

# Pavis County – Gazetteer

By Ian Thomson (V3)

Map by John Hughes at: [http://www.glorantha.com/new/fan/pavis\\_county.jpg](http://www.glorantha.com/new/fan/pavis_county.jpg)

## Acknowledgements:

'Pavis and the Big Rubble' by Greg Stafford, Steve Perrin, et. al. (Moon Design, 1999)

Additional ideas: John Hughes, Jeff Richard, and Martin Dick

## **Amble**

A fishing settlement, Amble houses the largest newtling community in the County, as well as a group of reclusive mystics who follow an obscure Solar philosophy. Much of the settlement was washed away in the annual flood of the Scrittha river valley in 1619 ST, and it has yet to fully recover.

## **Bison's Head**

One of three unusual large rock formations in this part of the county, which look as if they were once huge statues carved from rocky outcrops but are now weathered beyond recognition. They have been named by the Dorasings, but their origins are unknown. (The other formations are Twisted Rock and Lump.)

## **Bluefoot's Mistake**

A stead founded in 1580 by a family of Tovtaros 'bluefoot' clansfolk fleeing the first Elmal/Yelmalian kinstrife in their native Far Place. Finding a thirsty land radically different from their rain-swept homeland, they survived, endured and have now achieved a measure of prosperity. The stead still stubbornly continues to raise sheep. It is home to the Kiertanii bloodline, contains both Orlanthi and Yelmalian worshippers, and its residents are notorious for keeping to themselves.

## **Blyford**

At the junction of the main trails from Pavis to Indagos and Sun County, the clan chief claims the right to charge a toll from all trade crossing the Scrittha here. This is disputed by the authorities in Pavis but is charged nonetheless. Both heavy and light infantry guard the Lunar tax office here.) Of course the river is all but empty in the dry season anyway, when people may cross as they wish.

## **Braggi's Third Laugh**

Braggi Dawn Walker was a Bachad Wind Lord and thane of Dorasar, well-known in story and song among the Dorasings as the owner of the cultic spear called 'Wind-Bold'. Unable to settle or remain in one place, Braggi left families and fledgling settlements across the length and breadth of Prax as he journeyed, of which this stead is one of the best-known. Braggi eventually entered the Great Waste, heading east, and was never heard of again.

## **Bullford**

A small town built where the Zola Fel River is fordable during the dry season. Beast-riders have crossed at this place for centuries, and Dorasar negotiated a truce here allowing passage for all peaceful peoples. This has led to a flourishing market and more recently a permanent Lunar presence with a small force of Peltasts (light infantry) stationed here, much resented by the Dorasings. Although the cult is officially banned within the Empire, the Lunar authorities turn a blind eye to members of their Praxian client forces to worship Storm Bull here at a traditional shrine.

## **Dakanji Green**

This is one of few settlements of Oasis People remaining in the county. The folk of this shallow valley live in poorly constructed huts around a lake that supports a large number of date palms.

## **Dwarf Door**

Way out in the hills is a large square indentation in a cliff face. Local rumor says that several people who have been to investigate it have never returned, though others have returned safely after having found nothing. Other rumors claim that deep booming noises are sometimes heard from far away behind the door. The Flintnail dwarfs say that whatever is there has nothing to do with them, but nobody recalls who named the place Dwarf Door, or why.

### **East Station**

An important staging post for goods from the Scritha and Stormwater valleys bound for Pavis. Home to chief landholder Iristhus Blackheart and his family, and holding the local Pavis shrine.

### **Far End**

In 1617 Far End existed under an uneasy informal treaty of peace kept by the various nomad nations. Some years ago it incorporated a semi-permanent tent village of some 200 nomads, and was one of the few places where nomads regularly gathered to trade with local farmers and oasis folk. The Lunars had constructed a Fort there as early as 1613, built on the ruins of an unknown temple. Then, as now, this posting was considered by Lunar troops to be little short of exile. The current Lunar Commander has a great disrespect for the beast riders, although small groups are allowed to water their beasts and remain for a day or so as long as they keep the peace. The Commander has abandoned the custom of local markets, and over the last two years bands of outlaw nomads have frequently threatened the Fort. The oasis people have reverted to their racially typical lethargy, and subsist on the fruits of the oasis and its waters.

### **Fenwash Fort**

A crumbling ruin recently rebuilt with adobe mud-bricks, Fenwash Fort guards the vital Pavis Road where it traverses the marshy upper reaches of the Fenwash river. These unwholesome marshes are occasionally the refuge of outlaws and rebels, and Imperial Hoplites and Peltasts are permanently stationed here to fend off attacks.

### **Garhound**

Garhound is a major regional center of Pavis County, the principal point of contact with Sun County, and has the appearance of a Sun County market town, although its inhabitants are predominantly Orlanthe. Many people from outlying settlements and farms come here to worship. As with all other relatively fertile parts of the county, Lunar farming communities have also appeared nearby over the last few years, and these people use the town as their local trade center too. In town are now three temples (Lightbringer, Sun Dome, and Seven Mothers), a special shrine to the Praxian spirits, and the Lunars maintain a permanent garrison of Sable Riders. Garhound is also home to a branch of the famous Sartar-founded "Geo's Inn", as well as the 'Bartered Beast' Inn and three other taverns. The Lightbringer temple also holds shrines to Asrelia, Chalana Arroy, Elmal, Ernalda, Humakt, Odayla, Pavis and Voria. The Praxian shrines honor Eiritha, Waha, Stormbull, Foundchild, and the Ancestors. The Solar Temple has major shrines to Yelmatio and Ernalda, and lesser shrines to Yelm, Lokarnos, and Zola Fel. The river marked as being north of the town (on the plan on the inside cover of 'Sun County') is the Little Rock. It is a small northern tributary of the White Rock not the White Rock itself. (The White Rock River is 1km to the south of Garhound, and is crossed by a ford and not a bridge.) Sir Davis Garhound is still responsible for administering the region, and every year the Harvest Festival attracts interest from as far as Pavis. Potential suitors compete in contests for the hand of the Harvest Bride.

### **Hilltop Stead**

One of the few actual 'hill forts' of the county - as opposed to earth and bank fortifications that stand on only slight rises in the surrounding terrain. The Renthar family has been here since Dorasar's time, and they sullenly resent the Lunar presence in this region.

### **Illynome**

A fishing and market center, the fort stands on a low hill overlooking the river. An annual boat race has been held here since 1616 ST. Sponsored by the Lunar administration, it pits Pavis County against Sun County with the Pavis folk narrowly leading in victories. Betting on the result is enthusiastic to say the least.

### **Indagos**

Indagos has a population of 400-500, most of whom are farmers but with a small smattering of craftsmen and Sir Indagos' mercenaries. It is walled with stone and the buildings are adobe mud-brick. It contains a temple to Ernalda and a shrine to Zola Fel as well as a shrine to Pavis and to the local Earth spirits. Indagos has weekly markets that draw many local peddlers. The crafters in town are thatchers, brickmakers, potters, coopers, carpenters and redsmiths.

### **Last Step**

The site of a concerted attempt by an alliance of Impala, Rhino and Bison Riders to prevent Dorasar reaching Pavis. The Dorasings took refuge in an abandoned fort and fought against the beast riders for three days, finally driving them off. Dorasar later rebuilt the fort to protect the road from Sartar and to honor

the dead. It holds a Shrine to Humakt. Although the fort is still the home of a number of Dorasings, Lunar Peltasts have occupied the strongest buildings.

### **Lonely Breeze**

Sartari refugees from the Lorthani clan of the Culbrea tribe founded this settlement in 1604. Newcomers added to their numbers in 1612 when Lunar settlers were forced upon them, and again in 1613 when more Sartari arrived after Kallyr's failed uprising. In many ways it is typical of outlying settlements of the county, and day to day existence is a struggle. Nonetheless, a community has been formed from these diverse elements, and life goes on.

### **Lump**

(See Bison's Head)

### **Major**

Built within the largest of the old ditch and bank forts from the original Pavic era, and the Pavis shrine here was reconstructed from the ruin of its ancient predecessor. This site is the main center of the Henlac clan, wherein resides Chief Borigson. Despite political pressures, this tula resembles a Sartari town more closely than any other settlement in the county, although it does support and Ulerian shrine.

### **Maughry**

Built on a bluff overlooking the river, the town of Maughry inside its hillfort is surrounded by a semi-permanent tent village. Nomads gather here to trade with the farmers of the Scritha valley, and a few enterprising merchants have begun to travel here to set up small markets. Although the peace is often uneasy, the nomads continue to respect the treaty and no major incidents have happened for some time. A small force of Lunar Antelope cavalry help ensure the peace is kept and taxes are paid, as well as watching the Sartari coming and going up the Scritha River. This settlement holds the longhouse of the chief of the Althimandi and his family, and the area's Pavis Shrine. It also holds a shrine to Uleria, which some say has the effect of promoting peace between the different factions who frequent the town. Standing at the northern edge of the clan's territory, this place was chosen as the clan center due to the easily defensible hill fort making this the premier location.

### **Neep Rock**

This dark-grey sandstone edifice is around 10m high, 13m long, and 3m wide. It is quite different to the surrounding rocks of the Desolation Hills. It is easily climbed, and a small depression in the top of the rock oozes water all year round, even in Fire Season.

### **Oldfield**

An important local trading center, with shrines to Issaries, Pavis, and Uleria amongst others. Stands above a valley housing five stone towers from the Robcradle era, which are positioned 500m apart in a perfect line. All have been searched by the Dorasings, but are still rumored to be haunted. Each of the towers stands at the center of a square area 500m along each side, which is marked by the barely discernible remains of an ancient wall. When the Sartari arrived, the walls around these old fields were even more distinct, but many of their stones have been taken to assist with house building.

### **Old Fort**

Out here in the middle of nowhere, archeological evidence seems to suggest that Old Fort was an attempt to establish a second major settlement in Pavis County, some time in the mid-late 800s. A large example of an EWF-era earth and bank fort, it is not only its stone-reinforced walls that remain impressive, but also the remnants of buildings and even stone roadways outside the fort as well as within. All external structures are long since ruined and have sunk back into the ground around them, or been plundered for building materials, but the interior of the fort is a startling throwback to a bygone age. The Dorasings of Old Fort, under one of Dorasar's nephews, resisted the Lunar invasion of Prax for three days after Pavis surrendered. The nephew and one in ten of the surviving warriors were crucified when the fort was finally captured. Dorasings who farm and hunt the surrounding hills still occupy Old Fort, and the settlement now also holds a small permanent Lunar garrison, and is a regular depot and overnight stop for Lunar patrols. A small Pavis Temple has been rebuilt here and is popular with the Dorasings. Amidst its ramshackle houses Old Fort, like Garhound, also hosts one of Geo's Inns – built within the shell of a much older tavern.

### **Pairing Stones**

Some amongst the Dorasing knowledge worshippers claim that it was here that Vingkot married one of Tada's daughters. It is certainly a holy place for the storm worshippers, but although Lunars forces have more than once made surprise raids on this location they have never found any worshippers practicing here. Two large stones – one pale blue and the other pale brown – lean slightly towards each other as they stand on a low hilltop surrounded by rocky bluffs.

### **Ryan**

A small settlement surrounded by rich farmland and protected by a strong fort. Many exiles from the Lunar heartland were settled in this area, along with a large contingent from Carmania. In order to attempt to meet the different and often contradictory religious needs of this mixed community, a substantial Provincial Church was established here, largely as a base for missionary work within the County. Within the central courtyard of this Temple of the Merciful and Munificent Moon is a large shrine to Yelm at which the Pelorians may make their devotions and a Bivariegated Dais of finest white and black marble from distant Lasdag for Carmanian ceremonies.

### **Scritha River Valley**

Settled later than the rest of the County with many recently-arrived Sartari in its upper reaches. Almost dry in Fire season. Floodwaters cause problems in Storm season below the confluence of the Scritha and its East branch, and several steads were washed away before settlers retreated further up the valley sides. Carmanian settlers have been introduced onto some of the better land in this region, mostly steads confiscated from those who refused to accept the Lunar occupation.

### **Spider's Eye Stead**

On the edge of the Desolation Hills a Carmanian family set up a small settlement where they have been permitted to practice some odd form of worship that caused some trouble or other for them back in the Heartlands. They keep very much to themselves, accept no visitors, are rarely seen buying supplies in Bullford, and never travel to Pavis. What they themselves call their settlement is unknown, but local Dorasings have given it a common name after the strange crest that some of the family have emblazoned on their uniforms.

### **Sunhill**

This small farming community has strong links with the farmers of Yelmatio over the river, and despite rivalries elsewhere the two groups here often work together on matters of defence, and even assist each other with the harvests.

### **Too-Far Place**

Far Walker settlers first established this trading post in the early 1500s, on what was then an important caravan trail. It became an important point of contact between the Alda Churi, Praxian nomads, and Pavisites. The post is now maintained by Templars from the Sun Dome outside Alda Chur, and the trail is still much used by rebels and smugglers eager to avoid the main Pavis Road.

### **Tower Hill**

A lone rocky crag stands near the end of this southern spur of the Desolation Hills. Atop its sheer cliffs stands an ancient tower of unknown origins. Those who live nearest to this place claim that it is haunted, and never go near it.

### **Treaty Rock**

A huge flat rock lies on several massive boulders, tilted slightly as if perhaps earth movements have thrown it from the true. Dorasar is said to have met with several nomad khans at this site, shortly after the founding of New Pavis.

### **Twisted Rock**

(See Bison's Head)

### **Urnfield**

More than 10 key-miles in diameter, this part of the county is avoided by most. It contains numerous ancient barrows and worn stone monuments. The location marked on the map is a raised grassy area at the center of this locale, from which several burial jars have been recovered. Curses have commonly followed those who did the recovering, and therefore little exploration of note has occurred. Thieves still try and discover

that elusive horde of gold, but restless spirits inhabit these parts, and death comes quickly to the foolhardy – especially those who linger after nightfall. Normally it is safe enough to skirt this area when passing through in the day, but occasionally travellers have reported a loss of their sense of direction, wandering in amongst the barrow mounds without realizing it. More rarely still, strange shadows have been reported above the area, blocking out the starlight and hindering orientation. The most disturbing rumor about this location is that it is not a relic of Old Pavis, but a cursed site of the Robcradle God Learners.

### **Waterby**

This settlement is the largest that is dependent on the river for its livelihood. Situated on raised ground some way back from the river, there are nonetheless several river shrines down in the marshes, and a dock for river craft. Many human residents are river worshippers, and newtlings are also common - with a number of them living in a half-submerged longhouse in the marsh.

### **Whitefly**

A small settlement, now occupied mainly by later refugees from Sartar whose steads lie on the rougher ground to the south. The settlers here hold some resentment towards the richer farmers north of the village. Once this town was the center of power for the Orwin clan, but their fortunes have tumbled since the Lunars have confiscated much of their prime land in response to real or fabricated crimes against the occupation.

### **White Lily**

A Carmanian female mystic of unusual social habits and her followers founded this comparatively recent settlement only a few years ago. Almost everyone mistrusts her and her strange followers, but she has performed several acts of healing (such as regenerating limbs) for those in need who sought her aid. This odd sect performs many rituals that involve frenetic and unusually formless singing and dancing.

### **Wide Wash River**

Flowing all year round, the Wide Wash provides ample irrigation for the surrounding steads that produce the best fruit and vegetables in Pavis County. Many of the steads between here and the Zola Fel River have been taken over by strange foreign settlers from Carmania with their exotic habits and worrying magics.

### **Wurm's Ruin**

There was once a fine fortified manor house on this site, but it was centuries ago destroyed by fire and violence. One of the few leftover features apart from the remains of the ruined shell is a pair of eroded stone dragon's that may have marked the gateway to the building's grounds. However any wall they may have guarded is no longer in evidence.

### **Zebra Town**

Darodan Arrow-Eye, the current King of the Zebra Tribe, founded this small settlement in 1611 ST. He has proved that he is not a descendent of Joraz Kyrem and Pavis' daughter, and so the Lunars do not consider him a particular threat. Situated beside an oasis, and built inside the ancient earth bank and ditch defenses of a small EWF-era border post, Zebra Town consists mainly of a few semi-permanent buildings belonging to the Tribe. Most notable is the King's Hall, which contains shrines to Opili, Joraz Kyrem, and Pavis. Tribal yurts surround the oasis, as well as the typical adobe houses of the local Oasis People, and there is also an earth wall encircling this area, as a defense against attackers. Zebra Town has become a favored resting stop for traders that travel this far out, and the locals make a small profit selling dates from the oasis.

The region around Zebra Town is not good for farming, and so was not recently inhabited, but it serves well enough in providing fodder for zebras. However, the tribe is forced to sell a proportion of its zebras cheaply to the occupying government in exchange for their rights to this land. Many clans come and go between here and the plains, and so the population is not as stable as some people assume.

Some Pavisites evidence surprise that any nomad tribe would ever regard a settlement as a center of their society, but this opinion neglects to consider the Zebra Tribe's particular loyalties and heritage as the Cavalry of Pavis city. There is no Lunar garrison at this settlement, but under the treaty of occupation, Lunar border patrols must be accommodated or resupplied here if necessary when they pass through. These patrols are often sable riders, who are less contemptuous of the zebra people than they are of the other tribes, but relations are still strained, and recompense for supplying the patrols can be slow in coming.