy warts, her eyes are tiny and bright as stars. She has an aquiline nose and a single black razor sharp tooth that is so long it reaches down to her under chin and is used to suck blood.

**History:**

Granjero, a ranger of the Cimarron, summons every head of cattle from the farms around Granjero to charge the flanks of the enemy as one giant herd. Attacking in perfect precision and in multiple waves, the cattle trample the shocked infantry and route the enemy.

**Customs:**

In spite of its simple roots Granjero is a lively and spirited city, full of music and the arts.

 **Colova**

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

**Trade Goods:** trade hub, iron, magic center, cotton, wine, textiles

**Local Goods:**

**Standard:** silver griffon on purple

**Colors:** purple and white

**Patron Deity:** Pelor; Saint Sendina (f) of the Far Eye

**Ruler:** King Zalo and Queen Sicilia (f) Coursera

**Home**: Castle Salagona

**Steward**: Sando Trueva

**Marshal**: Duran Caderroa

**House Priest:**  Sister Abdona of the Whispering Wind (f)

**House Adviser (Scholar/Mage/etc):**  Vaca the Wanderer

**Captain of the Guard**: Ruy Quemada

**Knights in Service**:

Arias Caderroa

Altar Symilor

Toval Treras

**Local Powers:** Doradon Traders, The Dark Denizens (thieves guild), Madrugada Cathedral, Order of the Silver Dragon (order of paladins), Xana Sanctum (school of magic), Sombraterna (cult worshiping Sombra, duchess of hell)

**Local Sites:** The Silver Lion Inn & Tavern, The Medallion Inn & Tavern, Godina Vineyards, Cabiria’s Cove (brothel)

**Description:**

Colova: mistress of the western seas, the scented flower on a hill, port to any and every ship, and seat of power over the Kingdom of Tirudor. Her white towers loom from atop the northernmost of the **Balisarda Hills**. Her reddened walls extend like welcoming arms to encircle Blahblah Bay where ships sails decorate the deep port like a grove of flowers. Jacaranda trees bloom in purple across the hillsides and around the city walls. Her ruddy red stonework gives the city the nickname the **Sanguine Heart**.

Colova is one of the major western powers, a city so old it predates the Celedon occupation of Western Amadar. Its key location on the sea, at the foot of iron-rich hills, downriver from the Oscura Mountains, and easy access to the Cimarron Plains have made it a city of great wealth. It is home to many prominent old families, some of noble blood, some whose pedigree came from the merchant ships that call the city home. Plot and deception are carried on between the families to a level that has achieved its own art form. Extravagant balls are held regularly in villas all over the city and high society scheme against one another, sometimes out of pure boredom. Spies, assassins, and thieves are employed regularly to carry out the ends of the noble houses. An intricate set of social rules have developed that only the upper class know and pretend to understand. Emissaries of other courts warn it is never wise to visit Colova without knowing her mind first.

**Industry:**

The seat of power for Tirudor is a majestic city full of riches. A tradition of nautical exploration has extended Colova’s reach beyond the Ferrago Sea. Small fortunes in rare trade goods have filled the throne’s coffers. The city port is one of the world’s busiest trade hubs. Iron out of the Balisarda Hills has made Colova a strong military presence, as well as protect its interests in cotton, wine, and textiles.

She has drawn upon the rich farmlands (the **Cimarron**) inland to be a commercial superpower in the region.

**Key Figures:**

King Zalo Coursera – timid, thin, unhealthy, reclusive, haunted, paranoid

King Zalo is a thin, sickly specimen with pale skin, watery eyes, and a nose he keeps hidden behind a silk handkerchief. He dresses in simple hose and a loose-fitting gown of rich fabric, his feet bedecked with bejeweled slippers. A dark chapeau covers his head like a night cap. Zalo was always sickly as a child, but his physicians seem uninterested in his worsening health even after finding strange tonics in the royal kitchen. Zalo knows well of his wife’s hatred for him and is certain she is trying to kill him. But he is too frightened of her to stand up to her. Instead he holes up in one of their many countryside cottages. He is a paranoid man, fearing the world pressing in on his kingdom. Of late he has taken to listening to members of a strange cult that operates in Tirudor. He has paid large sums to acquire certain cursed items. But instead of revenge on his wife or enemies of Tirudor, Zalo is convinced the kingdom is infested with evil creatures. He is intent on unleashing a doom that will purge the west of his fears.

Queen Sicilia (f) Coursera – dominating, controlling, assertive

Queen Coursera is a short, plump woman with large brown eyes, dark hair always worn up, and a severe expression on her face. She wears courtly gowns with extravagant beadwork and high collars. Often she has her face painted with colorful decorations as she is fond of setting trends in court. She is embarrassingly pleasant when courtiers grovel before her. She is otherwise a surly and unpleasant woman and very demanding. Sicilia married Zalo expressly for power and openly hates the man for being weak. Her family has long sought to overtake they throne and so Sicilia’s three sons have been raised to hate their father and assert their power when they come of age. The queen is particularly hateful of Treviland. Her noble bloodline was threatened generations ago during the wars and she has no intention of forgetting that. Sicilia is bent on the destruction of Illustrim and has made her wishes known

**Order of the Silver Dragon** –

A tradition the order has kept for the last eight hundred years has been that of the **Penitent Pledge of Ornor** and they keep it in partnership with the Order of the Morning Star in the city of Dammerung. When the town of Ornor was besieged in 293 WA3 her pleas to the Colova and Dammerung for aide were ignored. The song of the bard Esteban the Blind, a survivor of the fallen city, brought great shame to the clerics of both mighty cities. Since then, the two orders have joined in a pledge: that each year a single initiate from both orders shall venture forth to meet at Sentry Mountain. From there, they venture to the ruins of Ornor where they will spend four years fighting the forces of evil and rebuilding the city with their bare hands. It is a seemingly hopeless task which has claimed the lives of not a few young paladins and clerics. But members of both orders who return proudly wear the badge of Ornor’s old city crest. It is seen as a sign of honor they rendered service there and, hopefully, erased some of the shame of that dark time.

**Local Lore:**

Legend tells of a one-eyed giant that dwells in the Balisarda Hills named Tartalo. He is said to possess a magic ring that speaks. Tartalo has proven a difficult beast for the knights of Colova to defeat. His strength is greater than any normal hill giant and he is exceedingly clever.

At sundown the region south of Colova becomes over run with wandering cuegle creatures that come down from the Balisarda Hills. The cuegle is a monster walking on two legs and roughly humanoid in shape, has black skin, a long beard, grey hair, three arms without hands or fingers, five rows of teeth, a single stubby horn and three eyes in its head: one green, one red, and one blue. It is said to have great strength despite its small size. The cuegle attacks people and livestock, and is reputed to steal babies from the cradle. It may be repelled by oak or holly leaves, which it finds repulsive.

Madrugada Cathedral houses the magic Scepter of Queen Raseda

**History:**

Three thousand years ago the Celedonians established a garrison in Colova manned by the infamous **Phoenix Legion**. The ruins of the ancient stronghold still stand at the center of the city.

Colova has had an embattled history within its own borders. Over the last millennium there have been cyclical changes in power along the coast, as prominent noble families make plays for power. The northern Ordonia region beyond the Carmina River has regularly tried to break away or march across the Shattered Plains to seize the Cimarron (First and Second Ordonian Uprisings in 620 WA2, 830 WA3). Saludor to the south once built up a mighty navy to control the lands below the Neck but the **Saludor Uprising** was crushed (380 WA4). Fortuna was once seized by pirates from the east and for twenty years was its own sovereign power until **King Rodrigo** crushed the faction and restored the nobles to their home (30 WA4).

**Customs:**

 **Saludor**

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

**Trade Goods:** steel, flax, textiles, ship building

**Local Goods:**

**Standard:** sign of the anchor and crossed swords

**Colors:** blue and green (with purple ribbon for Tirudor)

**Patron Deity:** Pelor; Saint Fadrique of the Guiding Star

**Ruler:** Conde Cornieles and Condesa Ines (f) Vallador

**Home**: Castle Riesgo

**Steward**: Monferriz Arenas

**Marshal**: Blanca Almendara (f)

**House Priest:**  Brother Blasco of the Heavenly Parapet

**House Adviser (Scholar/Mage/etc):**  Arnao the Blighted

**Captain of the Guard**: Guillen Bogado

**Knights in Service**:

Felipe Racoso

Enrric Acuna

Nicolas Merodio

**Local Powers:** The Opal Empire (thieves guild), Cathedral of Guiding Star, Order of the Coronet (order of paladins), Balestra School of Fencing (warrior school)

**Local Sites:** The Guarded Heart Inn & Tavern, The Gilded Lilly Inn & Tavern, Bella’s Bagnio (brothel)

**Description**:

Sprawled out along the sunny beaches of the Tirudoran peninsula, bleached stone walls of light yellow and orange snake along the coastline to climb a wide plateau. There **Castle Riesgo** stands, facing into the easterly winds coming off the glistening Inner Sea. Hundreds of ships drift lazily in the enormous harbor known to sailors from all over the world. Colorful tapestries festoon the walls of the streets. This is the city of explorers, of ship builders, and of daring Tirudoran sword masters. Architecture here is mixed with the horse-shoe arches and intricate mosaic designs seen across the sea in Tarbia. This is because of the intermingling of those two cultures in the Ancient Ages.

**Industry:**

Saludor is home to the greatest of ship building ports in the west.

Steel is refined to a high standard in Saludor and is considered the finest in the west. A Saludoran maker’s mark will fetch three to five times the price of any other masterwork sword. The steel smiths have perfected the craft and are protective of their secrets.

The **Balestra School of Fencing** is a selective and rigorous temple of learning for those who take up the art. Balestra Sword Master is a title many young warriors seek to earn, and any who wear it (and its brand) are given a clear path in taverns.

**Key Figures:**

Conde Cornieles Vallador – charming, enterprising, handsome, ambitious, raconteur

Conde Vallador is tall, slim, athletic man with a well coifed head of wavy black hair, thin mustache and beard, and twinkling eyes. Always smiling, he has a special smile for the ladies as well as those with whom he is closing a deal. He is dashing, clever, and good with people. He wears an understated doublet with puffed sleeves and a high fringe collar along with very tight riding breeches. At his side he carries his rapier, which he has named **Atzapar**. Cornieles came from the slums of Fortuna, but set off for Colova with big dreams. It was purely by chance that he fell in with a young man from petty noble stock at a brothel. When the young man met misfortune and died, Cornieles assumed his identity. Only later would he find himself belonging to a house buried in debt. But his name was enough to gain entry at parties in Colova and that was when he met Ines, an older woman from a prosperous family, whom he wooed and married. The marriage financed him well enough to be noticed by the crown and before long he was titled. Now he sees his rule over Saludor as a dream come true. There he makes deals with merchants by day while building alliances with his parties by night. He is quick to answer the call of the Queen and is likely her most trusted man. Cornieles knows of the dissent brewing across the kingdom and has set his eyes on defending the crown to further improve his value.

Condesa Ines (f) Vallador – whimsical, inebriated, pampered, vain, needy

Condesa Ines is a beautiful woman of advanced years. Her fair skin, bright green eyes, and ruby red smile are still distracting even past her prime. She wears elaborate wigs and large gowns that follow the latest trends in the west. Matron of a wealthy noble house, she has always lived in luxury and has little knowledge of how the world works outside of court. She is also fond of wine and is almost always impaired, but this doesn’t seem to affect her social life. Ines is vain and very self-conscious of her age, which makes her vulnerable to anyone who flatters her. She is very happy to have landed a young rascal in Cornieles but is occasionally worried of his dalliances with other women. Occasionally this leads to heated outbursts. Recently she has acquired the services of assassins from the Malabranche in Colova.

**Local Lore:**

The famous **Vadora Lighthouse** is famed for its legendary brilliance. Standing three hundred feet in the air, it is said to house a magical sunstone whose light can be seen as far away as Farnaway or Darmiddia on a clear night. Worldly sailors call it the **Beacon of the West**.

**History:**

The tribes that settled the peninsula in the Ancient Ages were seafarers, explorers, raiders. Costerans were the first of the western kingdoms to build long-range sea vessels. They explored the northern shores of Arnland, and were the first to befriend the powerful trade hub of Darmiddia and the northern Mythenian city of Kasylla.

The Costeran kingdom was conquered by Colova in

Saludor once built up a mighty navy to control the lands below the Neck but the **Saludor Uprising** was crushed by Colova (380 WA4).

**Customs:**

Costerans are a famously restless, hot-blooded people. They are known for their ingenuity and resourcefulness, but it is often outpaced by their recklessness. They are a people of insatiable curiosity and wild boasts. Some liken them to the pirates of the Korsair Gulf, and not without reason: many of the pirates in Malasangra were once sailors for Saludor.

Sword duels and fencing are such a part of life in Saludor that they are considered an art form. It is not an uncommon thing to see two people crossing swords to settle a bet or even to pass the time. True masters know how to strike with the flat of the blade effortlessly, and will concede a true blow out of honor. Foot work and balance are such an integral part of the culture that residents can often be seen idly walking along high, narrow ledges as if going for a stroll. If one throws down a glove it is seen as an immediate and unspoken challenge, but it is considered uncivilized to engage without knowing the rules of dueling or to strike with intent to injure unless one makes that clear from the start.

Four times a year the city holds festivals to mark the seasons. Music, dance, and colorful processions fill the streets. Revelers dress up as creatures of the sea and the ships in the harbor are illuminated with bright lanterns. It is a bacchanalian affair where a stolen kiss is considered a salute.

 **Queen’s Haven**

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

**Trade Goods:** cotton, wool, textiles

**Local Goods:**

**Standard:** crown and scepter

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

**Patron Deity:** Pelor; Saint Calamoya (f) of the Loom

**Ruler:** Conde Savastian and Condesa Nofra (f) Tovar

**Home**: Castle Pájaro Cantor (Castle Songbird)

**Steward**: Lucon Tameya

**Marshal**: Fernan Arze

**House Priest:**  Brother Bernardino of the Crossed Swords

**House Adviser (Scholar/Mage/etc):**  Dalfina of the Skyclad Coven (f) (witches)

**Captain of the Guard**: Enrique Anchieta

**Knights in Service**:

Luzen Pereyra

Arias Quinta

Mulino Urena

**Local Powers:** The Unworthy Legion (thieves guild), The Malacoda (smuggling ring), Cathedral of the Loom, Skyclad Coven

**Local Sites:** Gylded Gryffyn Inn & Tavern, The Kinsman Inn & Tavern, House of Vargas (famous tailor shop), Violetta’s (brothel)

**Description:**

Set high in the Balisarda Hills behind walls dressed in light pink is the reclusive city of Queen’s Haven. Narrow paved streets wind between stone cottages and beneath latticed archways where flowers bloom. The city occupies three terraces: the top housing Pajaro Cantor, Songbird Keep, near the summit of the hill. The middle quarter houses markets and artisans. The lower level wraps around the hillside and is where commoners and farmers live. The main gate opens south onto the harbor overlooking the Inner Sea. The smaller shepherd’s gate is to the north and opens onto the adjoining hills. To the west the hillside rolls steeply down to the banks of the Ravissa River, to the east the land drops into the Marisma Mire. Life is quiet here with very little to disturb the peace.

**Industry:**

Sheep graze in the Balisarda Hills and fill the shearing houses every spring. Cotton farms cover the western banks of the Ravissa River. Both contribute to a textile culture in Queen’s Town and generations of master weavers. Clothing, upholstery, and tapestries are made from taffeta, samite, brocade, satin, velvet, damask, and even plain calico and muslin. Queen’s Haven goods are of the highest quality and are a unique blend found in the west. Courts from Treviland and Plenia pay handsomely to commission tapestries and garments from here. **House of Vargas** is home to master tailors who cater to the wealthy. A Vargas dress is seen as a true fashion statement anywhere in the west.

**Key Figures:**

Conde Savastian Tovar – austere, religious, xenophobic, cruel, demanding, obsessive

Conde Savastian is a thin, middle-aged man with thick gray hair cut short with the sides and back of the head shaved. His dark eyes squint over a long, narrow face that is meticulously clean-shaven. He speaks in a low, liturgical voice and moves slowly with purpose. Savastian is a religious zealot who seeks absolute purity in his subjects. He carries the sacred Scourge of

Condesa Nofra (f) Tovar – religious, jealous, accusatory, abusive, closet cultist

Nofra is secretly in the thrall of the court advisor, the sorceress Dalfina.

**Local Lore:**

Saurians of the **Kaanta tribes** occasionally wander out of the swamps and poach on sheep. They are usually not a threat but are openly hostile to humans when encountered.

Hill giants out of the Balisard Hills cross the Ravissa River to prey on sheep as well. They tend not to approach the town.

**Skyclad Coven** – coven of good witches who dwell outside the city in the Balisarda Hills; they once opposed Queen Quiteria in the Second Written Age when she launched the forty-year War of the Witches with the Coven Maleficarum at her side. The coven carries the name of Esmona Skyclad, a young girl prophesied for centuries, who arose as the greatest of good witches and destroyed Quiteria. Esmona’s spirit often visits the coven. The **Besom of Esmona**, a ceremonial broom she had once owned, is kept with the coven and is a source of enormous power.

**History:**

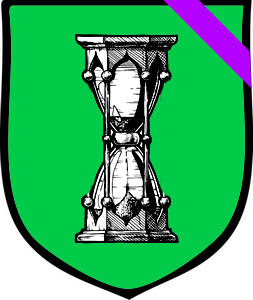
Five hundred years ago the Second Ordonian Rebellion began and Colova was under siege. **King Enigio** secreted his wife, **Adalfa**, in the small fishing town of **Arzon** for her protection. Situated west of the Ravissa River and south of the Balisarda Hills, the location offered protection from the roving armies from the north.

Such was the king’s love for his wife that he spared no expense to make her comfortable: a majestic keep was constructed to house her, along with other amenities throughout the town: a theater, horse ranch, and grounds for her court. As weaving was one of her favorite pastimes, the best herds of sheep and fields of cotton were made available. In time Adalfa became a shrewd farmer after a fashion, cultivating the unique and superior blends of wool and cotton. There she gave birth to their son, Rodrigo, who was kept a secret from everyone including Enigio.

During the war King Enigio was slain in battle by assassins hired by his evil and ambitious brother, **Bartelon**. Bartelon assumed the throne amidst great unrest in the kingdom, for Enigio had been much beloved by the people. He sent for Adalfa, clear in his intent to have her executed for fear of her popularity with the people. But the Queen’s Guard and the people of Arzon would not have it. They rigged the Queen’s ship to catch fire just before it arrived in Colova, staging her death to allay Bartolen’s wrath.

In the years that followed, Adalfa bided her time while further improving the town and raising her young son, **Rodrigo**. At last Rodrigo came of age, trained to be a knight, and went on to lead a revolt to win back the throne (848 WA3). Adalfa stayed in Arzon, requesting she only be returned to Colova to be laid to rest with her Enigio. Rodrigo went on to change the name of the town to Queen’s Haven. He earned the nickname **Mano del Padre**, or Hand of the Father. His sword and armor were retired to Queen’s Haven, where they rest in the Keep. Both are called the **Sword of the Hand** and the **Armor of the Hand** and are said to carry great blessings that were placed on them during Rodrigo’s quest for justice.

**Customs:**

**Fortuna**

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

**Trade Goods:** trade hub, grain, timber, religious center, arts

**Local Goods:**

**Standard:** hourglass

**Colors:** green and white (with purple ribbon for Tirudor)

**Patron Deity:** Heironeous; Saint Margaridde (f) of the Die

**Ruler:** Condesa Aldorisa Rosil (f)

**Home**: Castle Jugadora (“gambler”)

**Steward**: Vernaldo Ochavino

**Marshal**: Anna Menata (f)

**House Priest:**  Brother Teran of the Blessed Bell

**House Adviser (Scholar/Mage/etc):**  Mendo the Haunted

**Captain of the Guard**: Esquivel Garrido

**Knights in Service**:

Mayora Robledo (f)

Sancho Joara

Geron Sotoran

**Local Powers:** Fleet Caravel Trading Company, High Cathedral of Olidammara (world seat of power for the Church of Olidammara), The Furtive Foxes (thieves guild), Silent Sigil (assassin’s guild), Cabraderos (mercenary company), Arquino Troubadour House (bardic school)

**Local Sites:** The Rose and Sceptre Inn & Tavern, The Lost Poet Inn & Tavern, Second Chance (brothel)

**Description:**

Standing atop the **Vermillion Cliffs** are the black, salt-sprayed walls of Fortuna: **City of Adventurers**. With its back to the **Alyana River** and the **Marisma Lands**, the city is only reachable from the northwest across the ancestral plains of **Argilon**. Its large sea port lies at the bottom of a tall flight of stone steps, just west of the cliffs in a protected harbor a half mile up the Alyana. A smaller part of the city is located within tunnels carved into the cliffs where money changers handle the exchange of goods passing through the trade hub located here. Large cranes and winches move palettes of goods up and down from the city.

The interior of the city features black-and-white checkered patterns on the floors and streets. Touches of Tarbian architecture and decoration can be seen everywhere, hailing from a time that Darmiddian powers sought to take over this region. Statues and idols of Saint Margaridde are displayed in wall niches, her smiling face winking at the faithful and daring them to seize the day and take a chance at life. Guitar music floats in the air from the street performers as well as the bardic college.

**Industry:**

Grain from the Argilon plains along with timber from the Firethorn Forest helped a fringe town build up the resources to take to the sea. It also made it a desirable addition to Colova’s designs on this area of the world when Queen Scolana conquered it in the Second Written Age (328 WA2).

The arts are a significant part of the city’s culture. Fortuna is the birthplace of the guitar, which is the instrument of choice for bards or troubadours of Tirudor. Centuries ago, bards in Fortuna modified the common lute into an instrument that defines a music style unique to the Tirudor kingdom. The most skilled guitarists are from Fortuna and guitars built here are considered the best and most prized among bards who play them. The **Arquino Troubadour** **House** is a famous school for bards that specialize in perfecting performance on the guitar. The city has developed a strong bond with Granjero, where the Flama dance is intimately paired with the history of Fortuna guitar music.

**Key Figures:**

Condesa Aldorisa Rosil (f) – petite, calculating, defensive, underestimated, playful, brooding

Condesa Rosil is a short, slender woman with fiery dark eyes, black hair she wears up in a net, and pouting cheeks that give her the face of a child. She wears stately dark gowns trimmed in gold. Her petite hands work nervously over the scepter she carries with her or sometimes a playing piece from a board game. Rosil speaks little when listening to her advisers. When she is satisfied that she has learned enough, she speaks at length in her child like voice and expounds in detail what she wants done. She is a woman of two moods: for much of her time she is playful and enjoys music and conversation, but then a dark cloud overtakes her and she becomes focused and dour. Rosil has no love for the throne in Colova. She still retains a fierce sense of independence for the Argilon peoples. She tolerates the throne’s orders as a nuisance she hopes to one day be rid of. Her real passions are for the arts to flourish in Fortuna as well as the tradition of exploration of the city. She is avidly curious of stories from merchants that have traveled afar. She sees the high seas as a gaming board and she is open to explorers and adventurers who seek her sponsorship. Rosil is a brilliant tactician and yearns to win acclaim for daring ventures that pay off. She rankles at the perception by others that she is a child-like noble and helpless. This has compelled her to study games of all kinds and strategy.

**Local Lore:**

**Domingo de Llarena** was one of the greatest bards of Tirudor. Two thousand years ago in an epic battle with the demon **Rargazoth** outside of Fortuna, Llarena issued a challenge to out-perform the demon in a musical showdown. The Rargazoth summoned a choir of a hundred succubi while Llarena played his magical guitar, Himno Celestial. Such was the fury of Llarena’s playing that his guitar strings were sundered. But angels appeared and blessed his guitar, causing the strings to regenerate as quickly as they wore out. In a cataclysmic finish Llarena’s song summoned such hope that it banished the demon back to hell. But the strain was too much for the bard: his lifeless body fell to the ground just as his spirit was whisked to heaven. The **Himno Celestial** remains in the Arquino Troubadour House to this day. Musicians who prove themselves worthy are granted a single string from the guitar, which grants special powers to any stringed instrument. The original string is magically restored, but the gifted string is said to enhance a musician’s performance and even generates a field of goodness that is repulsive to evil creatures. Some even say a master musician with a pure heart can play the string to call on aide from the heavens.

Saurian tribes called the **Kaanta** command the **Marisma Lands** and are openly hostile to humans. Centuries ago, the Saurian tribes from the Morava Swamp in the north, called the **Brackan**, sought to expand their domain. Their shamans summoned a powerful **Alluvium Root**, a magical living plant whose roots dig deep in the soil and can shape entire water systems. They inflicted the Alluvium Root on the Alyana River, causing it to empty into the farmlands of Argilon. This sparked twenty years of bloodshed between Saurians and humans called the **Watershed War.** After terrible battles both sides had given no ground. At last druids of the Circle of the Dragonfly out of Estrenar diverted the Ravissa and Alyana Rivers into the basin between them, creating a home for the Saurians. The tribes relented and settled there, allowing the Argilon farmers to drain their lands and restore their farms. Today the Marisma Saurians take the name of Kaanta. Their chieftain, **Kylzek**, has recently grown restless and looks to invade the Argilon plains once more.

**History:**

Fortuna is the historical seat of power in **Argilon**, an ethnic region that stretches from the Alyana River to the Fiorina in the east. Like Ibilis, it is an old city that once enjoyed sovereignty over its region. Argilon was conquered two thousand years ago by Colovan forces and made it a part of Tirudor (920 WA2). But the people of Fortuna still retain a unique culture.

Fortuna was once seized by pirates from the east and for twenty years was its own sovereign power until **King Rodrigo** crushed the faction and restored the nobles to their home (30 WA4).

330 AA4 - Saurians of the the Brackan Tribes in the Morava Swamp region migrate to the Plains of Argilon; shamans cast spells to divert the Alyana River to flood the plains to expand their swamplands; Argilon farmlands are flooded

332-351 AA4 - the Watershed Wars: Saurians and humans engage in endless battles over lands east of the Alyana River

351 AA4 - druids from the Circle of the Dragonfly out of Estrenar divert the waters from the Ravissa and Alyanna Rivers into the lands between them, creating a home for the Saurians

351 AA4 - Saurians relent and establish the Kaanta Tribe in the Ravissa Basin region

**Customs:**

The people of Fortuna have a wild, adventuresome spirit. Expeditions are sent upriver to **Firethorn Forest**, across the waters to the **Isle of Solas**, and out to sea to parts beyond. The people are adventurers, explorers, gamblers, and fond of risk. It is said that the people of Fortuna have more luck than sense, but that suits them just fine. Most of the great explorers of Tirudor came from the Argilon region.

Music is a big part of the Fortuna culture. Dancers from Granjero work well with the musicians from Fortuna to create a unique Tirudoran expression. The two cities are tied together by this creative relationship.

Everyone in Fortuna has a lucky coin, which they call their **Moneda del Destino**. It is a special item granted to them on the day of their birth during a special religious ceremony. It is blessed with the power to always return to its owner, even if lost. Upon the death of its owner, the coin appears in the High Cathedral of Olidammara. There, on the gold-paneled ceiling, every Moneda del Destino of every resident of Fortuna is affixed, a shining memento of the many lives who lived here. Residents here tend to use their coins religiously to settle business deals, wagers, even simple arguments. It is their belief that Olidammara knows best and will render the final judgment with every toss of a coin.

Those from Fortuna are considered lucky by other Tirudorans. It is a common belief that fortune smiles on those born there and that they have some influence over events. Others say they are too reckless and unpredictable. One famous saying goes, “Saludor has the boats to explore the world and Fortuna the fools to fill them.”

**Osorio**

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

**Trade Goods:** clay, platinum, stone

**Local Goods:**

**Standard:** sword and black sun

**Colors:** orange and black (with purple ribbon for Tirudor)

**Patron Deity:** Heironeous; Saint Esqivel of the Potter’s Wheel

**Ruler:** Baronesa Andarina Argote (f)

**Home**: Arzon Keep

**Steward**: Clara Hermosilla (f)

**Marshal**: Janucho Fontesar

**House Priest:** Brother Salas of the Leaven

**House Adviser (Scholar/Mage/etc):**  Speranca the Black (f)

**Captain of the Guard**: Lenzo Oquellas

**Knights in Service**:

Bento Rogorra

Millan Hivia

Cisco Yllon

**Local Powers:** Gentlemen of the Ebon Craft (thieves guild), Band of the Lark Song (order of rangers), Cathedral of Green Haven

**Local Sites:** The Gold Ingot Inn & Tavern, The Shrifted Monk Inn & Tavern, House of Traviata (brothel)

**Description:**

A thick bulwark of stone projects out where the land descends from the Argilon Plains and the Rose Petal and Evensong Rivers split. There, atop the green sward overlooking the river lands below, thick, low walls of light brown and orange stone rise up to form the town of Osorio. Clustered within the walls are stone houses built of the same light brown to dark brown stones with barrel tiled rooftops. Arcades of horseshoe-shaped arches connect the buildings and lead up to the town’s towers of the castle and cathedral. The streets here are clean and paved with yellow stone. On either side of the town the rivers can be seen plummeting fifty feet down and trailing off to the south where Mount Moneda meets the eye. Causeways across the two rivers are the only access to the land and the promontory on which it sits.

Osorio is often called “**the sword against darkness**” in Tirudoran poetry. Far removed on the eastern borders of the kingdom, it is the closest to the Tirudoran Marches where fell creatures dwell.

The **Cathedral of Green Haven** was built to commemorate the protection of the Fertility Banner. It is a place of reverence for travelling warriors who seek courage in the face of unbeatable odds.

**Industry:**

Today the town of Osorio has a thriving platinum mine at the foot of the **Stonecurtain Mountains** as well as granite quarries. Both have caused disputes with the Dwarves from the **Kingdom of Garnettren**, but currently there is a truce between their peoples. Coin and stone have helped build the once-modest town into an impregnable bastion on the borderlands. The clay pits along the river banks have created an industry in ceramics, which are highly prized in Tirudor for earthenware and to create the distinct Tirudoran barrel-tile rooftops.

**Key Figures:**

Baronesa Andarina Argote (f) – headstrong, proud, irreverent, athletic, boisterous, brave

Baronesa Argote is a tall, solidly-built woman with a tumble of curly auburn hair and dark brown eyes. Her blonde eyebrows disappear against her fair complexion, giving her a wild and exotic look. She has a loud laugh and is very plain spoken. She dresses mostly in hunting attire, for she is more at home riding horses, hunting, and training her falcons than holding court. When she does dress for her station, she chooses dark green gowns that are long enough to hide her riding boots. Her bow, **Garrabien**, is never far from her side. It is the legendary bow of the first ruler to settle these lands and is sung about in many Osorio tales. Argote has little love for the throne in Colova, but heeds her duties to satisfy her honor and protect her people. She is very protective of her lands and proud that they have always guarded the east against the dark forces in the Tirudoran Marches.

The rangers from the **Band of the Lark Song** make long outings to patrol the pasture lands around Osorio. They also travel upriver to the **Anyana Forest** to monitor activity by the many gnoll tribes in the region. Ettercaps and giant spiders dominate sections of the forest and pose a threat when they deposit eggs to float downriver and hatch near the town.

**Local Lore:**

Mt. Moneda and Mt. Merendar are enchanted peaks just south of the town. It is said that late at night spirits visit the summits of these peaks: angelic creatures on Mt. Moneda and devilish spirits atop Merendar Mt. Only a few have ever been able to see these apparitions, who seem to wage some astral battle in the air between the summits. But many people can feel the emanations of good and evil at night and at times are visited by them in their dreams. Once every several years the town folk will find the very young drawn to the mountains and find them stealing off into the night, each attracted to one mountain or the other. No one knows the reason for this, but the night sentries are always on the lookout for the next great migration of children for fear they will be stolen away by the spirits.

**Orvereol**, a copper dragon, makes the southern end of the Stonecurtain Mountains his home. A handful of minstrels from Osorio have made the journey to Orvereol’s lair and made friends of the dragon. Once every ten years or so Orvereol plays a prank on the town. Sometimes he snatches a herd of sheep, only to return them inside the town square. Another time he stole town flag and replaced it with what appeared to be under garments from a nearby abbey. Almost four hundred years ago the dragon was convinced to come to the aide of the town when it was under assault by the gnoll host under their general, **Girrthrek the Gnawing** (110 WA4).

The **Ojáncanu** is a cyclops that is the embodiment of cruelty and brutality. It is a ten-foot-tall giant with superhuman strength, hands and feet that contain ten digits each, and two rows of teeth. With a very wild and beast-like temperament, it sports a long mane of red hair and facial hair, both nearly reaching to the ground. The easiest way to kill an Ojancanu is to pull the single white hair found in its mess of a beard. The females (called Ojáncana) are virtually the same, though without the presence of a beard. Instead of mating, when an old Ojancanu dies, the others distribute the insides and bury the corpse under an oak or yew tree which eventually spawns more Ojancanu. They are constantly performing evil deeds such as pulling up rocks and trees, destroying huts in villages, and blocking water sources. They fight brown bears and bulls, and always win. They only fear the Encantada, the good fairies native to Anyana Forest.

**History:**

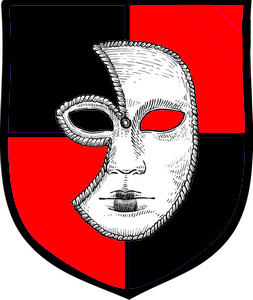
Centuries ago, **King Alsonze II** commissioned expeditions to expand into the Tirudoran marches. The **Banner of Fertility** was brought forth from the **Cathedral of our Lady Saint Sendina** and sent into the frontier as a blessing over the land. The banner had been found years past from the **Bay of Banners** where a millennium ago several such enchanted banners had been created then lost. For three generations the holdings grew and the border crept eastward.

But a Gnoll army mustered under a shaman named **Kaghaarzdk** and marched south from the Dunsan Forest. Before them was held the **Banner of Famine**, a long-forgotten relic closely related to the Banner of Fertility. Years of bloodshed ensued. Eventually Kaghaarzdk had sacked, burned, and eradicated the human settlements and marched westward to invade Tirudor. It was Osorio that held the armies in check as settlers fled to safety. The Banner of Fertility was kept from the clutches of the evil army, who never forgot that Osorio had cheated them of their prize. In 170 WA2 the Gnoll armies were finally crushed and sent back into the march lands.

Years have passed but Osorio has repeatedly been the site of turmoil, both human and humanoid. Osorio has countered armies from the **Tarvos Pass** as well as privateer ships coming upriver from the Inner Sea.

The town was conquered by the forces of Mortavay in 645 WA3 during the Second Dark Crusade. Even to this day there are burnt sections of the walls that mark that terrible time. A statue stands at the center of town depicting **Andarina Arteaga**, paladin of Heironeous, who defended the town while soldiers evacuated the town folk. Arteaga was slain in the battle but her sword, **Deberferm**, was retrieved and is traditionally worn by the captain of the guard of Osorio.

**Customs:**

**Farnaway**

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

**Trade Goods:** dyes, flax, religious center, arts

**Local Goods:** culture, entertainment

**Standard:** mask

**Colors:** black and red

**Patron Deity:** Fharlanghn

**Ruler:** Conde Ferrer and Condesa Beatris (f) Caldibar

**Home**: Castle Vaundella

**Steward**: Anselmo Corte

**Marshal**: Ferico Cuevar

**House Priest:**  Sister Eluira of the Broken Mirror (f)

**House Adviser (Scholar/Mage/etc):**  Hortun the Sleepless

**Captain of the Guard**: Selmo Valdenero

**Knights in Service**:

Janucho Vallogal

Fortunio Preto

Quirico Landa

**Local Powers:** High Cathedral of Fharlanghn (world seat of power for the worshippers of Fharlanghn), Brotherhood of the Unseen (thieves guild), Martinet (smuggling ring)

**Local Sites:** The Drunken Prince Inn & Tavern, Corsair Theater, The Frothed Tankard Inn & Tavern, Tartalo Colosseum (fighting arena), Vibria Palace (luxury gambling house), Orinia’s (brothel)

**Description:**

Located on the **Isle of Cordella**, Farnaway is a fabled retreat for the wealthy. Extravagant gambling halls, luxury pleasure houses, and grand fighting arenas rule the landscape. The city attracts adventurous types from all over the world. Such wealth pours into the city that laws favor those with coin and the city has hired its own standing army for protection. The saying goes, “Farnaway, the best place you’ll ever travel.”

**Industry:**

The arts enjoy a thriving patronage in Farnaway. The famous **Corsair Theater** hosts the finest writers and actors in the world. It is also a bard’s college famous for its ribald senses. The city’s patrons bring in the best musicians, actors, and storytellers from around the world to entertain their guests.

**Key Figures:**

Conde Ferrer and Condesa Beatris (f) Caldibar **-**

Conde Ferrer - charming, conniving, vain, decadent, cursed

Conde Ferrer is a short, round middle-aged man with almost no hair, large pale eyes looking over fat cheeks, and a disarming smile. He always dresses impeccably in noble attire befitting the western kingdoms with a touch of exotic flair from other parts of the world. He carries a walking cane of dark ebony capped with a bejeweled gold handle. The mark of the Farnaway Syndicate is tattooed on his right hand, showing him to be a member of an exclusive and powerful society that runs the island. Ferrer gives off a care-free and engaging demeanor, always charming and always generous. Beneath it all he is a cold-blooded schemer who enjoys drawing people into his web of power and extracting whatever he can use from them. Some say he runs an underground slave trade on the island, exploiting people kidnapped from all over the world by his small fleet of smugglers.

Condesa Beatris (f) Caldibar **-** quiet, intelligent, addicted, kept woman, watchful

Condesa Beatris is a slender young woman from the continent of Kaduru. Dark-skinned with large brown eyes she wears her long hair in elaborate braids decorated with gems. Her shapely body is a canvass for an ever-changing wardrobe of exotic dresses, all of them revealing. She says little, her eyes taking everything in while she dutifully drapes herself on her husband’s arm. She is a kept woman, a prisoner brought to the island long ago but who knew her opportunity had come when she caught the eye of the Conde. She has long since given up on escaping, having become addicted to opium and a shell of herself. But she is incredibly intelligent and makes a note of everything she sees and hears. She secretly plots to kill the Conde and liberate prisoners from Kaduru on the island. The magic jeweled **Circlet of Kupita** she wears on her thigh sustains her and keeps her from succumbing to her addiction and allows her to move through walls. With it she escapes her palace prison at night, seeking out those who might help her.

**Thennis Andor** is Conde Ferrer’s right-hand man. He is master of games for the city. A brilliant tactician bored with warfare, he moved to Farnaway years ago with wealth and a penchant for cruelty. He oversees many of the gambling houses and fighting pits and manipulates the powerful players in the city to mysterious ends. His influence extends beyond the island as he is friends with dignitaries that visit from afar. He commands a large smuggling and extortion ring called the **Martinet** that has spies all over the city and trades in goods all over the Ferrago Sea. He has entrusted management of the group to his lieutenant, **Bitores Serra**.

Andor is also commander of a private army and navy formidable enough to thwart incursions from pirates and smaller warlords. But he is wise to pay Tirudor for a degree of autonomy. And his purse is deep enough that he keeps the Cabraderos mercenaries from Fortuna on retainer in the event he needs them.

**Local Lore:**

A grotto on the northern end of the island is home to a small group of mermaids. They are wild and unruly and bitterly hate the hired mercenaries who patrol the island. However they are sympathetic to any who seek refuge from the great hunt that is carried out by the game masters.

**History:**

**Customs:**

Visitors to Farnaway are given a special metal bracelet to wear that bears the standard of the city. The bracelets grant visitors to different areas of the city and are marked by what type of metal it is made of. Copper bracelets are worn by most visitors and allows for access to the theater district, taverns, most gambling halls, and sporting events. Silver, gold, and platinum bracelets allow for higher access but are more expensive or exclusively granted.

One of the secret games on the island is the Great Hunt. Slaves are brought to the island and released into the wild northern region of the island. At the sound of a hunter’s horn dogs are released to chase down their victims, followed by wealthy sadists who have paid for the thrill of hunting people. Many different hunts take place, some of them involving orcs, saurian, gnolls, and even elves and dwarves. Few survive to give testament to the barbaric games.

**History of Tirudor**

**Kings and Queens of Tirudor**

493 AA4 – end of the rule of House Hortolano (Vell)

494 AA4 - 228 WA1 – rule of House Asconiça (last of the Vell rulers)

16 WA2 – 157 WA2 – rule of House Ordoñes (Ordonian, first Tirudoran rulers)

157 WA2 – 505 WA2 – rule of House Corvacho (Ordonian)

507 WA2 – 749 WA2 – rule of House Mallea (Ordonian)

752 WA2 – 166 WA3 – rule of House Garrido (Argilon)

(166 WA3 – 424 WA3 – mixed rule of petty kings during the Norgardian occupation)

424 WA3 – 645 WA3 – rule of House Castellon (Argilon)

649 WA3 – 775 WA3 – rule of House Medrano (Argilon)

673-785 WA3 - Tirudoran Civil War: Ordonia, the Cimmeron, Costera, Bravora, and Argilon rule separately

785 WA3 – 212 WA4 – rule of House Tavira (Cimmeron)

217 WA4 – present - rule of House Coursera (Cimmeron)

**First Primordial Age (PA1)**

Dawn of the Vells

10 PA1 - Olidumarra smiles upon the Vells and their lands

570 PA1 - Faeries descend upon Anyana Forest and build a hidden kingdom there

**Second Primordial Age (PA2)**

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

850 PA2 - the Vells drive the Phranes out of the region of present-day Tirudor

**Third Primordial Age (PA3)**

**Fourth primordial Age (PA4)**

180 PA4 - Parseion partners with Kasylla, Nemesis, and Domos on a series of expedtions that land in Tirudor and the Krenn lands

680 PA4 - Ordon, a minor Vell chieftain, receives a vision to move his people north of the Carmina River into present-day Ordonia

690 PA4 - newly organized Ordonian peoples retake all of present-day Tirudor region

866 PA4 - Ordon's descendants settle along the banks of the Howling Sea, erect a statue of Ordon at the top of Sentry Mountain

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)**

500 AA1 - tribes within present-day Ordonian region drive the Volds out of the Nary Lands and begin to identify as Ordonians

**Second Ancient Age (AA2)**

**Third Ancient Age (AA3)**

**Fourth Ancient Age (AA4)**

330 AA4 - Saurians of the the Brackan Tribes in the Morava Swamp region migrate to the Plains of Argilon; shamans cast spells to divert the Alyana River to flood the plains to expand their swamplands; Argilon farmlands are flooded

332-351 AA4 - the Watershed Wars: Saurians and humans engage in endless battles over lands east of the Alyana River

351 AA4 - druids from the Circle of the Dragonfly out of Estrenar divert the waters from the Ravissa and Alyanna Rivers into the lands between them, creating a home for the Saurians

351 AA4 - Saurians relent and establish the Kaanta Tribe in the Ravissa Basin region

**First Written Age (WA1)**

160 WA1 - Celedonian Primus navy, rebuilt after Adulien, takes control of the Bay of Nereida, deploys the Phoenix Legion and begins invasion of Tirudor

190 WA1 - Celedonian Primus navy takes islands of Ordonia, the peninsula south of the Shield Hills; Phoenix Legion seizes the Cimarron region

230 WA1 - Celedonian Phoenix and Tereus Legions envelope the last of the Ordonian forces and crush them; Phoenix establishes a garrison in Colova; Primus navy takes Bay of Luna while Tereus Legion occupies Obrador and invades the Black Coast to march on Yucaipa

260 WA1 - Celedonian Colchian Legion marches into Ordonian Marches and is stopped by gnoll and orc tribes

840 WA1 - tribes form that identify as Tirudorans; they farm the Cimarron region and begin to flourish along with the land

**Second Written Age (WA2)**

10 WA2 - Tirudorans destroy the Phoenix Legion at the Battle of Colova

160 WA2 - Mother Chiara from the holy city of Indiron arrives in Ibilis, carrying the faith of Hieroneus and beginning a campaign to convert the Western Kingdoms

170 WA2 - War of Feast and Famine - Gnoll army under Kaghaarzdk marches west out of Dunsan Forest; Osorio forces stop the Gnoll armies and crush them

220 WA2 - Timoteo Alexandre of Tirudor colonizes Gaeadon in Barter Bay and begins the town of Orodom

225 WA2 - Timoteo Alexandre's fleet is destroyed by pirates from the Black Coast

320 WA2 - Queen Scolana invades Ordonia, making it a part of Tirudor

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

480 WA2 - Tirudor split as Fortuna, Osorio, Estrenar, and Ibilis fight for Indiron and Colova, Granjero, Saludor, and Queen's Haven fight for the Church of Hylux

560 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

620 WA2 - First Ordonian Uprising – crushed

710 WA2 - Mortavay the Fair, a sorceress from Tirudor, travels to the dark ruins of Ongolk to study its ancient evil, becomes the new ruler of Ongolk

730 WA2 - First Dark Crusade: Mortavay unearths the Crown of Power and enchants a horde of thousands to march on the west, beginning the First Dark Crusade - combined forces of orc, goblin, and gnoll tribes join and march westward and absorb Hyderis and Central Amadar around the Oberon Sea

740 WA2 - Queen Raseda of Tirudor unites the kingdoms of the west to march against Mortavay's growing army

745 WA2 - Battle of Fangring; after years of carnage the forces of the west meet Mortavay's army at Tarvos Pass; Queen Raseda falls in battle, but eight heroes arise to slay Mortavay and destroy her crown; end of the First Dark Crusade

861 WA2 - Colova invades the region of Argilon, seizing from the last of the Ordonians; Argilon becomes a part of Tirudor

**Third Written Age (WA3)**

150 WA3 - The Great Erobring begins: Norgarde raiders invade eastern Treviland and western Tirudor, sack Lyre, Novulum, and Ibilis

210 WA3 - Norgarde raiders sack Estrenar and Osorio in Tirudor

220 WA3 - Norgarde raiders sack Arrione and Ataia in Plenia; Colova raises an army, marches to join forces out of Granjero, and route the northern raiders in the Battle of Alta Pass

230 WA3 - Norgarde raiders sack Fortuna in Tirudor

420 WA3 - Tirudoran knights mount an all-out offensive to retake the captured cities and drive out the Norgardians

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

590 WA3 - Estrenar attacked by Dammerung

612 WA3 - War of the Secondborn; Tirudor is convinced by Plenish envoys to unite against Treviland

620 WA3 - Tirudor turns on Plenia; Renus seizes the opportunity to destroy Plenia's navy - no one suspects Renus planted the suspicion in Tirudor's mind to attack Plenia

630 WA3 - Battle of Nary Lands - Trevilish and Tirudoran troops die in waves trying to claim the lands between the Terrylis and Vestillon Rivers; neither succeed and the land is left wild

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

645 WA3 - Tirudoran cities fall as they attempt to stop Mortavay: Osorio, Estrenar, Ibilis

654 WA3 - Battle of Tarvos: Dwarves of Garnettren join Tirudoran forces to stop Mortavay at Tarvos Pass; Mortavay destroys the human and dwarven host and continues westward

663 WA3 - Trevilish and Tirudoran cities still free rally to attack Mortavay's center forces, cutting them off from the east; joined by the Elves of Ulynar attacking from Tredfut Forest

670 WA3 - Mortavay vanquished, end of Second Dark Crusade

780 WA3 - Tirudor navy crosses the Howling Sea and conquers Dammerung

795 WA3 - Tirudoran conquerors driven out of Dammerung

830-835 WA3 - Second Ordonian Uprising

832 WA3 - Queen Adalfa and her son Rodrigo are hidden in the fishing village of Arzon

835 WA3 - Ordonian uprising is crushed; Bartolen, brother of the late King Enigio, takes the throne and orders Adalfa executed; Adalfa fakes her death and stays in Arzon

848 WA3 - Rodrigo, son of the late king Enigio, becomes a knight and avenges his father slaying Bartolen and assuming the throne as king of Tirudor

849 WA3 - the fishing village of Arzon is renamed Queen's Haven

**Fourth Written Age (WA4)**

10 WA4 - pirates seize Fortuna

30 WA4 - King Rodrigo liberates Fortuna and crushes the pirate fleet

50 WA4 - Tirudoran explorer Piero Cosvaldo founds the town of Desvelado on the Isle of Talyn

130 WA4 - Estrenar attacked by Dammerung

140 WA4 - Fall of Desvelado - pirates retrieve the Ossuary of Yumakem out of Ongolk and bring it to the Isle of Talyn; within weeks the entire population goes mad and kills one another

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

380 WA4 - Saludor Uprising seeks to wrest control of the peninsula from Colova but is crushed

**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.

**Architecture**

Tirudoran buildings are characterized by ceramic barrel tiled rooftops and arcades of horseshoe arches.



Brujeria – witchcraft in latin America, a complex blend of indigenous, African, and European influences. Indigenous cultures had spiritual practices centered around nature and healing, while the arrival of Africans brought syncretic religions like Santeria and Candomble

**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 Tirudoran Churches**

Ibilis - Saint Alonsico of the Fallow Field (saint of Heironeous)

Estrenar - Saint Salvador of the Watchlight (saint of Heironeous)

Granjero - Saint Luzia (f) of the Divine Orb (saint of Pelor)

Colova - Saint Sendina (f) of the Far Eye (saint of Pelor)

Saludor - Saint Fadrique of the Guiding Star (saint of Pelor)

Queen’s Haven - Saint Calamoya (f) of the Loom (saint of Pelor)

Fortuna - Saint Margaridde (f) of the Die (saint of Heironeous)

Osorio - Saint Esqivel of the of the Potter’s Wheel (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**

The Basajaun are wild humanoid creatures covered in hair that dwell in the Great Elderwood. Little is know about these creatures, other than they once worked closely with humans in ancient times. They are said to live at one with the land and possess magic tied to the forest. Tales tell of the Basajaun building megaliths, protecting flocks of livestock, and teaching skills such as agriculture and ironworking to humans. Today these creatures are foreign to the Tirudorans and rarely seen. However, their work can be seen from the many tall stones that decorate the Ordonian farmlands. Druids speak of enormous power emanating from these stones that only the Basajaun understand. Females of their kind are called Basandere.



Guajona - The Guajona is a blood-sucking hag that comes out at night to suck the blood of humans in their sleep by sticking her tooth into their veins. She does not kill them, instead leaves them almost bloodless, fatigued, pale and discolored. Guajona resembles a disfigured human female, who is covered from head to toe in an old thin black cloak. Her hands and feet are gnarled bird legs, her face is yellow with rough and hairy warts, her eyes are tiny and bright as stars. She has an aquiline nose and a single black razor-sharp tooth that is so long it reaches down to her under chin and is used to suck blood.



**Ojáncanu**

The **Ojáncanu** is a cyclops that is the embodiment of cruelty and brutality. It is a ten-foot-tall giant with superhuman strength, hands and feet that contain ten digits each, and two rows of teeth. With a very wild and beast-like temperament, it sports a long mane of red hair and facial hair, both nearly reaching to the ground. The easiest way to kill an Ojancanu is to pull the single white hair found in its mess of a beard. The females (called Ojáncana) are virtually the same, though without the presence of a beard. Instead of mating, when an old Ojancanu dies, the others distribute the insides and bury the corpse under an oak or yew tree which eventually spawns more Ojancanu. They are constantly performing evil deeds such as pulling up rocks and trees, destroying huts in villages, and blocking water sources. They fight brown bears and bulls, and always win. They only fear the Encantada, the good fairies native to Anyana Forest.



**Encantada**

The Encantada are female good fairies of Anyana Forest, generous and protective of all people. Some say they are heavenly beings sent to do good deeds and return to heaven after 400 years, never to return. Others, however, indicate that they are spirits of trees who take care of the forests.

Encantada are beautiful and delicate, half a foot tall, with white skin and a sweet voice. Their eyes are slanted, serene and loving, with black or blue pupils as bright as the stars, and they feature nearly transparent wings. They wear long jet-black or golden braids adorned with multicolored silk bows and ribbons and a beautiful crown of wild flowers on their head. When clothed they appear in a blue cape on a long thin white tunic. They carry in their hands a stick of wicker or hawthorn which shines in a different color every day of the week.

Encantada can be found walking through the forest trails or resting on the banks of springs and streams for they are able to talk with the water. They help injured animals and trees, people who lose their way in the forest, the poor and suffering, and even lovers who are kept apart. Once each winter they wander into villages to leave gifts at the doors of helpful and kind people. When summoned for help they appear only if the summoner is good of heart. On occasion they will also punish the wicked and foil the cruel and ruthless Ojáncanu cyclops.

At night during the spring equinox, they gather in the fells and dance until dawn holding hands and scattering roses. Anyone who manages to find a rose with purple, green, blue, or golden petals will be happy until the time of their death.

**Cuegle**

The cuegle is a monster walking on two legs and roughly humanoid in shape, has black skin, a long beard, grey hair, three arms without hands or fingers, five rows of teeth, a single stubby horn and three eyes in its head: one green, one red, and one blue. It is said to have great strength despite its small size. The cuegle attacks people and livestock, and is reputed to steal babies from the cradle. It may be repelled by oak or holly leaves, which it finds repulsive.



**Trasgu**

A trasgu is a small goblin with a green face and black eyes that inhabits forests. Trasgu vary in their appearance, some having horns, a tail, ears like that of a sheep, or long legs. Most have a hole in the center of their left hand, a curse from a demon at the dawn of time who inflicted it on their race in hopes they would starve if unable to pick up food. All trasgu have a mischievous and nervous character.

The trasgu’s main pastime is to mock people and carry out pranks, especially against girls who are engaged in a specific activity, like shepherding. It enjoys small pranks like throwing its voice, making nocturnal noises, and changing the location of objects. Because it must hide from humans, its clothes are made of tree leaves and moss. Occasionally a trasgu will wander into civilized areas. When it does, it wears red clothes and a pointy red hat and looks to become a domestic trasgu.

The domestic trasgu enters homes at night when the inhabitants are asleep. If it is in a bad mood it breaks kitchen vessels, spooks cattle, stirs chests of clothes and spills water. On the other hand, when he is treated well, he does house chores during the night. It is difficult to get rid of a domestic trasgu. If the house inhabitants decide to move to a new house, it follows them. In order to expel a trasgu it is necessary to request of it an impossible task, like bringing a basket of water from the sea, picking up millet from the floor (it falls through the hole in his hand), or whitening a black sheep. Because it thinks himself capable of doing everything, it will accept the challenge. In his stubbornness, it will try until it becomes exhausted. When it fails to accomplish the tasks, its pride is hurt and it leaves and does not return. It will also become spooked if someone falsely recreates actions proper of goblins.



**Xana**

A xana is a benevolent water spirit that appears in the shape of a beautiful young maiden with blonde hair tied up with a pearl or flower ribbon. They are a species of nymphs that live in fountains, caves and on the banks of rivers. They usually go out at dawn and dusk to comb their hair with a shard of sunlight or moonlight. Xana adore shiny gems and any precious metal and are not above stealing a kiss from a traveler while pocketing something valuable. It is said they store up great treasures in their underwater grottos. If one were to startle a xana while she is combing her hair, usually entrancing her with a song or dance, then she will be compelled to share a portion of her fortune. They are said to protect any who holds love in his or her heart. They are also said to punish the infidelity of lovers. Xana will offer water blessed with healing (they refer to it as "love water") to travelers of good heart. They are fond of adventurers and often offer rewards of gold or silver for a fulfilled quest of their choosing. Their hypnotic voices can be heard during spring and summer nights. Those who have a pure soul and hear the song will be filled with a sense of peace and love. Those whose souls are not pure will feel they are being suffocated and may be driven insane.

**Other Races**

**Elves**

**Dwarves**

**Magical Items**

**Banner of Fertility** was brought forth from the **Cathedral of our Lady Saint Sendina** and sent into the frontier to Osorio as a blessing over the land. The banner had been found years past from the **Bay of Banners** where a millennium ago several such enchanted banners had been created then lost. The **Cathedral of the Green Haven** was built to commemorate the protection of the Fertility Banner. It is a place of reverence for travelling warriors who seek courage in the face of unbeatable odds.

**Garrabien**, magical bow worn by Baronesa Argote of Osorio. It is the legendary bow of the first ruler to settle the lands around Osorio.

**Deberferm**, magic sword of **Andarina Arteaga**, paladin of Heironeous, who died defending the town of Osorio during the Second Dark Crusade while soldiers evacuated the town folk. The sword was retrieved and is traditionally worn by the captain of the guard of Osorio.

**Alluvium Root**, a magical living plant whose roots dig deep in the soil and can shape entire water systems. Much like dark priests summoning an arch-demon, these entities can be summoned by shaman to the material plane to effect thousands of acres of land and follow the commands of the shaman. Commanded wisely, a summoned root can help foster life and irrigate lands. Used without discretion, they can overturn delicate floodplains and shift an entire water table to destabilize a region. Saurians of the Brackan Tribes used summoned such a root to flood the Argilon Plains in Tirudor in the Fourth Ancient Age and wiped out hundreds of farms. This sparked the Watershed Wars between Saurians and humans for twenty years. At last druids from the Circle of the Dragonfly out of Estrenar defeated the shamans and redirected the root to flood the region between the Ravissa and Alyana Rivers. This created a region hospitable to the Saurians and so they relented to settling there.

**Himno Celestial** – enchanted guitar of **Domingo de Llarena**, one of the greatest bards of Tirudor. It is said to have been blessed by angels, who caused the strings on the instrument to regenerate if ever broken. Musicians who prove themselves worthy are granted a single string from the guitar, which grants special powers to any stringed instrument. It is said it enhances a musician’s performance and even generates a field of goodness that is repulsive to evil creatures. Some even say a master musician with a pure heart can call on aide from the heavens.

**Ten Gÿger Seals -** ten powerful magic containers prepared by the wizard Gÿger in Erigoth in the Ancient Ages. Said to contain power over life itself, they were lost when the wizard died and sent them by ship across the Howling Sea to be entrusted by one of his order in Estrenar. All ten containers, which appear like metal urns, sank when the ship went down during a storm.

**Amadura de la Mano ; Espeda de la Mano**: Armor of the Hand and Sword of the Hand: items that belonged to King Rodrigo who in 999 WA3 avenged the death of his father king Enigio. His vengeance earned him the title of **Mano del Padre**, or Hand of the Father. His sword and armor were retired to Queen’s Haven, where they rest in the Keep. Both are said to carry great blessings that were placed on them during Rodrigo’s quest for justice.

**Circlet of Kupita** – empowers the wearer against toxins, allows them to pass through solid objects on command; currently worn by Condesa Beatris Caldibar of Farnaway

**Roses of the Encantada** - At night during the spring equinox, the Encantada fairies gather in the fells of Anyana Forest and dance until dawn holding hands and scattering roses. Anyone who manages to find a rose with purple, green, blue, or golden petals will be happy until the time of their death.

**Rods of the Encantada** – The Encantada fairies occasionally carry in their hands a stick of wicker or hawthorn which shines in a different color every day of the week.

The famous **Vadora Lighthouse** is famed for its legendary brilliance. Standing three hundred feet in the air, it is said to house a magical sunstone whose light can be seen as far away as Farnaway or Darmiddia on a clear night. Worldly sailors call it the **Beacon of the West**.

**Besom of Esmona** – Esmona was but a child when the War of the Witches raged in Tirudor in the Second Written Age. But she was the powerful witch prophecies spoke of and rose up with good witches in the land to defeat Queen Quiteria. Her ceremonial broom, or besom, remains with the coven that is named for her outside of Queen’s Haven. It appears as a modest broom, but it is imbued with Esmona’s power. It is said that can pass between the planes of reality and each straw, if drawn out, can unleash terrible spells if not done carefully and with a good heart. Only a woman of the arcane arts can dare wield it.

**Cauldron of Lucrecia** – an artifact of old, Queen Quiteria commissioned the Doradon Traders to retrieve it for her in the Second Written Age. With it she performed blood magic rituals to maintain her beauty. But the cauldron spoke a prophecy of the coming witch who ultimately defeated Quiteria. The cauldron can only be used by a female master of the arcane. It harnesses the desires of any who use it but is quick to perplex them with prophecies and portents of doom (most of which come true). It is now in the possession of the Maleficarum Coven in Estrenar.

**Scepter of Raseda** – Once carried by the warrior Queen Raseda into battle during the First Dark Crusade, it was returned to Tirudor and is housed in the Madrugada Cathedral in Colova.

**Sentinel Seeds** – First discovered by rangers from the Band of the Sleeping Bear, these magical seeds grew mighty trees that once guarded the town of Ornor. The trees were destroyed by the evil wizard Helvyn, but it is rumored there are seeds still hidden in the ruins.

**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.