

The March of Bissel Regional Gazetteer

Version 1.1
February 26, 2002

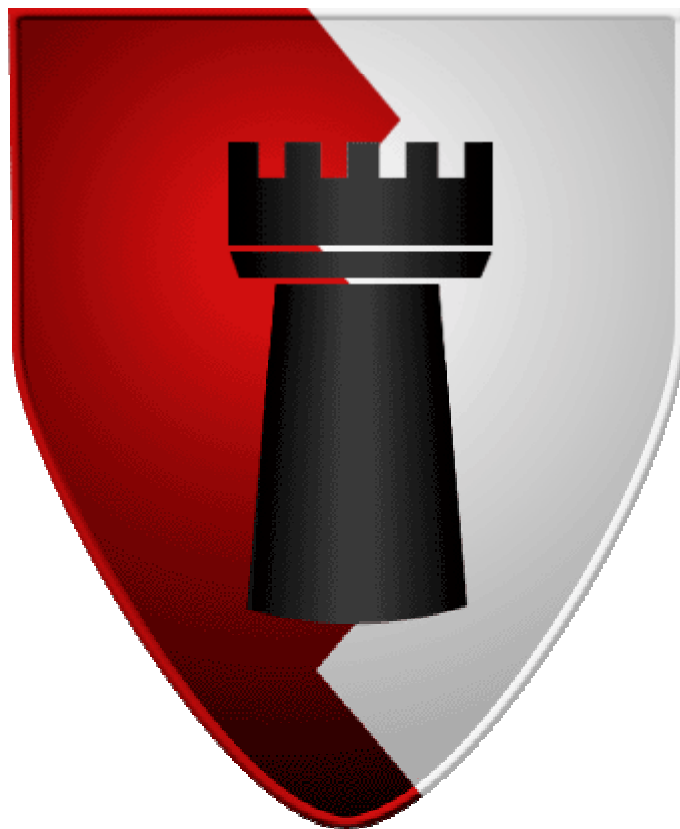


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Hail fellow Bisselite!

If you are reading this than you are most likely a part of the RPGA's Living Greyhawk campaign in the New England area. What that means, in game terms, is that your Living Greyhawk character is considered a resident of the March of Bissel, a small nation in the Sheldomar Valley. Or you may be acting as a judge for characters playing in the March. Bissel may seem like a small and insignificant place when compared to the mighty city of Greyhawk, the dark forces of Iuz, or even our neighbor and ally, Gran March. This is far from the truth!

Bissel has traditionally been a highly prized and strategically located area of land. Unfortunately, this has also meant that Bissel has seen much conflict over her borders throughout the years. A result of all this movement of armies and cultures through the land has left an area of diverse if unsettled political and religious factions. It is an area ripe with adventure and would-be heroes are at a premium. Do you have what it takes to shape the face of Bissel and the entire Sheldomar Valley? If not, there are always taverns that need barmaids and fields that need tending. But, if you have the strength to accept the challenge of being a hero of Bissel, then read on! Within these pages you will find the information you need to grow in strength and character in Bissel.

Words from the Bissel Triad:

We are committed to providing the means for Living Greyhawk players in New England to develop their characters through these materials and regional scenarios. Our goal is to have a region that all players can feel a part of. To these ends, we are always seeking ideas, suggestions, and comments on scenarios, background information, rules issues and other regional issues. We also seek to have a region that is not provided by the triad, but rather, stewarded by the triad for the sake of the players and developed with the submissions and good ideas of all our players.

The triad is also committed to the overall success of the RPGA in New England. This means that we will do our utmost to assist coordinators of conventions, game days, retail play and home games with regional scenarios, contacting judges and players, and anything else we can do to ensure successful game opportunities.

To assist in the free communication of ideas and announcements, players in Bissel are encouraged to join our two yahoo e-mail groups:

<http://groups.yahoo.com/group/Bissel>

General discussion and announcements

<http://groups.yahoo.com/group/BisselInCider>

An online tavern for in-character dialogue (no spoilers)

Players should feel free to contact any of their triad members with their concerns and comments regarding the Living Greyhawk campaign in Bissel. We will make every effort to reply promptly, courteously and accurately to ensure the enjoyment and success of Living Greyhawk in Bissel.

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The following websites should help players keep abreast of the latest news in the Living Greyhawk campaign:

<http://bissel.living-greyhawk.com>

Official Bissel website

<http://www.living-greyhawk.com>

Living Greyhawk campaign website

<http://www.wizards.com/RPGA>

Official RPGA website

<http://www.wizards.com/default.asp?x=lg>

Official RPGA LG website

Overview

Welcome to the March of Bissel, the crossroads of the Sheldomar Valley, the gateway between three very different regions of Oerth (the Sheldomar Valley, the Baklunish West, and the rest of the Flanaess). The lands that comprise Bissel have been repeatedly settled and invaded by Baklunish, Oeridians, and Suloise peoples throughout their history. Bissel is a hodgepodge of many cultures, but centuries of invasions have made the citizens of Bissel

POPULAR EXPRESSIONS

“Like a knight in Bissel”: a phrase denoting a very common occurrence. Besides the Knights of the Watch and the Knights of Dispatch, nearly every barony has its own order (or orders) of knights. Jousting is the national sport of Bissel, with many challenges occurring between orders. There are four major tournaments each year, the largest at the Grand Festival

“Like magic among the Besselars”: a phrase denoting an impossibility or something impossible to prove or find – the success of the women of the House Besselar has led to many accusations of sorcery yet all such accusations have proven false and no Besselar has ever shown any talent for magic

“In Walgar’s Way”: a phrase denoting something done with pride, dignity, or patriotism – after the former Margrave who committed ritual suicide rather than act as a puppet for Iuz and Ket

fairly untrusting of foreigners. The recent invasion by the forces of Ket, which have since been forced out of Bissel, and the selection of the new Margrave by the Gran March-based Knights of the Watch have brought the people of Bissel to a crossroads in history, a potential turning point in the lives of all its citizens. Who knows where it may lead?

The March of Bissel is a feudal monarchy owing fealty to Gran March and Veluna. The Knights of the Watch are currently the power behind the throne, under the direction of Gran March. The current ruler is His Lofty Grace, Larrangin, the Margrave of Bissel, chosen from and by the ranking member of the Knights of the Watch in Bissel.

Bissel is primarily populated by humans of Oeridian, Baklunish and Suel heritage, but the traditions of the Baklunish extend back in time most strongly. As a result, many of the common folk still speak a dialect of Baklunish in addition to Common. The Lorridges to the east are home to large numbers of gnomes, halflings, and hill dwarves, while the Barrier Peaks to the north and west also contribute to a sizeable population of mountain dwarves in those areas. Similarly, the Dim Forest to the south is home to a sizeable population of sylvan elves. There are also large numbers of humanoids in these outer regions, but thankfully, their presence in Bissel is extremely limited.

The geography of Bissel is split into 26 baronies. Each barony is self-supporting but owes allegiance to the Margrave. There are also nine independent townships. The townships are the focus of trade in Bissel and are much more densely populated than the baronies. In 590CY the capital was relocated from Thornward to Pellak, a township in the southeast of Bissel. The town is in the shadow of Castle Oversight, where the Knights of the Watch are headquartered in Bissel.

Bissel has a very limited export trade. The passing trade between the nations of the Sheldomar Valley to the south, the Baklunish nations to the north and west, and Veluna and its allies to the east drives most of the economy. Some of the trade routes in Bissel have been in existence since the first humans moved into the eastern Flanaess generations ago. Thornward sits upon an ancient trade route between the Baklunish West, the Sheldomar Valley, and the rest of the Flanaess. Major roads connect Thornward with Hookhill in Gran March and Mitrik in Veluna, and the Fals River also hosts a great deal of mercantile traffic.

The strategic location of Bissel has made it a highly desirable area to control, leading to repeated warfare for control of the lands between Gran March and Keoland from the south, Veluna and Furyondy from the east, and Ket and the Baklunish lands from the north and west. Recent warfare with the nation of Ket has left many castles and fortifications destroyed, and Bissel's famed Border Companies are in disarray. The Knights of the Watch constituted the basis of Bissel's national defense in CY 591, and, as a result, the influence of Gran March is everywhere. A national military, formed in Bissel in CY 592, may reduce the influence of the Knights of the Watch in future years.

The most pressing issue since the end of the Bissel-Ket conflict is the control of Thornward and its lucrative trade. Under the current terms, the city is divided among Ket, Gran March, Veluna, and Bissel. All wish to lay a permanent claim to the city, but the prospect of a war with not one, but three other states over a single town has let calmer heads prevail for the time being.

For more information please refer to the Living Greyhawk Gazetteer entry for Bissel.

Timeline

Date	Event
prior to 289 CY	Repeated settlement of region by Baklunish, Oeridian, and Suloise peoples.
289 CY	Keoish forces converge on the Fals Gap. Thornward founded by the Knights of the Watch. A brief skirmish is fought between Keoland and the Baklunish of Ket.
302 CY	Keoland's knights conquer and unify the region for Keoland.
348 CY	Tavish II issues his Wealsun Proclamation.
350 to 360 CY	Short War: Keoish forces invade Ket and Veluna from Thornward in Bissel. After suffering defeats in Ket, Keoland begins to retreat.
362 CY	Late in the year, Tavish II of Keoland orders the extension of a formal trade road from Thornward to Molvar and eventually to Lopolla.
400 CY	Keoland has completely withdrawn from Ket to Thornward, fortifying the Fals Gap and making Bissel the northernmost frontier of the kingdom. Bissel named "the Littlemark" with Thornward as its capital.
436 to 438 CY	Small War: Combined forces of Furyondy and Veluna drive the Keoish out of western Veluna. Combined forces conquer Bissel. New margrave sympathetic to Furyondy and Veluna installed.
477 CY	Margrave Rollo and his personal guard save the visiting King of Furyondy, Hugh III, from an army of jebli. The king gratefully declares Bissel a "march palatine" and thus an independent nation.
499 CY	Ket attacks Thornward and besieges it for a year. Ket conducts raids into Bissel and Veluna. The combined support of Keoland, Furyondy, and Veluna preserves Bissel from the Ketite attacks.
580 CY	Attempted insurrection by necromancers, tied to the evil wizard-lord Evard, is defeated. Results in suppression of fringe groups and passionate enforcement of treason and sedition laws.
582 CY	Greyhawk Wars begin.
Goodmonth to Harvester 584 CY	Zoltan, the Beygraf of Ket signs a treaty with Iuz. Ketite cavalry attack Bissel's watchtowers along the Fals River. Ket takes Thornward and forces Bissel's surrender. Walgar, the old margrave, commits suicide to thwart Ketite plans to use him as a puppet ruler.
Harvester 584 CY	Greyhawk Wars end.
585 to 587 CY	Veluna drives Ket from neck of the Fals River Pass and Highfolk gnomes defeat Ketite forces in the Northern Lorridges.
587 CY	Beygraf Zoltan is assassinated by one of his own generals. Nadiad, Zoltan's replacement, withdraws Ketite forces from Bissel to quell the growing chaos in Lopolla. Gran March warbands charge into Bissel as the Ketite forces retreat.
587 - 589 CY	Negotiations begin between Ket, Veluna, Gran March, and Bissel. Thornward becomes neutral city ruled by representatives of Bissel, Ket, Veluna, and Gran March. Ket completely withdraws its forces, but keeps all the Bisselite forts and lands north of the Bramblewood Gap. Gran March's Knights of the Watch attempt to restore the government of Bissel, going as far as appointing Watch members to vacant posts of authority, often without the permission of the new Margrave, Larrangin. Anger at Ketite attempts to proselytize in Bissel during the occupation results in the burning of many Baklunish temples.
590 CY	Pellak is named as the new capital of Bissel.
591 CY	Living Greyhawk campaign begins.
Fireseek, 592 CY	Mandatory military service begins, by order of the Margrave

Government

The March of Bissel is a feudal monarchy owing fealty to Gran March and Veluna. The current monarch is His Lofty Grace, Larrangin, the Margrave of Bissel (LG male human (OS) Ftr9/Clr2 of Heironeous). Bissel is divided into twenty-six knight-baronies, eight townships, and one capital township. Thornward, the former capital of Bissel, is currently a city independent from Bissel, ruled jointly by Bissel, Gran March, Ket, and Veluna. A baron rules each of the twenty-six baronies and a lord mayor rules each of the nine townships. The lord mayors and the barons compose the Bissel Ruling Council, an official government body that advises the Margrave. The Ruling Council meets with the Margrave quarterly in Pellak unless an emergency meeting is called by the Margrave or by one fifth of the Council members. The Ruling Council is an advisory board; they recommend policy to the Margrave and advise him in his major decisions. More often than not, the Ruling Council's advice on most matters is put into effect by the Margrave with little or no discussion on his part. However, in the end, the Margrave has final say on all policy and decisions; he is the sole power of authority for national policy and law.

The Council normally selects the next Margrave in the event of his death without leaving a designated heir, but the current Margrave was selected by the leadership of the Knights of the Watch under the direction of Gran March. The Council is still furious over this action by Gran March during the upheaval caused by the invasion of Bissel by Ket and the death of the former Margrave, Walgar. Although the Margrave is the final voice on any decision made for Bissel, the balance of power in Bissel had historically rested with the barons. The new Margrave has been "ignoring" this historical tradition, and this has caused a great deal of consternation amongst the barons. The barons have resorted to their time honored tradition for dealing with a troublesome Margrave; they ignore his edicts as long as they can and then twist his edicts to their own liking. The current Margrave has had to use his clout with the Knights of the Watch to enforce his edicts.

In the event of the death of a baron or lord mayor who leaves no heir or spouse, the Margrave appoints a new baron or lord mayor to take control of that barony or township. Land passes to male heirs under the laws of Bissel, or, in the event of no surviving male heir, to a wife or other female relative. Once a baroness/lady mayor remarries the land and title of baron/lord mayor passes to the husband. Some of the

barons murdered during the invasion by Ket were replaced by the Knights of the Watch, not the Margrave, during the power void caused by the death of Walgar.

Most of the money the Margrave receives in taxes from the barons is supposed to be spent on maintaining the Border Companies, a large mercenary force hired to protect Bissel's borders. However, the new Margrave has been redirecting a large percentage of tax money to the Knights of the Watch stationed in Bissel, and he is now moving to redirect more of the money to his new national military project. The Margrave's powers consist mainly of the ability to levy taxes, the ability to sign treaties with other nations, and the ability to grant land and titles. The barons own all of the land in their baronies, often dividing the barony amongst their relatives and most loyal knights, but they grant the citizens of the barony the right to possess land in return for their service and loyalty to the baron.

The current Margrave has no living heirs or relatives. When a Margrave has children or siblings, they gain another title in addition to any one they held before. They are known as the Viscount or Viscountess of a famous geographic feature of Bissel. The Viscount does not actually own land associated with the geographic feature; it is more of a ceremonial title. For example, the Margrave's son might be known as the Viscount of the Realstream while his daughter might be known as the Viscountess of the Dim Forest. The children of the Viscounts and Viscountesses have the title of Lord or Lady of a lesser-known geographic feature contained within their parents' title. For example, the Viscountess of the Dim Forest's son might be known as the Lord of the Midnight Grove (a hypothetical location in the Dim Forest).

The children/siblings of a lord mayor are also granted the landless title of Lord or Lady of a region of the township the mayor rules. The children and siblings of a baron are granted the title of Lord or Lady, but this title actually comes with an area of land assigned by the baron.

Villages in Bissel will often elect a mayor, if their lord or baron grants such a right to them. An elected mayor is bestowed no land but does hold the title of mayor. Knights hold a landless title as well, although a knight may have the title of lord as well if bequeathed a portion of land by their liege. The six major religions of Bissel have their own structure of title, but these are church titles and not directly relating to any holdings of land. Officials of the March or of a barony/township are often granted landless titles; the titles vary. For example, Councilman or Master at Arms.

Titles and Forms of Address in Bissel

Title	Range of jurisdiction	Address, Formal	Address, Informal	Relation
Margrave/Marchioness of Bissel	The March of Bissel	His/Her Lofty Grace	Lord	None
Viscount/Viscountess of <i>geographic feature</i>	None	His/Her Noble Lordship	Lord /Lady	Margrave's children & siblings
Lord/Lady of <i>geographic feature</i>	None	His/Her Lordship/Ladyship	Lord /Lady	Viscount's children
Baron/Baroness of <i>barony</i>	Barony of rule	His/Her Prominence	Lord /Lady	Fealty to Margrave
Lord/Lady of <i>titled land</i>	Titled land of a barony	His/Her Lordship/Ladyship	Lord /Lady	Baron's children/siblings or most loyal knights/followers
Lord/Lady Mayor of <i>township</i>	Township	His/Her Lordship/Ladyship	Lord/Lady Mayor	Fealty to Margrave
Lord/Lady of <i>region of town</i>	None	His/Her Lordship/Ladyship	Lord /Lady	Lord Mayor's children or siblings
Mayor of <i>village</i>	Village	His/Her Honor	Mayor	Elected
Knight/Lady of <i>knightly order</i>	None	Sir/My Lady	Sir /Lady	Fealty to a baron or nationally recognized knightly order

Law

Legal Authorities

There are three levels of legal authority in Bissel. The foundation of the legal system is the magistrates. Above the magistrates are the tribunals. Above the tribunals is the Grand Tribunal. Most criminal cases come through this system. On occasion, cases may be settled directly by confession to a feudal lord (see below). Magistrates or judges always handle trials; there are no juries in Bissel.

Magistrates

The magistrates are appointed to serve the people of a district. Each district consists of approximately 1000 people so there are usually between 2 and 7 magistrates per barony or township. Barons appoint barony magistrates. Lord Mayors appoint township magistrates. Magistrates are charged with supervising a constabulary, investigating crimes (or supervising the investigation of them), and conducting trials. Magistrates are sometimes summoned before a tribunal and asked to aid in a large investigation. Magistrates do not try nobles; cases involving nobles are tried at the tribunal level.

Tribunals

Each Baron appoints three nobles of his land to act as judges. When three nobles are not available for appointment (for example, in war-torn baronies), the Baron has the right to bestow a title upon a respected magistrate so that he/she may become a judge and join the tribunal. The tribunals are the location for appeals to the rulings of magistrates. Tribunals rarely overturn the decisions of magistrates however. Nobles are tried at this level, not at the magistrate level. A Baron may serve on the tribunal for his barony if he so desires.

The Grand Tribunal

The Margrave appoints a three-person tribunal for the entire March. It is called the Grand Tribunal. It is the final court of appeals for any case in the March, but is very selective in cases it will hear. Grand judges, the members of the Grand Tribunal, are always nobles (as with the tribunals). Although the Margrave is not required to serve as a member of the Grand Tribunal, he often will serve as a member. Historically, the past few Margraves have been members of the Grand Tribunal except during periods of war (when they are busy with other matters).

Feudal Lords

Anyone may make a confession to their lord and accept whatever punishment that lord metes out. There is no appeal to the decisions of a lord in this situation; the criminal has confessed and asked for final judgment, thereby relinquishing their right to appeal.

Classification of Individuals under the Law

For purposes of law, the inhabitants of Bissel are divided into five categories: nobles, commoners, humanoids, monsters, and property. Visitors to Bissel are subject to the same laws as inhabitants and are categorized in the same way as inhabitants. For example, nobles of recognized nations are tried as nobles of Bissel. Under the law, victims must be from the first three categories.

Nobles

The noble class consists of the Margrave, the barons of the 26 knight-baronies, the lord mayors of the 9 townships, and the noble leaders of the sylvan elves of the Dim Forest, the mountain dwarves of the Barrier Peaks, and the hill dwarves, gnomes, and halflings of the Lorridges. It also includes any individual who holds a title via familial relation to someone in the list above or to any individual granted a noble title by someone in the list above. The list of noble titles can be found earlier in this Gazetteer. Besides the rights that other categories of individuals have, nobles have certain additional rights. Nobles have the right to tax their subjects. They are the only citizens of Bissel who may own actual land; they can assign land to others, but always retain the right to reassign that land if given just cause under the laws of Bissel. Nobles have the right to trial by combat instead of receiving a verdict from a tribunal. Combat is against the champion of a Baron or the Margrave.

Commoners

Humans and demihumans who are not nobles form this category (this includes any races permitted for play under the LG character creation rules). Commoners are bound to a lord of their region by law and tradition. They possess certain rights despite this feudal bond, however. Commoners have a basic right of freedom. They are free to move about the March under their own volition. Slavery is illegal in the March. Commoners may choose to marry, bear children, and choose a profession without consulting their lord. Commoners have the right to own property with the exception of land. Nobles may grant commoners land, but the noble retain final

ownership of all land. Commoners may not be dispossessed of their home without just cause; unfair treatment in this regard may be appealed to a magistrate. Commoners have a right to a fair trial. Commoners may not be tortured to achieve a confession.

Humanoids

Humanoids are intelligent creatures with human/demihuman-like appearance who are inhabitants of the March of Bissel, but who are often seen as undesirable or dangerous. They are only afforded the most basic of rights. Humanoids may not be enslaved or tortured. They may not be killed without provocation. They have no right to property and may be detained or deported by local authorities without a right to appeal.

Monsters

Monsters are non-intelligent or non-civilized creatures (including intelligent undead) that live within the borders of Bissel. Monsters have no rights under the laws of the March.

Property

Manufactured creatures, minor undead, and most familiars and pets are considered property. These creatures have no rights under the law, but laws involving property do pertain to them.

Rules for Trials

The accused is assumed innocent until proven guilty. The burden of proof falls to the court. However, there are certain exceptions to these rules. First, the word of a knight is presumed to be the truth unless proven to be a lie beyond a reasonable doubt. Normally, testimony only needs to be discredited, but a knight is assumed to be honest unless significant proof is provided to contradict their testimony. Magic-based testimony is permitted under the laws of Bissel. However, the court must approve anyone wishing to present magic-based evidence. The decision of the court is based on personal reputation of the presenter, in the case of non-clerics, or on the religion of the presenter, in the case of clerics. Religions are categorized into classes based on the reputation of the deity worshipped. This determines the assumed veracity of a cleric's testimony, both magic-based and otherwise.

Clerics of these religions are considered to be truthful unless proven otherwise beyond a reasonable doubt (the same rules that apply to knights). These religions are: *Istus*, *Moradin*, *Rao*, *Yondalla*, *Arvoreen*, *Berronar Truesilver*, *Clangeddin*

Silverbeard, *Cyrrollalee*, *Heironeous*, *Pholtus*, *St. Cuthbert*, *Ulaa*, *Zilchus*, *Allitur*, *Delleb*, *Fortubo*, *Gaerdal Ironhand*, *Jascar*, *Al'Akbar*, *Mayaheine*, *Merikka*, and *Stern Alia*.

Clerics of these religions are considered to be untrustworthy unless proven otherwise beyond a reasonable doubt. These religions are: *Erevan Ilsera*, *Olidammara*, *Ralishaz*, *Trithereon*, *Baravar Cloakshadow*, *Brandobaris*, *Kurell*, *Xan Yae*, *Rudd*, *Zagy*, *Gadhelyn*, *Johydee*, and *Kuroth*.

Clerics of these banned religions are never trusted. These religions are: *Incabulos*, *Nerull*, *Erythnul*, *Hextor*, *Tharizdun*, *Beltar*, *Pyremius*, *Raxivort*, *Syrul*, *Vecna*, *Iuz*, *Wastri*, *Kyuss*, and *Roykyn*.

Clerics of any other religion are treated as normal citizens with respect to the veracity of their testimony.

Types of Crimes

Crimes are classified as high crimes, major crimes, or minor crimes. High crimes often carry a sentence of death. Major crimes carry penalties ranging from large fines to hard labor or worse. Minor crimes carry smaller penalties (enforced servitude for less than a year, fines, and various minor punishments).

Township guards and constables

Each township in Bissel is permitted to maintain a paid body of guards to protect the township. Each township may maintain guards to protect the township from external attack and to maintain peace within the township. Township guards do not investigate crimes, but they can make arrests under the direction of a constable or magistrate. Each magistrate in Bissel is expected to maintain a body of constables in each major population center to investigate crimes and aid in the arrest of criminals. Each township has a force of constables who answer to the local magistrates. These constables are responsible for investigating crimes that take place in the township and for arranging the arrest of suspected criminals. They have no other militaristic duties.

Other Legal Systems

Military

The military have additional rules and systems of discipline. Please see the military section for more information.

Guilds and other Organizations

Guilds and other organizations may have additional rules and methods for adjudicating disputes. Please see the individual descriptions of each guild/organization for more information.

Churches

Different religions often have additional rules and laws for clerics and worshippers. Churches often handle the trial and punishment of clerics internally. Churches have the right to offer sanctuary to those who request it. Sanctuary only extends to the confines of their place of worship and will only be offered to those who the church believes are going to be subjected to injustice if they are turned over to authorities.

Dueling

A duel is a structured combat between two opponents over an issue of honor. The issue contested by the duel is considered settled when the duel is over. It is considered extremely dishonorable to discuss the issue once the duel is over. Any parties wishing to duel must present their case to a magistrate (or to a noble who is lord to both parties) who will judge whether a duel is necessary and allowed. The magistrate will attempt to resolve the issue between the parties before approving the duel. It is considered extremely dishonorable to challenge the judgement of the magistrate in this matter. The magistrate will not approve a duel if either party does not wish to duel; there is some dishonor in refusing a duel, but it is not a severe dishonor. The party declared the aggrieved (by the magistrate) with respect to this issue is the Challenger. There are no rules against challenging someone above or below your station, but it is considered bad form to do either. The challenged individual has the right to choose the method of combat. All participants in a duel are forbidden to wear armor.

The methods are:

- By hand: no weapons, always subdual damage, combat until one opponent is unconscious or submits, mostly selected by the commonfolk
- By blow: padded maces, always subdual damage, combat until one opponent is unconscious or submits, common among the commoners, the nobles, and adventurers
- By hit: rapiers, combatants choose whether to attack for subdual or normal damage (see PH), combat until one opponent has been hit (pierced) three times or unconscious or

submits, mostly selected by nobles and adventurers

- By blood: longswords, combatants choose whether to attack for subdual or normal damage (see PH), combat until one opponent has lost one-half their hit points or unconscious or submits, mostly selected by nobles and adventurers

It is considered dishonorable to suggest a method that your opponent is unskilled at. The weapons used must be of equal quality and design. Either opponent may select a champion to fight in their place. It is illegal to hire a champion; they must be volunteers.

Killing an opponent in a duel is a crime and is punishable under the law as murder or manslaughter (magistrate's choice). Use of magic during a duel is considered dishonorable.

Common Crimes and Punishments

Crime	Type	Sentence
Arson, major	High	Death
Arson, minor	Major	5 to 20 yrs enforced servitude and/or fine for damage caused
Assault, grievous	Major	Enforced servitude for 1 to 10 yrs
Assault, minor	Minor	Enforced servitude for up to a year
Assault, of govt. official	Major	Enforced servitude for 1 to 10 yrs
Assault, of noble/magistrate	Major	Enforced servitude for 10 yrs to life
Blackmail, of govt. official	Major	Enforced servitude for 10 to 20 years and loss of 50-100% of all property
Blackmail, of noble/magistrate	Major	Death or banishment or enforced servitude for 20 yrs to life
Blackmail, other	Major	Enforced servitude for 1 to 10 years and/or loss of 50-100% of all property
Bribery, of govt. official	Major	Enforced servitude for 1 to 10 years and/or loss of 50-100% of all property
Bribery, of noble/magistrate	Major	Enforced servitude for 10 to 20 years and loss of 50-100% of all property
Burglary, Robbery or Tomb Robbing	Major	Loss of hand, 1 to 10 yrs enforced servitude and/or loss of 50-100% of all property
Counterfeiting govt. currency	Major	Banishment, loss of hand, or enforced servitude for 20 yrs to life
Damage to govt. property	Major	1 to 10 yrs enforced servitude and/or fine for property damaged
Disturbance of the peace	Minor	Enforced servitude for up to a year and/or a 25 gp fine (doubled for repeat offenses)
Embezzlement	Major	Banishment, 10 yrs to life enforced servitude, and/or fine for money embezzled
Failure to have proper licenses	Minor	Enforced servitude for up to a year and/or loss of 10-20% of all property
Failure to perform military service	Major	Banishment or enforced servitude for 20 yrs to life
Fraud	Major	Banishment, 10 yrs to life enforced servitude, and/or loss of 50-100% of all property
Impersonation, of govt. official	Major	1 to 10 yrs enforced servitude and loss of 50-100% of all property
Impersonation, of noble/magistrate	Major	10 to 20 yrs enforced servitude and loss of 50-100% of all property
Importation, dangerous contraband	Major	Banishment and/or loss of 50-100% of all property
Kidnapping	Major	Banishment, 10 yrs to life enforced servitude, and/or loss of 50-100% of all property
Magic, illegal use	Major	Banishment or loss of hand and tongue or 5 to 20 yrs enforced servitude
Manslaughter	Major	Banishment or 5 to 20 yrs enforced servitude
Murder, mass or genocide	High	Death
Murder, of noble/magistrate	High	Death
Murder, other	Major	Death or enforced servitude for life
Perjury	Major	Enforced servitude for 1 to 10 yrs and/or loss of 50-100% of all property
Possession or sale of stolen property	Minor	Enforced servitude for up to a year and/or a fine of three times the item's value
Rape	Major	Death or enforced servitude for life
Riot, incitement	Major	Banishment, 10 to 20 yrs enforced servitude, and/or loss of 50-100% of all property
Riot, participation	Major	Banishment, 5 to 10 yrs enforced servitude, and/or loss of 50-100% of all property
Sedition	Major	Death or banishment or enforced servitude for 20 yrs to life
Slander or libel	Minor	Loss of 20-50% of all property
Slavery	Major	Banishment, 10 yrs to life enforced servitude, and/or loss of 50-100% of all property
Smuggling	Minor	Enforced servitude for up to a year and/or loss of 20-50% of all property
Spying	High	Death
Tax evasion	Major	1 to 10 yrs enforced servitude and/or loss of 50-100% of all property
Theft (500 gp in value or less)	Minor	Enforced servitude for up to a year and/or a fine of three times the item's value
Treason	High	Death
Trespass	Minor	Enforced servitude for up to a year and/or a 50 gp fine (doubled for repeat offenses)
Vandalism	Major	1 to 5 years enforced servitude and/or fine for property damaged
Worship of banned religion	Major	Death or banishment or enforced servitude for life

Magic

The View of Magic in Bissel

Powerful wielders of magic are not common in Bissel. The population of Bissel contains a smaller percentage of spellcasters than other nearby nations. Currently, divine spellcasters are fairly common at low levels, but are fairly rare at high levels. In terms of high-level divine spellcasters, druids are significantly more common than clerics. Rangers and paladins of high enough level to cast divine spells are not uncommon in Bissel. Arcane spellcasters are rare at any level, but there are probably more high-level arcane spellcasters in Bissel than there are high-level divine spellcasters. Bards are the most common among arcane spellcasters, followed by wizards and finally sorcerers. Although magic use is not particularly common in Bissel, most citizens have witnessed magic use at least once in their life, and few are intimidated by simple uses of magic. There is little animosity amongst the common folk towards spellcasters with the exception of those who wield necromantic arts or consort with evil creatures from other planes; these individuals are viewed extremely negatively. It is very dangerous to be accused of necromancy or demon/devil worship in Bissel.

Locales with high concentrations of spell users

Refer to the religion section for the locations of the major temples of Bissel.

Druids are most commonly found in and around the Dim Forest and the Lorridges, but they can be found in any of the less developed areas of Bissel. Rangers are most commonly found in and around the Dim Forest, the Barrier Peaks, and the Lorridges, but they can be found in any of the less developed areas of Bissel. Paladins are most commonly found in Pellak and in any area containing an outpost of knights (particularly the Knights of the Watch).

Bards can be commonly found in all settlements of reasonable size; in general, the larger the settlement, the higher the level of the bard and the more bards to be found. Two locations have a particularly high concentration of bards because they house the only two bardic colleges in all of Bissel. The oldest bardic college in Bissel is the College of Music and Arts in Thornward. However, it has recently been surpassed in size and prestige by the younger of the two bardic colleges of Bissel, the Bardic Circle in Calpius' Craft, the capital of the Barony of Besselar.

Sorcerers and wizards can be found in both out-of-reach and well-developed areas of Bissel. Townships are the places where you can be fairly certain to find at least one high level sorcerer or wizard. There are two locations where wizards frequently congregate because they are the homes to the two wizards' guilds/schools of Bissel. Thornward is the home to the Academy of High Arts, and Sareden is home to the Guild of the Arcane Path.

Availability of divine spells from NPCs

There are currently no clerics of 13th level or higher in all of Bissel. This means that clerical spells of 7th through 9th level are unavailable in Bissel. PCs requiring clerical spells of these levels (including *Resurrection*, *Greater Restoration*, *Regenerate*, *Mass Heal*, *Miracle*, and *True Resurrection*) need to seek such spells outside of Bissel.

Clerical spells of 6th level are available from the high priests of Heironeous and Zilchus in Pellak. This means that PCs requiring clerical spells of this level (including *Heal* and *Greater Dispelling*) will need to seek them in Pellak. These spells will be costly in terms of gold or Influence Points since the high priests of Heironeous and Pellak are busy individuals.

Clerical spells of 5th level are available from the high priests of Heironeous and Zilchus in Pellak as well as the highest-ranking priests of Heironeous and Zilchus in Thornward. This means that PCs requiring clerical spells of this level (including *Atonement*, *Break Enchantment*, and the ever important *Raise Dead*) will need to seek them in Pellak or Thornward. Fortunately for those seeking a *Raise Dead*, Pellak is within 10 days of any other town in Bissel and thus within the time limit on the effectiveness of the spell. As with 6th level clerical spells, the cost for them will be high due to the busy schedules of the four priests capable of casting these spells.

Clerical spells of 4th level are available from any of the high priests in Bissel as well as the 2 clerics of 9th level in Thornward. This means PCs can find priests capable of casting these spells (including *Cure Critical Wounds*, *Neutralize Poison*, and *Restoration*) in every township but Clunther, Sareden, and Wrekin. As with 6th and 5th level clerical spells, the cost for them will be high due to the busy schedules of the high priests of Bissel.

The 4th level druid spell *Reincarnate* is only available in scenarios where a druid of 7th level or higher is mentioned to be in the area. Otherwise, it is impossible to find a druid in time to have the spell cast effectively. If *Reincarnate* is cast on a PC in a scenario, the judge rolls at the table. If the result is anything other than an elf, gnome, halfling, or human, the PC is removed from play permanently. In

general, divine spells from druids, rangers, and paladins are only available to PCs in scenarios where an NPC of the proper level is mentioned to be in the area or via communication between a player and the Bissel Triad.

Clerical spells of 3rd level are available in every township in Bissel, but rarely any place else. This means PCs seeking priests capable of casting these spells (including *Cure Serious Wounds*, *Dispel Magic*, *Remove Blindness/Deafness*, *Remove Curse*, *Remove Disease*, and *Speak With Dead*) need to head for a township. Clerical spells of 2nd and 1st level are available in every township and are fairly commonly available in most areas of Bissel.

Availability of arcane spells from NPCs

1st and 2nd level bardic spells are commonly available in any settlement of reasonable size. 3rd level bardic spells can be purchased in any of the townships and at the Bardic Circle in Besselar. 4th level bardic spells can be purchased in Pellak, Thornward, and at the Bardic Circle. 5th and 6th level bardic spells are only commonly available in Thornward and at the Bardic Circle.

1st and 2nd level sorcerer spells are usually available in any settlement of reasonable size. 3rd level sorcerer spells can be purchased in any of the townships. 4th and 5th level sorcerer spells are only commonly available in Pellak and Thornward. 6th and 7th level sorcerer spells are only commonly available in Thornward. 8th and 9th level sorcerer spells are not commonly available anywhere.

1st and 2nd level wizard spells are usually available in any settlement of reasonable size. 3rd and 4th level wizard spells can be purchased in any of the townships. 5th and 6th level wizard spells are only commonly available in Pellak, Sareden, and Thornward. 7th level wizard spells are only commonly available in Sareden and Thornward. 8th and 9th level wizard spells are not commonly available anywhere.

Cost of divine spells from NPCs

PCs are divided into groups for the purposes of determining the cost of NPCs casting divine spells (clerical and paladin) on them. There is a separate set of groups for each major religion in Bissel. For each church, Group I consists of clerics of that religion, paladins of that religion, monks of that religion, druids of that religion, and any other PC belonging to a meta-organization which grants them the benefits of Group I. Group II consists of true worshippers of that religion (main deity listed on character sheet) or any other PC belonging to a meta-organization that grants the benefits of Group II. All others belong to

Group III, although a judge may rule that a given PC is ineligible for services from a given religion if they worship a religion in direct conflict with the religion from which they are seeking services. All PCs count as Group II for the purposes of having spells cast on them by druids or rangers, but PCs known as nature defilers cannot purchase spells from druids or rangers.

The chart, Divine Spell Costs, details the costs based on the groups mentioned above. PCs may also use Influence Points with a given church/organization/individual to purchase services; the costs are the same for members of all three groups if purchased with Influence Points. Divine spells of 7th through 9th level are only available from NPCs through communication between the player and the Bissel Triad; judges at tables cannot grant the use of these spells via NPCs. If you want a divine spell cast for your PC that is not on the chart, you need to speak with a member of the Bissel Triad to have an NPC cast that spell on your PC's behalf.

Cost of arcane spells from NPCs

The chart, Arcane Spell Costs, details the costs of purchasing the services of NPC arcane spellcasters. PCs may also use Influence Points with a given spellcaster or meta-organization of spellcasters to purchase services. Arcane spells of 8th through 9th level are only available from NPCs through communication between the player and the Bissel Triad; judges at tables cannot grant the use of these spells via NPCs. If you want an arcane spell cast for your PC that is not on the chart, you need to speak with a member of the Bissel Triad to have an NPC cast that spell on your PC's behalf.

Influence point cost of potions and scrolls

The chart below details the influence point costs of purchasing potions and scrolls from NPC spellcasters in a given organization. These items are only usable for the duration of the regional scenario in which they are purchased (if unused, they vanish at the end of the scenario).

Level of Spell for Potion	Level of Spell for Scroll	IP Cost
0	0	1
	1	3
1	2	5
	3	7
2	4	9
	5	11
3	6	13
	7	15

Divine Spell Costs

Spell	Level	Min Caster Level	Grp I Cost	Grp II Cost	Grp III Cost	Infl Pt Cost
<i>Atonement</i>	Clr/Drd5	Clr/Drd9	2250	3000	N/A	9
<i>Break Enchantment</i>	Clr5	Clr9	340	450	900	9
<i>Continual Flame</i>	Clr3	Clr5	100	200	400	5
<i>Cure Critical Wounds</i>	Clr4, Drd5	Clr7, Drd9	210	280	560	7
<i>Cure Light Wounds</i>	Clr/Drd/Pal1, Rgr2	Clr/Drd1, Pal4, Rgr8	5	10	20	1
<i>Cure Minor Wounds</i>	Clr/Drd0	Clr/Drd1	Free	5	10	1
<i>Cure Moderate Wounds</i>	Clr2, Drd/Pal3	Clr3, Drd5, Pal11	30	60	120	3
<i>Cure Serious Wounds</i>	Clr3, Drd/Pal/Rgr4	Clr5, Drd7, Pal/Rgr14	75	150	300	5
<i>Delay Poison</i>	Clr/Drd/Pal2, Rgr1	Clr/Drd3, Pal8, Rgr4	30	60	120	3
<i>Detect Magic</i>	Clr/Drd0	Clr/Drd1	Free	5	10	1
<i>Detect Poison</i>	Clr/Drd0, Pal1	Clr/Drd1, Pal4	Free	5	10	1
<i>Dispel Magic</i>	Clr/Pal3, Drd4	Clr5, Drd7, Pal11	75	150	300	5
<i>Gentle Repose</i>	Clr2	Clr3	30	60	120	3
<i>Greater Dispelling</i>	Clr/Drd6	Clr/Drd11	495	660	1320	11
<i>Greater Restoration</i>	Clr7	Clr13	3410	5115	N/A	13
<i>Heal</i>	Clr6, Drd7	Clr11, Drd13	495	660	1320	11
<i>Lesser Restoration</i>	Clr/Drd2	Clr/Drd3	30	60	120	3
<i>Mass Heal</i>	Clr8, Drd9	Clr15, Drd17	1200	1800	N/A	15
<i>Mending</i>	Clr/Drd0	Clr/Drd1	Free	5	10	1
<i>Neutralize Poison</i>	Clr/Pal4, Drd/Rgr3	Clr7, Drd5, Pal14, Rgr11	210	280	560	7
<i>Purify Food & Drink</i>	Clr/Drd0	Clr/Drd1	Free	5	10	1
<i>Raise Dead</i>	Clr5	Clr9	715	950	1900	9
<i>Read Magic</i>	Clr/Drd0, Pal/Rgr1	Clr/Drd1, Pal/Rgr4	Free	5	10	1
<i>Regenerate</i>	Clr7	Clr13	910	1365	N/A	13
<i>Reincarnate</i>	Drd4	Drd7	210	280	560	7
<i>Remove Blindness/Deafness</i>	Clr3, Pal3	Clr5, Pal11	75	150	300	5
<i>Remove Curse</i>	Clr3	Clr5	75	150	300	5
<i>Remove Disease</i>	Clr/Drd/Rgr3	Clr/Drd5, Rgr11	75	150	300	5
<i>Restoration</i>	Clr4	Clr7	285	380	760	7
<i>Resurrection</i>	Clr7	Clr13	1410	2115	N/A	13
<i>Speak With Dead</i>	Clr3	Clr5	75	150	300	5
<i>True Resurrection</i>	Clr9	Clr17	6530	N/A	N/A	17

Arcane Spell Costs

Spell	Level	Min Caster Level	Cost in Gold	Infl Pt Cost
<i>Analyze Dweomer</i>	Sor/Wiz6	Sor12, Wiz11	810	11
<i>Arcane Lock</i>	Sor/Wiz2	Sor4, Wiz3	85	3
<i>Break Enchantment</i>	Brd4	Brd10	400	7
<i>Cure Critical Wounds</i>	Brd4	Brd10	400	7
<i>Cure Light Wounds</i>	Brd1	Brd2	20	1
<i>Cure Moderate Wounds</i>	Brd2	Brd4	80	3
<i>Cure Serious Wounds</i>	Brd3	Brd7	210	5
<i>Delay Poison</i>	Brd2	Brd4	80	3
<i>Detect Magic</i>	Brd/Sor/Wiz0	Brd/Sor/Wiz1	5	1
<i>Dispel Magic</i>	Brd/Sor/Wiz3	Brd7, Sor6, Wiz5	150	5
<i>Explosive Runes</i>	Sor/Wiz3	Sor6, Wiz5	150	5
<i>Gentle Repose</i>	Sor/Wiz3	Sor6, Wiz5	150	5
<i>Greater Dispelling</i>	Brd5, Sor/Wiz6	Brd13, Sor12, Wiz11	660	11
<i>Identify</i>	Brd/Sor/Wiz1	Brd2, Sor/Wiz1	110	1
<i>Knock</i>	Sor/Wiz2	Sor4, Wiz3	60	3
<i>Legend Lore</i>	Brd4, Sor/Wiz6	Brd10, Sor12, Wiz11	930	9
<i>Leomund's Trap</i>	Sor/Wiz2	Sor4, Wiz3	110	3
<i>Mending</i>	Brd/Sor/Wiz0	Brd/Sor/Wiz1	5	1
<i>Neutralize Poison</i>	Brd4	Brd10	400	7
<i>Read Magic</i>	Brd/Sor/Wiz0	Brd/Sor/Wiz1	5	1
<i>Remove Curse</i>	Brd3, Sor/Wiz4	Brd7, Sor8, Wiz7	280	7
<i>Remove Disease</i>	Brd3	Brd7	210	5
<i>Secret Page</i>	Sor/Wiz3	Sor6, Wiz5	150	5
<i>Sepia Snake Sigil</i>	Brd/Sor/Wiz3	Brd7, Sor6, Wiz5	650	5
<i>Stone to Flesh</i>	Sor/Wiz6	Sor12, Wiz11	660	11

Religion

Gods Favored by the People of Bissel

Name	Align	Race	Areas of Concern	Domains	Favored Weapon
Heironeous	LG	OC	Chivalry, Justice, Honor, War, Daring, Valor	Good, Law, War	Longsword, battleaxe
Zilchus	LN	OC	Power, Prestige, Money, Business, Influence	Knowl., Law, Trickery	Dagger
Fharlanghn	N (NG)	OC	Horizons, Distance, Travel, Roads	Luck, Protection, Travel	Quarterstaff
Geshtai	N	Bc	Lakes, Rivers, Wells, Streams	Plant, Travel, Water	Shortspear
Rao	LG	FC	Peace, Reason, Serenity	Law, Good, Knowl.	Light mace
Istus	N	Bc	Fate, Destiny, Divination, Future, Honesty	Chaos, Knowl., Law, Luck	Web of Istus

Distribution of Worship among Bissel population

Deity Name	All	Percentage of Worshipers among:		
		Baklunish	Oeridian	Suel
Heironeous	23	9	27	33
Zilchus	22	12	29	25
Fharlanghn	16	17	16	15
Geshtai	14	22	11	9
Rao	11	13	9	11
Istus	10	23	4	3

Worship Centers and Higher Level Priests

Deity	Temples	NPC Clerics above 1 st Level
Heironeous	Pellak (current high temple in Bissel)	Clr12, Clr4, Clr2
	Thornward (Bissel's church only)	Clr9, Clr3, Clr2
	Clunther	Clr5, Clr2
	Wrekin	Clr3
	Sareden	Clr3
Zilchus	Pellak (current high temple in Bissel)	Clr11, Clr3, Clr2
	Thornward (Bissel's church only)	Clr9, Clr3, Clr3
	Sareden	Clr5, Clr2
	Dountham	Clr3
	Falsford	Clr3
Fharlanghn	Dountham (high temple)	Clr7, Clr3
	Thornward (Bissel's church only)	Clr5, Clr3
	Pellak	Clr5, Clr2
	Clunther	Clr3
Geshtai	Beruak (high temple)	Clr7, Clr3
	Thornward (Bissel's church only)	Clr5, Clr3
	Dimhaven	Clr5
	Ebbernant	Clr3
Rao	Falsford (high temple)	Clr7, Clr3
	Thornward (Bissel's church only)	Clr5, Clr3
	Wrekin	Clr5, Clr2
Istus	Ebbernant (high temple)	Clr7, Clr3
	Thornward (Bissel's church only)	Clr5, Clr3
	Beruak	Clr3

Heironeous (The Invincible, The Valorous Knight, The Archpaladin)

Heironeous is worshipped widely across the March, particularly by knights, nobles, and soldiers. He is the most commonly worshipped god amongst fighters and warriors. He is the most worshipped deity in Bissel. In terms of political power, the church of Heironeous has the ear of more nobles than any other church. The Margrave, Larrangin, is a devout worshipper of Heironeous. Heironeous counts most Knights of the Watch and members of other knightly orders around Bissel as worshippers. Members of the Border Companies are often worshippers as well. Most paladins in Bissel are followers of the Archpaladin.

The center of worship for Heironeous in Bissel is Pellak. The original high temple of Heironeous was in Thornward, but the high priest and his entourage moved to Pellak after the invasion of Bissel by Ket. The temple of Heironeous in Thornward was not abandoned; other priests from Bissel restaffed it. There are major temples to Heironeous in Clunther, Wrekin, and Sareden. Chapels and shrines to Heironeous can be found throughout Bissel, but they are less common in the predominantly Baklunish northwest. In rural areas, fixed places of worship are uncommon; traveling priests serve the people of those regions.

There is one monastic group in Bissel dedicated to Heironeous. The Path of Honor monks welcome any who want to follow the true of path of Heironeous. However, few individuals have the patience, strength, and will to study at the monastery long enough to become monks. The monastery is located on the lands of the Barony of Menawyk within the hills of the Lorridges. These monks believe in honorable combat and can be counted on to loyally defend innocent citizens of Bissel from both internal and external attacks. The monastery was decimated during the Ket invasion, but their numbers are slowly returning as Bissel rebuilds.

Priests of Heironeous spend much of their time tending the needs of those who fight for Bissel. They are often found on the battlefield, and among adventurers as well. The church of Heironeous was a major factor in the ousting of the forces of Ket and the retaking of Bissel; hence it is extremely popular amongst the citizenry of Bissel at present. Priests of Heironeous are referred to as Justiceseekers and/or Battlepriests.

Malto Aneur (LG male human (OS) Clr12 of Heironeous), the high priest in Pellak, runs the church in Bissel. Malto is the highest-level cleric living in Bissel. Malto is frequently in contact with the church of Heironeous in Gran March, although he does not take orders from the high priest there. The

churches operate separately but share many common goals and frequently coordinate their efforts.

Malto is an aggressive leader and is trying to expand the worship of Heironeous as quickly as possible. He wishes to take advantage of the positive opinion towards the church of Heironeous, but is stepping on a lot of toes in the process. Clerics of Heironeous in Bissel have been ordered to be aggressive in their proselytizing of the masses. The other churches of Bissel, especially in the heavily Baklunish baronies and towns of the northwest corner, do not view this positively. The second ranking cleric of Heironeous heads the Thornward temple: Theon Justicegiver (LG male human (OS) Clr9 of Heironeous). Other known NPC clerics of Heironeous include Manus Karlsen (Clr4) and Zorquiel (Clr2) in Pellak, Trystian Silverblade (Clr3) and Uda (Clr2) in Thornward, Saphrax Arthuen (Clr5) and Chaya (Clr2) in Clunther, Thror (Clr3) in Wrekin, and Theodric (Clr3) in Sareden.

The church of Heironeous is on good terms with the churches of Zilchus and Rao. The churches of Fharlanghn, Geshtai, and Istus do not have particularly good or bad relations with the church of Heironeous, but this could change if the priests of Heironeous continue their aggressive proselytizing.

Zilchus (The Great Guildmaster, The Money Counter)

Zilchus is widely worshipped across Bissel, particularly by merchants, craftsman, and nobles. He and Fharlanghn are the most worshipped gods amongst rogues and bards. He is the second most popular deity in Bissel. In terms of political power, the church of Zilchus has the ear of many nobles but not as many as the church of Heironeous. Many lord mayors of the townships of Bissel are also worshippers of Zilchus. The church of Zilchus is subtle in wielding political power than most churches in Bissel.

Pellak is the center of worship for Zilchus in Bissel. The original high temple of Zilchus was in Thornward, but the high priest and his entourage moved to Pellak after the Ket invasion. The temple of Zilchus in Thornward was not abandoned as priests of Zilchus residing in Pellak replaced the priests of Zilchus that left Thornward. In addition to the high temple in Pellak and the former high temple in Thornward, Zilchus has major temples in Sareden, Dountham, and Falsford. Chapels and shrines to Zilchus can be found throughout Bissel, but they are less common in the predominantly Baklunish northwest. In the rural areas, fixed places of worship are rare and traveling priests serve the people of those regions. Temples of Zilchus are ornate and expensively decorated. There are no monasteries

devoted to the worship of Zilchus, and paladins of Zilchus are very rare.

Priests of Zilchus are heavily involved with the economic centers of Bissel and quietly involved with the Bissel Ruling Council. They are frequently found as merchants, educators, ambassadors, and advisors. Priests of Zilchus are expected to take an active interest in influential activities across Bissel. They are judged as much on their involvement in the affairs of Bissel as their loyalty to Zilchus. Zilchus' priests are referred to as Coinmasters or Coinmistresses.

The church of Zilchus is run by the high priestess in Pellak, Jorollane of the Coins (LN female human (BOS) Clr11 of Zilchus). Jorollane is currently the highest-level cleric of Zilchus in Bissel. She is extremely intelligent and wise and has a subtle and devious mind. Jorollane excels at manipulating the political leaders of Bissel. The second highest-ranking cleric of Zilchus is head of the temple in Thornward, Dedach (LN male human (OS) Clr9 of Zilchus). The church in Bissel is in contact with the churches of Zilchus in other nations, and they often share information and plans. However, the church of Zilchus in Bissel is an independent entity, run by the high priestess in Pellak.

The churches of Zilchus and Rao are extremely close to one another. The church of Zilchus is on good terms with the churches of Heironeous and Fharlanghn and is regarded positively by the churches of Istus and Geshtai.

Fharlanghn (The Dweller on the Horizon)

Fharlanghn is worshipped by many in Bissel, particularly by adventurers, merchants, and travelers. He is extremely popular amongst commoners who view him as a god who most embodies the positive aspects of the ethnically diverse population of Bissel. The church of Fharlanghn tends not to concern itself with political maneuvering and is not a major influence on the government of Bissel.

The center of worship for Fharlanghn in Bissel is Dountham. Besides the high temple in Dountham, there are major temples to Fharlanghn in Thornward, Pellak, and Clunther. In most parts of the Flanaess, Fharlanghn is worshipped as a traveling god, and priests of Fharlanghn are usually traveling priests. Thus it is unusual for many permanent temples to Fharlanghn to be in a given nation. In Bissel, Fharlanghn is worshipped more as a deity who represents the positive aspects of travel and is seen as a representation of ethnic diversity and the representation of Bissel as the crossroads of the Sheldomar Valley. Thus there are actually a few major temples to Fharlanghn, which are manned by priests on a regular basis. Unattended chapels and

shrines to Fharlanghn can be found throughout Bissel, especially along roadways. These are maintained by traveling priests of Fharlanghn. There are no monastic orders dedicated Fharlanghn in Bissel, nor paladins of Fharlanghn in Bissel.

Most priests of Fharlanghn wander the March, protecting or aiding travelers. They often work as guides or help expeditions into the wilder areas of Bissel (the Dim Forest, the Barrier Peaks, and the Lorridges). Clerics of Fharlanghn are the most common clerics amongst adventurers. Priests of Fharlanghn are referred to as Guidebrothers and Guidesisters.

The church of Fharlanghn in Bissel is run by the high priestess in Dountham, Eidina of the Boot (NG female human (BOS) Clr7 of Fharlanghn). Eidina is currently the highest-level cleric of Fharlanghn in Bissel. Eidina is a quiet and resourceful leader. There is no formal structure of leadership amongst the priests of Fharlanghn in Bissel beyond answering to Eidina as the high priestess. The church in Bissel is in frequent contact with priests from other churches of Fharlanghn across Oerth - not surprising given how much priests of Fharlanghn get around. However, the church of Fharlanghn in Bissel is an independent entity, run by the high priestess in Dountham in a fairly informal way.

The church of Fharlanghn is on good terms with the churches of Zilchus and Heironeous. It is on great terms with the churches of Geshtai and Istus, more so than any other church of non-Baklunish origin. The church of Fharlanghn is regarded positively by the church of Rao.

Geshtai (Daughter of the Oasis)

Geshtai is worshipped in the wilder areas of Bissel and along the major waterways of the March. She is worshipped most frequently by farmers, herders, and ferrymen. Individuals in need of water regularly or who do business on the water often make prayers or offerings to Geshtai. Many druids and rangers in Bissel who do not worship nature as a force onto itself worship Geshtai. She is worshipped more frequently by the Baklunish than by any other group. In terms of political power, the church of Geshtai does not involve itself in political machinations. Priests of Geshtai turn their attention to the natural world and to the people living in it.

The center of worship for Geshtai in Bissel is Beruak. Besides the high temple in Beruak, there are major temples to Geshtai in Thornward, Dimhaven, and Ebbenant. Chapels and shrines to Geshtai can be found throughout Bissel, but they are more common in areas of Bissel where the population is predominantly Baklunish (especially the northwest corner of Bissel) and in areas along major waterways.

In the most rural areas, fixed places of worship are less common; traveling priests serve the people of those regions. There are no monastic orders dedicated to the worship of Geshtai in Bissel nor are there any paladins of Geshtai in Bissel. Temples of Geshtai are very open and natural places filled with running water.

Priests of Geshtai spend much of their time helping protect Bissel's natural resources, especially the rivers and lakes. Priests of Geshtai are often found in desolate areas helping travelers and residents find good sources of water. Adventuring clerics of Geshtai are neither common nor rare. Priests of Geshtai are referred to as Waterbearers.

The church of Geshtai in Bissel is run by the high priestess in Beruak, Riyya of the Jug (N female human (B) Clr7 of Geshtai). Riyya is currently the highest-level cleric of Geshtai in Bissel. Riyya is the leader of the church of Geshtai in Bissel, but she provides little direction to the other clerics of Geshtai in Bissel. There is no strong hierarchy amongst the priests of Geshtai, and each one follows the Daughter of the Oasis in their own way. The church of Geshtai in Bissel stays in touch with other churches of Geshtai, especially those in the Baklunish West. However, the church in Bissel does not answer to the churches of Geshtai in the West; it is an independent organization.

The church of Geshtai is on great terms with the churches of Istus and Fharlanghn. It is regarded positively by the churches of Rao and Zilchus. It is on neutral terms with the church of Heironeous at the moment.

Rao (The Mediator, The Calm God)

Rao is worshipped in many parts of Bissel, particularly in the northeastern section of the March. He is worshipped most frequently by scholars, diplomats, ambassadors, nobles, mediators, and commoners. He is the most worshipped deity amongst wizards in Bissel. In terms of political power, the church of Rao is well connected to many of the barons of Bissel. The church of Rao is always actively attempting to mediate deals amongst the nobles of Bissel and between Bissel and other nations.

The center of worship for Rao in Bissel is Falsford. Besides the high temple in Falsford, there are major temples to Rao in Thornward and Wrekin. Chapels and shrines to Rao can be found throughout Bissel, but are most prevalent in the northeast. In the most rural areas, fixed places of worship are less common; traveling priests serve the people of those regions.

There is one monastic group dedicated to the worship of Rao in Bissel. The brothers and sisters of

the Serene Thought monastery welcome any who want to study the arts of Peace and Reason in worship of Rao. However, very few students have the mental capacity and emotional control to study at the monastery long enough to become monks. The monastery is located in the Barony of Helbek within the hills of the Lorridges. The monks of Rao believe in diplomacy before combat, but they can be counted on to loyally defend the innocent citizens of Bissel from attacks both internal and external. The monks of Rao were demoralized by the Ketite invasion of Bissel that they tried in vain to prevent. Many monks of Rao departed the monastery during the war to help the citizens of Bissel they though they had failed, but most have returned to the monastery since the end of the war. The monks of Rao are dedicated to preventing Bissel from being invaded ever again.

Paladins of Rao are rare, but not non-existent. After Heironeous, Rao is the second most common patron of paladins in Bissel. Priests of Rao spend much of their time working as mediators, diplomats, and educators when they are not studying the wisdom of Rao. They are extremely rare amongst adventuring clerics. Priests of Rao are referred to as Peacekeepers.

The church of Rao in Bissel is run by the high priest in Falsford, Bishop Ismartine (LG male human (O) Clr7 of Rao). Ismartine is currently the highest-level cleric of Rao in Bissel. Ismartine is a calm and levelheaded leader who is actively interested in any lawful and good idea on keeping peace in Bissel. He feels a great deal of guilt over the invasion of Bissel by Ket; something he thinks he could have prevented if he had worked harder. All clerics of Rao in Bissel answer to Bishop Ismartine, and he quietly answers to the Canon in Veluna. This is unusual for the churches of Bissel; only the high priest of Rao looks for significant direction from a church leader in another nation.

The churches of Rao and Zilchus are extremely close to one another. The church of Rao is on good terms with the churches of Heironeous and Istus. It is regarded positively by the churches of Fharlanghn and Geshtai.

Istus (Lady of Our Fate, The Colorless and All-Colored)

Istus is worshipped by the commoners of Bissel and those who seek an answer to the vagaries of fate. She is worshipped most frequently by seers, diviners, weavers, and the common folk. She is the second most commonly worshipped god amongst wizards after Rao and is the most commonly worshipped god amongst sorcerers. She is worshipped more by the Baklunish than by any other group. In terms of political power, the church of Istus does not involve

itself in political machinations. Priests of Istus turn their attention to studying the future and guiding their congregations.

The center of worship for Istus in Bissel is Ebbenant. Besides the high temple in Ebbenant, there are major temples to Istus in Thornward and Beruak. Chapels and shrines to Istus can be found throughout Bissel, but they are more common in areas of Bissel where the population is predominantly Baklunish (especially the northwest corner of Bissel). In the most rural areas, fixed places of worship are less common; traveling priests serve the people of those regions. There are no monastic orders dedicated to the worship of Istus in Bissel nor are there any paladins of Istus in Bissel. Temples of Istus are very plain and somber places.

Priests of Istus spend much of their time divining the future. Many of them work as seers and diviners or as educators. Adventuring clerics of Istus are not uncommon, but they do tend to take large periods of time off for studying the future. Priests of Istus are referred to as Handmaidens or Threadmasters.

The church of Istus in Bissel is run by the high priest in Ebbenant, Weavemaster Azhar (N male human (B) Clr7 of Istus). Azhar is currently the highest-level cleric of Istus in Bissel. The church of Istus is very organized and hierarchical, and all priests of Istus in Bissel look to the Weavemaster for direction. Although it shares a lot in common with the churches of Istus in the Baklunish West, the church of Istus in Bissel is an independent organization. However, the high priest in Ebbenant does share information and plans with the high priests of Istus in other nations.

The church of Istus is on great terms with the churches of Geshtai and Fharlanghn. It is on good terms with the church of Rao. It is regarded positively by the church of Zilchus. It is on neutral terms with the church of Heironeous at the moment.

One of the highest holidays of Istus is the Feast of Fate. The Feast of Fate is one of the few days that the faithful of Istus actually celebrate with enthusiasm. It marks the coming of a new year, a herald of things to come. Each year on the Eve of Fate, a group of Istus Handmaidens (priestesses) at the high temple in Ebbenant weaves in an induced fervor throughout the night and at sunrise presents a tapestry that bodes a vision of the coming year. This tapestry is then hung in the foyer of the high temple of Istus and serves as a guide to the worshippers of Istus throughout the year. Each high temple of Istus throughout the Flanaess performs its own ceremonies and each tapestry generally reflects the local and regional fortunes of the congregation. The threads used in the tapestry are cultured from an ancient line of silkworms that reside at a holy site in the

Baklunish West known only to the Weavemasters, the high priests of Istus.

Other Religions:

The six deities above are not the only deities worshipped in Bissel; they are simply the most commonly worshipped deities, and their worshippers compose more than ninety-five percent of all worshippers in Bissel. In certain parts of Bissel, in particular the areas with large numbers of non-human inhabitants, other deities are also commonly worshipped. Below is a list of deities with enough worshippers in Bissel to be worth making note of them; the list includes the townships and baronies where worshippers (and their temples, chapels, and shrines) are most likely to be found.

Arvoreen	Davoniya
Atroa	The Horsehills
Berronar Truesilver	Jadarta, Parulla, Saltrenhill, Wintrigvale
Boccob	Rhomstaff, Sareden
Bralm	Khartizanum
Clangeddin Silverbeard	Jadarta, Parulla, Saltrenhill, Wintrigvale
Corellon Larethian	Skogend, Wintrigvale
Daern	Swordfields, Wintrigvale
Delleb	Sareden
Dumathoin	Beruak, Ebbenant, Jadarta, Parulla, Saltrenhill, Wintrigvale
Ehlonna	Dimhaven, Skogend, Wintrigvale
Flandal Steelskin	Wrekin
Garl Glittergold	Davoniya, Gerorgos, Helbek, Menawyck, Sareden, Wrekin
Johydee	Misty Hills
Kelanan	Swordfields
Kurell	Cassiter
Lendor	Besselar
Lydia	Besselar
Mayaheine	Swordfields
Moradin	Bandalar, Beruak, Davoniya, Dount, Ebbenant, Gerorgos, Helbek, Jadarta, Menawyck, Parulla, Saltrenhill, Sareden, Wintrigvale, Wrekin
Mouqol	Besselar, Dountham, Jadarta, Parulla
Olidammara	Besselar
Pelor	Nightwatch
Phyton	Burning Stalks, Cassiter, Clunther, Davoniya, Khartizanum, Kynneret, Paercium, Pellak
Solonor Thelandira	Dimhaven, Skogend, Wintrigvale
St Cuthbert	Davoniya, Falsford, Pellak
Trithereon	Dount
Wee Jas	Rhomstaff
Wenta	Ebbenant
Yondolla	Davoniya, Gerorgos, Helbek, Menawyck, Sareden, Wrekin

Military

The Proclamation

The following announcement was made at the Grand Festival of Bissel in 591 CY:

“Per order of His Lofty Grace, Larringan, the Margrave of Bissel, I, Lieutenant Matin Danel, am instructed to inform you that as of the first day of Fireseek, Five Hundred Ninety Two Common Year, all residents of Bissel that are of age, able mind, and able body are required to spend twenty six weeks of each year in military service in the newly sanctioned Great Army of Bissel, the March’s first national army, service to last for a minimum of five years. Failure to comply with this new order will be considered an act of treason against the Margrave and the March and will be punished accordingly.”

History

Bissel had the dubious distinction of having no permanent national military to protect itself. This is one of the chief reasons why the March has been successfully conquered by various neighbors over its history. In response to this serious weakness in Bissel’s defenses, the Margrave has decided it is time for Bissel to have its own permanent military force (one that coincidentally will be under his direct control).

Who must serve?

All citizens of Bissel that are of age, able mind, and able body must serve in the military. As part of a compromise with the Bissel Ruling Council, the Margrave has exempted the following individuals from normal military service: barons, lord mayors, and select officials of the March and of the individual baronies and townships.

A citizen of Bissel is someone who resides in Bissel primarily. With respect to PCs, any PC who lists Bissel as their home region is generally considered a citizen and therefore subject to conscription into the army. There is one exception to this rule; you can declare your PC a visitor to Bissel instead of a permanent resident. This exempts you from the military service requirement, but it also bans you from participation in any meta-organization in Bissel for as long as you maintain this declaration. You can change this declaration at any time, but you are then subject to immediate conscription into the army. If this change in status occurs when your PC has too few TUs left to meet the full 26 weeks of service, you must use as many TUs as you have left to meet the requirements (in the order of training, active service, reserve service).

To be of age for military service, a citizen must have reached adulthood (as per the race chapter of the PH), but not yet have reached old age. In the future, conscription will occur at the first Mustering Day after adulthood is reached, but, in this first year, all citizens are being forced to serve. All

racers and sexes are required to serve in Bissel, a significant difference with many of the other armies and military forces in the Sheldomar Valley.

Able mind and able body means that the individual is not physically or mentally impaired to such a degree that they are unable to serve adequately. Blindness, loss of limb, and permanent mental impediment (insanity or extremely low Intelligence, Wisdom, and/or Charisma) are examples of situations that exempt an individual from service. PCs must contact the Bissel Triad if they wish to receive such an exemption.

What happens to those who don’t serve?

Citizens of Bissel who fail to report for service and are ineligible for an exemption are technically committing treason and are likely to be executed if caught. It might be possible for citizens to falsify service documents so as to avoid actual service. Those caught with falsified documents are also technically guilty of treason. The rules for purchasing falsified documents of any sort are available elsewhere in this gazetteer.

How does one serve?

Each year of service begins on the first day of Fireseek, the official Mustering Day. Citizens are required to dedicate a total of 26 weeks to service to the army each year. Approximately one third of this time is spent in training, one third is spent in active service, and one third is spent in reserve service. Most citizens of Bissel already serve the Margrave and/or individual barons in tasks that are considered towards military service. For example, farmers produce food for the army and craftsmen produce tools, weapons, and armor. In general, most citizens spend 3 months of the year in training or on active duty and the rest of their service requirements are met by their normal duties. The military leadership of Bissel makes certain that citizens are never called away from duties that are intrinsic to the survival of the March (farmers are never called to duty during the harvest time, for example).

For PCs, the 26 weeks of service are as follows:

- Each year, Bissel PCs must make an entry on one of their adventure certificates denoting 8 TUs spent on training with the Great Army of Bissel. This entry is made in the Other TUs Spent section and should be explained there or in the Play Notes section. PCs may not use TUs spent on other tasks to reduce this requirement. PCs are not required to pay an Upkeep cost for the TUs spent in training.
- Each year, Bissel PCs must make entries on their adventure certificates denoting 9 TUs spent on active service. These entries are made in the Other TUs Spent section and should be explained there or in the Play Notes section. PCs may count any TUs spent on scenarios/mini-modules/interactives denoted as military scenarios towards this 9 TU requirement if they were played during that year of service. PCs may not use TUs spent on any other task to reduce this requirement. If you use military scenario TUs in

this manner to reduce this requirement, you simply make a note in the Play Notes section that you did so and that you have X TUs left in the requirement. For example, “2 TU for this scenario counts towards Bissel active service (7 TU left to serve).”

- Each year, Bissel PCs must make entries on their adventure certificates denoting 9 TUs spent on reserve service. These entries are made in the Other TUs Spent section and should be explained there or in the Play Notes section. PCs may count any TUs spent on scenarios/mini-modules/interactives denoted as military scenarios towards this 9 TU requirement if they were played during that year of service and not used to meet the active service TU requirement. PCs may also count TUs spent on membership in the following meta-organizations towards this 9 TU requirement: the Nightwatch, the Church of Fharlanghn, the Church of Geshtai, the Church of Heironeous, the Church of Istus, the Church of Rao, the Church of Zilchus, the Defenders of the North, the Company of the Brightpath, the Mist Chameleons, and the Knights of the Watch/Dispatch. PCs may not use TUs spent on any other task to reduce this requirement. If you use TUs in this manner to reduce this requirement, you simply make a note in the Play Notes section that you did so and that you have X TUs left in the requirement. For example, “4 TUs for CotB counts towards Bissel reserve service (5 TU left to serve).”
- The military does not recognize the Fraternity of Arms as serving in anyway the military effort, being viewed by the Margrave as simply mercenaries. Therefore TUs spent on the Fraternity of Arms do not count towards military service. However, players may count 2 TUs spent directly on military service (instead of via military scenario participation or meta-organization participation) towards the TU requirements of the Fraternity of Arms as they view the military as a fine endeavor.
- TUs spent directly on military service (instead of via military scenario participation or meta-organization participation) do NOT count towards the limit on TUs spent on non-adventuring meta-gaming set by the Circle of Six.

How is the army organized?

All first year conscripts are given the rank of Recruit. Commoners receive training focused mainly on following orders and fighting as a group. Nobles receive more focused training to prepare them for service as officers. Recruits are organized into temporary training units. At the end of the first year of service, all Recruits are promoted to the rank of Soldier (or possibly higher) and join an official unit. The ranks in the Great Army of Bissel are as follows (lowest to highest):

Enlisted:	Recruit
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	Soldier Corporal Sergeant Master Sergeant High Master Sergeant
Officers:	Lieutenant Captain Commander Brigadier General Field Marshall

Some citizens qualify for specialist positions in the army; these positions affect the pay scale and stature of the citizen in the army, but do not give the citizen an increase in rank. Specialists are assigned to military units differently than the average enlisted citizen.

Specialist Type	Requirements
Artisan	6 ranks in Craft (Armorsmithing or Blacksmithing or Bowmaking or Carpentry or Cobbling or Leatherworking or Weaponsmithing)
Battlecaster	Ability to cast 1 st level spells and either Combat Casting or 6 ranks in Concentration
Cook	6 ranks in Profession (Cook)
Engineer	6 ranks in Profession (Siege Engineer)
Healer	1 level in Cleric or 6 ranks in Healing
Musician	6 ranks in Perform
Scout	4 ranks each in at least 3 of the following skills: Hide, Intuit Direction, Listen, Move Silently, Spot, Wilderness Lore
Teamster	5 ranks in Handle Animal and 5 ranks in Ride

The average enlisted citizen is assigned to a military unit based on their combat training. Most are assigned to an infantry unit. Those with Mounted Combat or at least 4 ranks in Ride are usually assigned to a cavalry unit. Those with Point Blank Shot are usually assigned to an archery unit.

Name of Unit	Unit Consists of
Line (Infantry, Cavalry, Archery)	7 Soldiers and 1 Corporal
Squad (Infantry, Cavalry, Archery)	3 Lines and 1 Sergeant
Platoon (Infantry) Squadron (Cavalry) Quiver (Archery)	2 Squads and 1 Lieutenant 2 Squads and 1 Lieutenant 2 Squads and 1 Lieutenant
Company (Infantry) Troop (Cavalry) Battery (Archery)	2 Platoons and 1 Captain 2 Squadrons and 1 Captain 2 Quivers and 1 Captain
Command (special)	4 Master Sergeants and 1 High Master Sergeant and 2 Captains and 1 Brigadier
Battle (mixed)	2 Companies and 1 Troop and 1 Battery and 1 Command and 10 Specialists of each type
Army (mixed)	x Battles and 2x High Master Sergeants and x Commanders and 1 General
Great Army of Bissel (mixed)	All Armies and any unassigned Battles and 9 High Master Sergeants and 3 Commanders and any unassigned Generals and 1 Field Marshall

Battles are the most permanent large-scale unit of the Great Army of Bissel. In times of crisis, Battles are joined together to form Armies. There are no Armies currently in existence. All twenty of the current Battles are unassigned. Each of the Battles has a number and name and is based out of a specific region of the March of Bissel until assigned to an Army. In general, soldiers are placed into units based as close to their home as is possible. The Battles of Bissel are as follows:

No.	Battle Name	Region
1	Roc	Ebbenant, Parulla
2	Horse	The Horsehills, Saltrenhill
3	Bear	Beruak, Wintrigvale
4	Boar	Cassiter, Dimhaven, Skogend
5	Griffon	Burning Stalks
6	Wolf	Davoniya
7	Badger	Menawyck, Sareden, all but northwestern Gerorgos
8	Ram	Misty Hills, Wrekin, northwestern Gerorgos
9	Owl	Helbek, Munderik
10	Otter	Falsford, Skaglea
11	Panther	Bandalar, Thornward Province
12	Wolverine	Dount, Jadarta
13	Pegasus	Besselar, Dountham
14	Tiger	Clunther, Khartizanum
15	Hawk	Paercium, Swordfields
16	Falcon	Kynneret, Pellak
17	Snake	Cullen Drae, Nightwatch, Rhomstaff
18	Lion	Thornward
19	Eagle	Thornward
20	Shark	Thornward

With the creation of the Great Army of Bissel, the baronial army/militia system has been mostly destroyed. In response to threats of secession by the barons, the Margrave has granted a special request; the baronial orders of knights are each assigned to a special Troop stationed in their barony and these Troops are never combined into a Battle or moved outside of their barony without the explicit permission of their baron. Thus the barons have some degree of protection in the event that the Battle for their region is assigned to an Army. The barons also reserve the right to form a militia from all non-active duty citizens in their barony in case of emergency.

What about the Border Companies?

The Border Companies are four renowned mercenary forces chartered to defend the borders of the March. The Border Companies are paid by the Margrave to defend Bissel from outside forces. The Border Companies answer to the Margrave alone, but the mercenaries who compose the Border Companies are not required to remain in Bissel for any specified length of time. A mercenary can choose to leave at any time the March is not under attack, simply forgoing payment from his departure until his return to service. The right of a mercenary to leave the March is what undermined Bissel's defenses sufficiently for Ket to invade; mercenaries left Bissel to fight the wars in the Pomarj and against Iuz. The Margrave is currently funneling most of the defensive spending into the Knights of the Watch and the new Great Army of Bissel, and this is resulting in a further collapse of the Border Companies, already diminished by losses during the

war years. It is not known whether the Border Companies will be able to recover from their losses or whether they will soon disband for good.

What about the Knights of the Watch and Dispatch?

The Knights of the Watch and Dispatch are a multi-national knightly order based out of Gran March. Their regional headquarters in Bissel is located in Castle Oversight in the capital township of Pellak. The Knights are very responsive to the requests of the Margrave, but, in the end, they answer to their commanders in Gran March first and foremost. They have been the primary recipients of defensive spending in Bissel the last few years until 592 CY; now the Great Army of Bissel receives a larger share than the Knights. All members of the Knights stationed in Bissel who are also citizens of Bissel are required to participate in the new army. The leadership of the Knights would encourage this if it weren't already mandated by the Margrave. Questions as to whose orders a Knight would obey in situations of conflict between the army and the Knights have yet to be resolved to the satisfaction of either party.

Does the army pay its soldiers?

Yes. The army pays for a soldier's necessities while they are on duty. PC soldiers of any rank receive Adventurers' Standard Upkeep free of charge during any military scenario. PC soldiers who achieve officer rank may choose to receive a High Lifestyle free of charge during any military scenario. While participating in a military scenario, PC soldiers may borrow any simple or martial weapon to use for the duration of the scenario (until they reach officer rank).

PC soldiers (other than Recruits) who have their military service TUs spent directly on military service (instead of via military scenario participation or meta-organization participation) and who log this expenditure on an adventure certificate from a Bissel regional scenario are eligible to receive pay for each TU spent for this purpose if they possess the Profession (Soldier) skill. They must take 10 on the check and apply the following modifier(s):

Soldier	0
Corporal	+1
Sergeant	+2
Master Sergeant	+3
High Master Sergeant	+4
Lieutenant	+5
Captain	+6
Commander	+7
Brigadier	+8
General	+9
Field Marshall	+10

Specialist	+2
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How are soldiers promoted and assigned?

At the end of the first year of service, all Recruits are promoted to the rank of Soldier (minimally). They are then assigned to the Infantry, Cavalry, Archery, or a Specialist position. PCs who meet the requirements for the Cavalry, Archery, or the Specialists may choose to be assigned to the group they met the requirements for. Otherwise, they are assigned to the Infantry. If a PC later meets the requirements for one of these groups, they may ask to be reassigned by contacting one of the Bissel Triad. PCs are free to determine their home base within Bissel and therefore the Battle to which they belong.

PCs will have the opportunity to receive commendation certs via participation in military scenarios, mini-modules, and interactives. PCs with sufficient commendations who meet any other requirements for promotion may contact the Bissel Triad to receive an official promotion (even if this means skipping a rank). Commendations are mostly permanent items; they are not consumed by promotion. However, PCs who fail to follow orders in military events can have their commendations removed. This can cause a PC to receive a demotion if they no longer meet the requirements for their rank. There may be special opportunities in play to receive direct promotions without meeting the requirements below. The requirements for promotion are as follows:

Promotion to	Requirements
Soldier	1 year of service as a Recruit
Corporal	4 commendations
Sergeant	8 commendations
Master Sergeant	12 commendations
High Master Sergeant	16 commendations
Lieutenant	8 commendations Leadership feat or noble status
Captain	12 commendations Leadership score of 13 or noble status
Commander	16 commendations Leadership score of 16
Brigadier	20 commendations Leadership score of 19
General	24 commendations Leadership score of 22
Field Marshall	Selection by the Margrave to replace the current Field Marshall

How does military justice differ from Bissel law?

The highest-ranking officer available tries commoners accused of committing crimes while on active military duty. A tribunal of the three highest-ranking officers available tries nobles accused of committing crimes while on active military duty. The punishments for crimes committed while on active duty often vary from those commonly awarded for those crimes so as to fit the circumstance. A criminal's fellow-soldiers in his unit are often punished along with the criminal if they could have prevented the crime. If the crime occurred during a situation where the unit was neither in combat nor about to enter combat, the punishment is likely to be similar to

the normal civilian punishment with some modification to make it fit the needs of the military. If the crime occurred during a combat-situation (or a combat-imminent situation), the punishment is likely to be more severe than normal (including executions or banishments for crimes that normally don't warrant them).

What is considered a military scenario?

The following are currently considered military scenarios. This list is subject to change at any time. These are missions that soldiers in the Great Army of Bissel would be expected to accept for the security of the March or to aid one of our allies in the Sheldomar Valley. It could also mean that the results of accomplishing the mission will aid in the securing of Bissel.

Code	Scenario
ADP1-06	Snake in the Grass
ADP1-10	An Evil Morning
BIS1-04	A Walk in the Woods
BIS1-05	A Deadly Bloom
BIS1-06	A Baron's Tax
BIS1-10	A Knife in the Dark
BIS2-01	Legacy of the Mask
COR1-04	Fires of the Storm Tower
COR2-01	As He Lay Dying
FUR2-01	Common Defense
GEO1-04	Gonfalon of Gyruff
GEO1-05	Little Bit of Wood
GEO1-06	Return of the Grand Duke
GEO1-08	Floating Down the River
GEO1-09	Expedition to the Barrier Peaks
GEO1-10	Shhh
GRM1-01	Into the Rushmoors
GRM1-02	Caravan Duty
GRM1-03	Horse Play
GRM1-05	Under Siege
GRM1-09	Strange Bedfellows
GRM1-10	Fading Vision
GRM1-12	Field Maneuvers
GRM2-	Eyes on Orlane
GRM2-	Malficius ex Malficius
GRM2-	Midnight Dawn
HIG1-02	Deep in the Vesve
HIG1-06	Power of Choice
HIG2-01	The Shadows
KEO1-01	A Little Reconnaissance
KEO1-03	Charting the Course
KEO1-06	Evil in the Woods
KEO1-07	Deathmarch
KEO1-08	Warts and All
ULP1-02	Spies Like Us
ULP1-05	Tomb Raiders
ULP1-06	Rescuers
ULP1-08	To Rejoin an Empire
ULP1-10	Hoch Jebline
VEL1-07	The Delivery

Code	Scenario
YEO1-05	Charting the Course
YEO2-01	Fires of Truth
YEO2-02	Stomping Grounds
YEO2-03	Echoes of Distant Thunder
YEO2-06	The Hole Truth

Geography

The March of Bissel

Ruler: His Lofty Grace, Larrangin, The Margrave of Bissel (LG male human (OS) Ftr9/Clr2 of Heironeous)

Government: A Feudal Monarchy owing fealty to Gran March and Veluna. The Margrave is advised by the Bissel Ruling Council whose membership consists of the Margrave and his 26 knight-barons and 9 township mayors. The Council normally selects the Margrave in the event of his death without leaving a designated heir, but the current Margrave was selected by the leadership of the Knights of the Watch under the direction of Gran March.

Capital: Pellak

Population Centers: Thornward (small city), held in trust by forces of Veluna/Bissel/Gran March/Ket; Pellak (large town); Falsford (small town); Sareden (small town); Clunther (small town); Wrekin (small town); Dountham (small town); Ebbenant (small town); Beruak (small town); Dimhaven (small town)

Divisions: Twenty-six knight-baronies, eight townships, one capital township

Resources: Foodstuffs, cloth, gold, gems (I)

Coinage: Modified Keoland - griffon (pp), lion (gp), eagle (ep), stag (sp), roc (cp)

Population: 123,880 - Human 82% (OSB), Dwarf 10% (mountain 57%, hill 43%), Elf 2% (sylvan), Halfling 2% (stout), Gnome 2%, Half-elf 1%, Other 1%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN*, N, NG

Religions: Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, Istus

Allies: Gran March, Keoland, Veluna, Knights of the Watch

Enemies: Ket, Iuz

Townships

Beruak

Proper Name: Township of Beruak

Ruler: Lady Mayor Kynna Gezlari (LN female human (BS) Ari5)

Resources: Fish, Gems I to IV, Iron, Precious Metals

Population: 960 - Human 68% (BoS), Dwarf 25% (mountain), Halfling 2% (stout), Other 5%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN*, N, NG

Religions: Geshtai (high temple), Istus (temple), Dumathoin (temple), Moradin (chapel), Fharlanghn (shrine), Zilchus (shrine)

Reactions to Outsiders: Half-orcs are generally distrusted. Elves, gnomes, halflings, and half-elves are treated normally. Dwarves and humans are treated favorably.

General Description: The town of Beruak lies along the Realstream and the Barrier Peaks in western Bissel. Like the town of Ebbenant, upstream from Beruak, Beruak was

founded jointly by mountain dwarf miners from the Barrier Peaks and humans interested in trading for the raw materials from the mountains. It was also intended as an early outpost against intrusion from the Barrier Peaks or the Valley of the Mage. One of the more famous residents of Beruak is Verdeek (NG male rock gnome Exp10), an alchemist of great renown. Beruak is the final stop along the Ward Way from Thornward.

Clunther

Proper Name: Township of Clunther

Ruler: Lord Mayor Homyar Checaran (LG male human (S) Pal5/KotW2)

Resources: Cloth, Fish, Fruits & Vegetables, Grains & Breads, Livestock

Population: 1,160 - Human 92% (boS), Halfling 2% (stout), Other 6%

Languages: Common

Alignment: LG*, LN, N, NG

Religions: Heironeous (temple), Fharlanghn (temple), Zilchus (chapel), Geshtai (shrine), Phytan (shrine)

Reactions to Outsiders: Half-orcs, elves, half-elves, and Baklunish humans are generally distrusted. Suloise humans are treated favorably. Dwarves, gnomes, halflings, and Oeridian humans are treated normally.

General Description: Clunther lies along the Shala River and the March Road from Ebbenant to Pellak. It is also the starting point for the Dim Track that runs to Dimhaven. The land around the town is prime agricultural land, and the town is a major producer of cloth for the entire nation. The town has taken advantage of its location at the junction of two major roads and one river to entice a significant number of trading companies and merchants into establishing themselves in town. The current mayor has used the significant tax revenues the town makes from all of the business transacted within and through the town to begin a program of public works to improve the roads (especially the road to Dimhaven), the constabulary, and the town square (which now holds a daily bazaar). In general, the town is tolerant of any behavior that promotes trade and business. The significant amount of gold that passes through Clunther has led to a successful and vibrant thieves' guild, the Cloaks of Clunther, whose ranks continue to swell with the ever-increasing amount of trade in the region.

Dimhaven

Proper Name: Township of Dimhaven

Ruler: Lord Mayor Garrik Trucharge (NG male human (BOS) Drd3 of Geshtai/Ftr2/Rgr3)

Resources: Fish, Fungi, Furs, Game Animals, Herbs, Hides, Rare Fungi, Rare Woods, Timber

Population: 910 - Human 58% (BOS), Elf 35% (sylvan), Half-elf 5%, Other 2%

Languages: Common, Baklunish dialects, Elven

Alignment: CG, LG, N, NG*

Religions: Geshtai (temple), Solonor Thelandira (temple), Ehlonna (shrine), Fharlanghn (shrine)

Reactions to Outsiders: Half-orcs are generally distrusted. Elves, half-elves, and humans are treated favorably. Dwarves, gnomes, and halflings are treated normally.

General Description: First established by the sylvan elves of the Dim Forest, Dimhaven is built among and atop the trees of the forest to protect it from the severe floods of the Realstream. Elves and humans live together in unity against a common enemy (the dark forces of the Dim Forest). The town is a site to behold. Large wooden cages on ropes and pulleys (elevators) are used to lift passengers and their possessions into the trees. Buildings are built into or between trees and are connected by wooden pathways (skyways). The entire town blends into the forest and is difficult to spot unless you know where to look for it. Due to the space and logistics involved, the stabling of animals in Dimhaven costs twice what it costs elsewhere in Bissel. Dimhaven is the home of the Company of the Brightpath, a small group of individuals who have pledged to protect Dimhaven and its citizens. Members patrol the Dim Forest to both guard the town and to help citizens lost in the woods. They are led by Sorvon Woodshadow (NG male sylvan elf Rgr5). Dimhaven lies at the junction of the Shala River and the Realstream, and it is the final stop along the Dim Track from Clunther.

Dountham

Proper Name: Township of Dountham

Ruler: Lord Mayor Amal Del'Bothoff (N male human (BOS) Rog3/Exp5)

Resources: Cheese, Fish, Grains & Breads, Livestock, Trade Nexus

Population: 1,070 - Human 92% (BOS), Halfling 2%, Other 6%

Languages: Common, Baklunish dialects

Alignment: LG, LN, N*, NG

Religions: Fharlanghn (high temple), Zilchus (temple), Mouqol (chapel), Heironeous (shrine), Geshtai (shrine), Istus (shrine)

Reactions to Outsiders: All standard PC races are treated normally.

General Description: If there is a town that personifies Bissel as the crossroads of the Sheldomar Valley its Dountham. It is located along several major trade routes and is an even mix of individuals of Suloise, Baklunish, and Oeridian descent. The town lies at the intersection of the March Road (which runs from Ebbernant to Pellak) and the Ward Way (which runs from Thornward to Beruak) and is also along the Shala River. Many merchants from nearby townships and baronies will meet in Dountham to conduct business rather than make the arduous journey to Pellak or Thornward. In fact, merchant caravans will often meet each other in Dountham and exchange all of their goods before heading back the way they came. The merchants' guild in Dountham is arguably the strongest in all of Bissel, and it virtually runs the entire town. The current mayor of Dountham is also the chairman of the Shala River Trading Company, one of the largest trading companies in all of Bissel. The past three mayors of Dountham have also been past chairmen of the trading

company. The mayor is rumored to be the shrewdest negotiator in all of Bissel.

Ebbernant

Proper Name: Township of Ebbernant

Ruler: Lord Mayor Owais Bakhtyar (LN male human (B) Mnk3/Wiz2)

Resources: Beers & Ales, Fish, Gems I to IV, Iron, Precious Metals

Population: 1,020 - Human 66% (Bos), Dwarf 27% (mountain), Halfling 2% (stout), Other 5%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN*, N, NG

Religions: Istus (high temple), Geshtai (temple), Dumathoin (temple), Moradin (chapel), Fharlanghn (shrine), Wenta (shrine)

Reactions to Outsiders: Half-orcs and humans of Suloise or Oeridian blood are generally distrusted. Dwarves and Baklunish humans are treated favorably. Elves, half-elves, gnomes, and halflings are treated normally.

General Description: Ebbernant was founded because the mountain dwarves of the nearby Barrier Peaks needed a place to trade with the humans of Bissel. It is still very much a miners' town. Orders from the Margrave require authorities to impose a tax on all citizens of Baklunish origin as a means to raise funds to clean up after the recent invasion and occupation of Bissel by forces of Ket. Each baron and mayor in Bissel has gone to different lengths to implement this tax, and the local mayor has decided to simply tax everyone, rather than impose an unfair tax. Ebbernant is a very independent and lawful minded town. It lies at the end of the end of the March Road from Pellak and lies along the Realstream, close to its origin. Ebbernant is famous for its local beers and ales, the best in all of Bissel.

Falsford

Proper Name: Township of Falsford

Ruler: Lord Mayor Ildebad Korand (LN human male (O) Ftr4/Clr2 of Zilchus)

Resources: Cloth, Clothing, Fish, Grain & Breads, Horses, Livestock, Trade Nexus

Population: 1,440 - Human 91% (bOs), Halfling 3% (stout), Other 6%

Languages: Common

Alignment: LG, LN*, N, NG

Religions: Rao (high temple), Zilchus (temple), Heironeous (chapel), Fharlanghn (chapel), Geshtai (shrine), St Cuthbert (shrine)

Reactions to Outsiders: Non-locals are generally distrusted until they prove themselves, a process that can take years.

General Description: Although Falsford is a major trading center with a large volume of travelers passing through every day, residents tend to keep to themselves and give a wary look to all strangers who pass through town. It lies along two of the major tradeways of the region, the Fals Road between the cities of Thornward and Mitrik, and the Fals River that borders Bissel, Ket, and Veluna. Falsford lies on the border with

Veluna and Ket; they consider the Velunese longtime friends and the Ketites bitter enemies. Falsford is in the last stages of adding significant fortifications. The Knights of the Watch maintain a large barracks in town, and the Border Companies maintain a training complex here. All trade companies, merchants, and other businesses are strictly regulated in Falsford.

Pellak

Proper Name: Capital Township of Pellak

Ruler: Lord Mayor Jacen Aldenvor (LN male human (OS) Ari5/Ftr3)

Resources: Fish, Grains & Breads, Livestock, Trade Nexus

Population: 2,300 - Human 91% (bOS), Halfling 3% (stout), Other 6%

Languages: Common

Alignment: LG, LN*, N, NG

Religions: Heironeous (high temple), Zilchus (high temple), Fharlanghn (temple), Geshtai (chapel), Rao (chapel), Istus (chapel), St Cuthbert (shrine), Phyton (shrine)

Reactions to Outsiders: All standard PC races are treated normally.

General Description: The lord mayor is the appointed ruler of Pellak, but the true seat of power rests with the Margrave and the Knights of the Watch. The lord mayor was appointed by the Margrave after he helped negotiate Bissel's part of the Thornward Pact and after the unexpected death of the previous lord mayor. Pellak once was a small farming community resting in the protective shadow of Castle Oversight, the headquarters for the Knights of the Watch in Bissel. It's location as a stopover point on the Watchtower Road between Thornward and Hookhill soon caused the village to become a significant trading town. The loss of Thornward during the war with Ket, the existence of Castle Oversight, and its proximity to Gran March resulted in Pellak becoming the new capital of the once again freed March of Bissel. Pellak lies along the Sudlor River and is at the end of the March Road from Ebbernant. The grand wall of the city is an impressive 20 feet high. The Grand Pellak Bridge, a marvel of modern engineering, spans the river and is tall enough to allow even some of the taller riverboats to easily pass underneath. The bridge links the two sections of the town. On the north side lie the more recent constructions. To the south is Old Pellak or Old Town, the portion of the town that is the oldest. Old town is heavily steeped in tradition and is the home to many artisans and fisherman as well as the less pleasant elements of urban life. The new town hall building sits atop the tallest hill within the town walls with a number of other government buildings to form Pellak Square. It is heard that official ceremonies and parades take place, especially the knighting ceremonies.

Sareden

Proper Name: Township of Sareden

Ruler: Lord Mayor Norran Silvermantle (NG stout halfling Wiz5/Mage of the Arcane Order2)

Resources: Furs, Game Animals, Gems I & II, Iron, Herbs, Horn, Knowledge, Livestock

Population: 1,300 - Human 67% (bOS), Halfling 12% (stout), Dwarf 10% (hill), Gnome 7%, Other 4%

Languages: Common, Halfling, Dwarven, Gnome

Alignment: LG, LN, N, NG*, CG

Religions: Zilchus (temple), Heironeous (temple), Boccob (chapel), Garl Glittergold (chapel), Yondolla (chapel), Moradin (chapel), Fharlanghn (shrine), Rao (shrine), Delleb (shrine)

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Sareden was originally established as a sanctuary for arcane magic wielders, a place where they could practice and learn their craft in peace. The Guild of the Arcane Path, a wizards and sorcerers' guild/school, quickly attracted students from all over Bissel. The Guild was founded on principles of equality, openness, tolerance, and scholarship, and the town has also come to personify those principles. This attitude combined with the large non-human population in the region makes Sareden one of the most tolerant and open communities in all of Bissel. Sareden is a popular stop for caravans heading to and from Veluna and Gran March. The lord mayor is concerned, of late, with the effects of the Margrave's divisive policy decisions. The town lies along the Sardee River and the Low Ridge Path from Falsford to Pellak. The town sits on the edge of the Lorridges.

Wrekin

Proper Name: Township of Wrekin

Ruler: Lord Mayor Peradoo Schloppen (LN rock gnome Exp4/War2)

Resources: Armor, Cheese, Cloth, Clothing, Fruits & Vegetables, Gems I & II, Grains & Breads, Iron, Livestock, Metalwork, Weapons

Population: 1,100 - Human 69% (bOs), Halfling 11% (stout), Dwarf 10% (hill), Gnome 6%, Other 4%

Languages: Common, Halfling, Dwarven, Gnome

Alignment: LG, LN*, N, NG

Religions: Rao (temple), Heironeous (temple), Moradin (temple), Flandal Steelskin (chapel), Yondalla (chapel), Fharlanghn (shrine), Zilchus (shrine)

Reactions to Outsiders: Half-orcs and Baklunish humans are distrusted. Elves, half-elves, and Suloise humans are treated normally. Dwarves, gnomes, halflings, and Oeridian humans are treated favorably.

General Description: The town of Wrekin developed because this area was a popular spot for caravans to stop on their way between Veluna and Gran March. Trade is a big aspect of the town's economy, but Wrekin has grown to specialize in the production of metal goods (weapons, armor, tools, etc.). The finest smiths in all of Bissel reside in Wrekin. Another unusual feature of the town is the House of Sense, a building devoted to the art of negotiations. Its purpose is to help parties negotiate contracts and agreements and also to help mediate disputes. Arbitrated decisions by members of the House of Sense are considered to be fair and reasonable. The House of Sense is a major reason for visits to the town. The town lies

along the Norlor River and the Low Ridge Path from Falsford to Pellak. The town sits on the edge of the Lorridges.

Baronies

Bandalar

Proper Name: Barony of Bandalar

Ruler: Lord Naziim Nanjari, The Baron of Bandalar (LN male human (B) Ftr5)

Capital Dimashq

Resources: Gems I, Gold, Horn, Spices

Population: 1920 - Human 79% (Bos), Dwarf 15% (mountain), Other 6%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LN, N*, NG, CN

Religions: Istus, Geshtai, Fharlanghn, Zilchus, Moradin

Reactions to Outsiders: Half-orcs are generally distrusted. Dwarves and Baklunish humans are treated favorably. Elves, half-elves, gnomes, halflings, and humans of Suloise or Oeridian blood are treated normally.

General Description: In what some say was an effort to appease the Baklunish citizenry upset with appointments of non-Baklunish Knights of the Watch to baronies in the Baklunish north and to show his good intentions, the Margrave appointed Naziim Nanjari, a hero for his actions during the war with Ket and a man greatly respected in Bandalar, to fill the vacant position of Baron of Bandalar (the previous ruling family had all been killed during the war). Upon his elevation to baron, Naziim received a jeweled jambiya dagger, the ceremonial symbol of rulership in the barony that has been passed down through eight generations in the barony. The baron has been resistant to the Margrave's attempts to tax the Baklunish citizens of Bissel and has refused to collect such a tax. As a punishment, the Margrave increased the taxes on Baron Nanjari's entire estate. He also increased the presence of the Knights of the Watch in Bandalar. There were a number of skirmishes between the Baklunish baron's troops and the Knights of the Watch as tensions mounted and the Baron and Margrave tried to see who would flinch first. The Margrave was fearful that the Baron might push the conflict further, leading to Ket interference, so he did not press the issue. The Margrave sent a negotiator to the baron to hammer out a compromise, which is expected to be signed shortly.

Besselar

Proper Name: Barony of Besselar

Ruler: Lord Darius Besselar, The Baron of Besselar (N male human (BOS) Ari8/Exp6)

Capital Calpius' Craft

Resources: Fruits & Vegetables, Knowledge, Musical Instruments, Wines

Population: 5760 - Human 93% (BOS), Other 7%

Languages: Common, Baklunish dialects

Alignment: CN, LN, N*, NG

Religions: Zilchus, Mouqol, Olidammara, Fharlanghn, Istus, Geshtai, Lydia, Lendor

Reactions to Outsiders: All standard PC races are treated normally.

General Description: The Besselar family has been an economic and political power since the March of Bissel came into existence. They have been avid supporters of culture and the arts in Bissel, particularly that which is native to Bissel. No Besselar has been more supportive of the arts than Darius, the current baron. He founded the Bardic Circle, a bardic college, in the capital of Besselar. The Bardic Circle recently surpassed the College of Music and Art in Thornward as the premiere bardic college in the region. The Besselar women are famous for their beauty and business acumen, and men who marry them usually find their own power and wealth increase tenfold soon after the marriage. The success of the women of the House Besselar has led to many accusations of sorcery yet all such accusations have proven false and no Besselar has ever shown any talent for magic. Many barons (and their unmarried sons) are pursuing the hand of Jasmine Besselar, the eldest daughter of the baron. The Besselars throw a Grand Festival in Calpius' Craft every year. It is an immense public festival featuring the culture of Bissel. Invitations to the gala ball at the end of the Grand Festival are sought after like no other invitation. The Barony of Besselar is extremely nationalistic. Darius is extremely unhappy with the hand of Gran March and the Knights of the Watch in the selection of the current Margrave. Given that his political influence is second to none in Bissel, this is bad news for the Margrave and his current administration. Besselar is famous for producing the best musical instruments and wines in all of Bissel.

Burning Stalks

Proper Name: Barony of Burning Stalks

Ruler: Lady Elina Luchelyn, The Baroness of Burning Stalks (LG female human (OS) Pal5/KotW3)

Capital Lionmarch

Resources: none (formerly Fruits & Vegetables, Grains & Breads)

Population: 6460 - Human 93% (bOS), Other 7%

Languages: Common

Alignment: LG*, LN, N, NG

Religions: Heironeous, Zilchus, Fharlanghn, Phyton

Reactions to Outsiders: Half-orcs and Baklunish humans are generally distrusted. Suloise and Oeridian humans are treated favorably. Elves, half-elves, dwarves, gnomes, and halflings are treated normally.

General Description: This barony has fallen on bad times. During the war with Ket, Sadaleria (the former name for this barony) was a particularly favored target of Ketite aggression. All of the ruling family of Sadaleria were slain before war's end. As Ket began to be driven out of southern Bissel by the forces of the Gran March, the Ketite invaders took to burning the fields of Sadaleria, the primary source of revenue for the barony. Lady Elina Luchelyn, a member of the Knights of the Watch and a respected military leader in the region, took advantage of the Ketite lust for destruction. She arranged for the forces of Gran March to slowly and noisily advance from

the south. The forces of Ket in Sadaleria immediately burnt an immense swath of farmland and headed north, right into an immense militia force waiting for them. Elina's ragtag army suffered extreme losses, but the Ketite force was obliterated. This was one of Bissel's first major victories in the war against Ket, and news of it spread rapidly through the region. After the war, Elina was rewarded with the title of baroness and the name of the barony was changed to Burning Stalks in honor of the famous battle she won. An economic depression tears at the heart of Elina's barony; the fields burnt during the war have not yet recovered from the devastation, even though the leading agricultural experts of the region believe they should be producing well by now. Rumors of a magical blight or a Ketite trick are rampant in the area. The people of Burning Stalks stand bravely behind their new baroness despite the lack of progress in curing this problem. Several rich suitors, some from as far as Greyhawk, have requested Elina's hand in marriage, with promises of putting their wealth into the barony. Elina has been sorely tempted to accept an offer, but she has gracefully refused all offers so far.

Cassiter

Proper Name: Barony of Cassiter

Ruler: Lord Camryn Fertuine, The Baron of Cassiter (N male human (S) Ftr2/Rog3)

Capital Rabechel

Resources: Grains & Breads, Livestock

Population: 4435 - Human 93% (bOS), Other 7%

Languages: Common

Alignment: CG, CN, N*, NG

Religions: Zilchus, Fharlanghn, Phyton, Kurell

Reactions to Outsiders: Outsiders are generally distrusted.

General Description: Lord Fertuine's adventuring days are behind him. His massive belly tends to get in the way of any quick action he attempts to take. The only thing that is larger than his stomach is his belt pouch; Cassiter is a major producer of cattle for the entire March. But Camryn's large belly and jovial smile don't fool anyone at the Bissel Ruling Council; his manipulative and charismatic ways are renowned throughout the region. Camryn assumed power the classic way; he slew the former baron. During the occupation by Ket, the previous baron, Faren Cassiter, bargained away his subject's livestock to save his own life and seal a bargain with the forces of Ket. When his subject's heard about his treachery, an uprising began. The cowardly baron was soon found dead on his estate, Camryn's rapier through his heart. After the war, Camryn became the Baron of Cassiter officially. He rules with a soft hand, but shows no mercy to traitors. Some say he is either under the control of a local thieves' guild or the leader thereof, but this gossip has never been substantiated. The Knights of the Watch keep a close eye on this barony, and have a strong dislike of the current baron.

Cullen Drae

Proper Name: Barony of Cullen Drae

Ruler: Lord Thoeder Cullen, The Baron of Cullen Drae (LN male human (OS) Drd5 of Geshtai/Sor4)

Capital Shaeja

Resources: Herbs, Unusual Plants

Population: 2085 - Human 93% (BOS), Other 7%

Languages: Common, Baklunish dialects

Alignment LG, LN*, N, NG

Religions: Geshtai, Fharlanghn, Rao, Heironeous, Istus, Zilchus

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Cullen Drae is one of the most impoverished of all of Bissel's baronies. It is extremely challenging to grow crops or raise herds large enough to support a reasonable population. Most of the citizens of Cullen Drae reside in the eastern most part of the barony, along the Watchtower Road, or in the western most part of the barony, closer to Dountham, because the soil is somewhat more fertile there (and for safety reasons). The center of this barony is a large wet depression known as the Fetid Fens. During the rainy season, the Fens grow significantly in size, filling much of the barony. During the dry season, they shrink to a more manageable size. The Fetid Fens are infested with foul creatures and are a dangerous place to be. However, they are also the home to some unusual plant species and a great source for unusual herbs for those who are willing to dare the fates. The baron of Cullen Drae is Thoeder Cullen, and the barony has rested in the hands of his family for as long as anyone can remember. The Cullen line have been druids of Geshtai since they moved to this region many years ago. The capital is located in eastern Cullen Drae, near the Watchtower Road and at the very edge of where the fen has traditionally ended during the rainy season.

Davoniya

Proper Name: Barony of Davoniya

Ruler: Lord Odovacar Marcomir III, The Baron of Davoniya (N male human (OS) Ari6/Rog7)

Capital Siheftorm

Resources: Copper, Fish, Fruits & Vegetable, Grains & Breads

Population: 7260 - Human 82% (bOS), Halfling 6% (stout), Dwarf 5% (hill), Gnome 3%, Other 4%

Languages: Common, Halfling, Dwarven

Alignment: LG, LN*, N, NG

Religions: Heironeous, Zilchus, Fharlanghn, Yondolla, Moradin, Garl Glittergold, Phyton, St Cuthbert, Arvoreen, Rao

Reactions to Outsiders: Half-orcs and Baklunish humans are generally distrusted. Suloise and Oeridian humans, dwarves, gnomes, and halflings are treated favorably. Elves and half-elves are treated normally.

General Description: Odovacar is an outright greedy bastard who rules with a tight fist. He inherited the barony 20 years ago from his father and has used the time of his rule wisely. He has formed strong alliances with the Gran March and the Knights of the Watch and wields a great deal of political power in Bissel. It is rumored that Odovacar is so greedy that

he locked his own mother away for a week for giving money to a beggar. But his shrewd business practices kept his barony affluent even during the Ketite invasion. And he possesses a great degree of economic power today. The baron has few allies (at least public ones) among the members of the Bissel Ruling Council, but his wealth and the strength of his lands (and his alliance with Gran March) brought Pellak the title of the new capital of Bissel. The rulers of Pellak and Sareden respect what the Baron has accomplished, even though his methods make them rather uncomfortable. Odovacar was considered for the position of Margrave by the Gran March, but they decided to choose Larrangin, a member of the Knights of the Watch instead. Odovacar is still seething over this snub. There are rumors of some sort of plot by the baron to avenge this wrong, but nothing has been substantiated.

Dount

Proper Name: Barony of Dount

Ruler: Lord Elgar Checaran, The Baron of Dount (LG male human (S) Pal5/KotW1)

Capital Thawr

Resources: Gems I, Gold, Livestock

Population: 3060 - Human 76% (Bos), Dwarf 18% (mountain), Other 6%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LN, N*, NG, CN

Religions: Istus, Geshtai, Trithereon, Fharlanghn, Zilchus, Moradin

Reactions to Outsiders: Half-orcs and humans of Suloise or Oeridian blood are generally distrusted. Dwarves and Baklunish humans are treated favorably. Elves, half-elves, gnomes, and halflings are treated normally.

General Description: Dount fell to the Ketite forces during the occupation with the help of some disloyal citizens of Baklunish descent. The former baron and his entire family were slain by Ketite assassins. After the war, the Margrave appointed a Knight of the Watch to rule this barony in order to assure control and loyalty from the barony. In the process, the Margrave has unintentionally punished the loyal citizens of this barony with an ineffective and ill-prepared leader. Elgar has no idea how to run a barony, and he has served his subjects so poorly that they are close to revolt. After the war, many citizens from other baronies in Bissel moved to Dount to homestead. They have seized lands illegally from Baklunish citizens of Dount, and Elgar has been unsuccessful to date in dealing with the problem. He has created a special force of sheriffs to deal with the problem, and it is the first token of respect he has shown the Baklunish of this region. However, more signs of respect and action to help the people of this region recover from the war are needed. Currently, it is only the presence of the Knights of the Watch that keep the citizens of Dount from open revolt.

Gerorgos

Proper Name: Barony of Gerorgos

Ruler: Lady Ketzia Sanoose, The Baroness of Gerorgos (NG female human (O) Ari2/Brd4)

Capital Brierden Keep

Resources: Livestock, Iron, Precious Metals, Spices, Timber
Population 4985 - Human 52% (bOs), Dwarf 30% (hill), Gnome 9%, Halfling 5% (stout), Other 4%

Languages: Common, Dwarven, Gnome, Halfling

Alignment: LG, N, NG*, CG

Religions: Rao, Heironeous, Moradin, Garl Glittergold, Yondolla, Zilchus, Fharlanghn

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Nested in the forested hills of the Lorridges lies the Barony of Gerorgos. The hills provide the citizens of Gerorgos an easily defensible position, which is why the Ketites failed to make significant progress in conquering this region. The population exhibits a strong independent streak in keeping with the terrain they live in. The hills that help protect this barony are also its greatest weakness; bandits are common and evil humanoids and monsters still lurk in undiscovered dells and warrens. The new ruler of Gerorgos is the young red-haired baroness, Ketzia Sanoose. She is the eldest of two offspring of the former baron, Elrad Sanoose, who died of a mysterious illness after returning from the war with Ket. Elrad's wife, Abia, entered the Serene Thought monastery in Helbek in anguish over the death of her husband after only three years of war-blemished rule, thus propelling her daughter into control. Ketzia is inexperienced, but she has shown great wisdom in her rule so far, and the citizens truly like her.

Helbek

Proper Name: Barony of Helbek

Ruler: Lord Alron Helbek, The Baron of Helbek (NG male human (O) Brd2/Ftr2/Rgr5)

Capital Caelmet

Resources: Furs, Livestock, Iron, Precious Metals, Timber

Population: 4860 - Human 57% (bOs), Dwarf 25% (hill), Gnome 8%, Halfling 6% (stout), Other 4%

Languages: Common, Dwarven, Gnome, Halfling

Alignment: LG, LN*, N, NG

Religions: Rao, Heironeous, Moradin, Garl Glittergold, Yondolla, Zilchus, Fharlanghn

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Alron is a strong leader, stern but compassionate and dutiful. He has spent much of his life ruling this region and defending its borders. He held most of his barony during the Ketite invasion against unbelievable odds. His strong relationship with Highfolk and Veluna brought their forces to bear and helped him drive the Ketites back towards the end of the war. He has a longtime friendship with Bishop Ismartine of Rao, and his most trusted advisor, Taurin Oderic, is a cleric of Rao. Helbek is home to the Monastery of Serene Thought, dedicated to the worship of Rao and his teachings. The monastery was demoralized when they could not prevent the Ketite invasion despite their repeated efforts at diplomacy. The southern half of Helbek is notorious for fierce and sudden winter storms that are deadly

to those unprepared for the snow. Alron is well respected on the Bissel Ruling Council and holds considerable political sway there.

The Horsehills

Proper Name: Barony of Sriniva

Ruler: Lord Azad Srinivasan, The Baron of Sriniva, The Horselord (NG male human (B) Bbn5/Ftr2/Rgr2)

Capital Keshood

Resources: Furs, Game Animals, Hides, Horn, Horses

Population: 3710 - Human 93% (Bos), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG, LN, N, NG*

Religions: Fharlanghn, Istus, Atroa, Geshtai

Reactions to Outsiders: Non-locals are generally distrusted until they prove themselves. Citizens of Sriniva respect those who show strength and physical power.

General Description: Sriniva is the only barony of Bissel where it is not unusual to find "barbarians". The Baron of Sriniva, known frequently as the Horselord, is the leader of a huge community of barbarians known throughout the March for their prowess on horseback. Not all residents of this barony are part of the Horselord's tribe, but they all respect his exceptional leadership and the fact that he and his ancestors have protected this barony from invasion throughout the entire history of the March of Bissel. Not even the Ketite cavalry were able to penetrate this region during the war. The capitol of Sriniva is Keshood, a tent village that moves around the barony, never staying in one place for more than a few weeks. The Srinivasan tribe is extremely loyal and respectful of strength and power; they have served the leaders of Bissel faithfully no matter who it was (Veluna, Keoland, Gran March, the Margrave) with the exception of Ket. They view Ket as dishonorable and underhanded, conquering with stealth rather than power. Although they are faithful to the Margrave, they will not leave their homelands undefended. In fact, Azad rarely attends the Bissel Ruling Council meetings, deeming them a waste of time. The barbarians of Sriniva raise horses among the huge hills of this region; their riding horses are the best in all of Bissel.

Jadarta

Proper Name: Barony of Jadarta

Ruler: Lord Salla al-Nasr, The Baron of Jadarta (NG male human (B) Ftr6)

Capital Nadagiri

Resources: Gems I to IV, Iron, Precious Metals

Population: 3885 - Human 63% (Bos), Dwarf 31% (mountain), Other 6%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN, N, NG*

Religions: Istus, Geshtai, Dumathoin, Moradin, Clangeddin Silverbeard, Berronar Truesilver, Fharlanghn, Mouqol

Reactions to Outsiders: Half-orcs are generally distrusted. Dwarves and Baklunish humans are treated favorably. Elves, half-elves, gnomes, halflings, and humans of Suloise or Oeridian blood are treated normally.

General Description: Salla is an honorable man with a serious dislike of the current anti-Baklunish policies of the Margrave. Salla became baron when his father died at the hands of a Ketite cavalry raid during the war that led to the complete destruction of the centuries old al-Nasr family keep. Salla's hatred of Ket was obvious two years ago when the Margrave was forced to publicly intervene to prevent Salla from personally executing the first Ketite diplomat to visit the barony since the death of Salla's father. The baron's tendency to make decisions based on emotion rather than logic has endeared him to his subjects, especially the dwarves. However, this has caused him serious problems with other members of the Bissel Ruling Council. Many barons would love to see him removed from power for they fear the rash actions he might take; Jadarta is the major producer of gems and iron for the entire nation so Bissel can ill-afford to see Salla make a major mistake ruling over his barony. There are rumors of a pro-Baklunish, anti-Margrave revolutionary group based out of either this barony or Parulla.

Khartizanum

Proper Name: Barony of Khartizanum

Ruler: Lord Amiz Slaejin, The Baron of Khartizanum (LN male human (BS) Ari3/Ftr3)

Capital Stahj

Resources: Cheese, Fruits & Vegetables, Grains & Breads, Honey, Livestock

Population: 5560 - Human 93% (BoS), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG, LN*, N, NG

Religions: Heironeous, Istus, Fharlanghn, Zilchus, Geshtai, Rao, Phytan, Bralm

Reactions to Outsiders: Half-orcs are generally distrusted. All other standard PC races are treated normally.

General Description: Lord Slaejin assumed the role of baron after the death of his brother during the war with Ket. The forces of Ket during the war occupied most of Khartizanum, but the barony has recovered rapidly from the damage caused by the occupation thanks to its continued role as a major food producer for the March. Although the barony is one of the largest by both population and area, it wields little political power because the Slaejins have never shown much interest in the affairs of others. They, like their subjects, simply wish to be left to do their day-to-day work. Recently, a number of citizens have gone missing. The disappearances have all occurred near the same location, an area called the Whispering Woods. No one has any idea what is causing the disappearances, but people in the area are very worried.

Kynneret

Proper Name: Barony of Kynneret

Ruler: Lord Wynn Ceanatis, The Baron of Kynneret (LN male human (S) Ari4/Wiz4)

Capital Eillis

Resources: Grains & Breads, Livestock

Population: 4310 - Human 93% (boS), Other 7%

Languages: Common

Alignment: LG, LN*, N, NG

Religions: Heironeous, Zilchus, Fharlanghn, Rao, Phyton

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally. Visitors from Keoland are treated exceptionally well in Kynneret.

General Description: Kynneret has been held by the Ceanatis family for its entire existence. The Ceanatis are pureblood Suloise humans rumored to be related to the Neheli bloodline of Keoland. The current baron has not been in power long, but he already has a reputation among the members of the Bissel Ruling Council as a smooth talker. Wynn has a definite goal in mind during his work with the Council, but he has not let anyone else know what his plan is. Wynn would like Bissel to improve its relations with Keoland and someday rejoin the empire. He has made progress in convincing some of the barons that improved relations with Keoland will help negate some of the power of Gran March and Veluna in the region, offer more protection against Ket, and increase trade through the region. But he has a long way to go if he wishes to convince the Council that Bissel should swear allegiance to another monarch.

Menawyik

Proper Name: Barony of Menawyik

Ruler: Lord Albrecht True Sight, The Baron of Menawyik (LG male hill dwarf Ftr6/Clr5 of Heironeous)

Capital Grimalh's Hill

Resources: Beers & Ales, Gems I & II, Livestock, Iron, Precious Metals, Timber

Population: 2560 - Human 42% (bOS), Dwarf 40% (hill), Gnome 11%, Halfling 4% (stout), Other 3%

Languages: Common, Dwarven, Gnome

Alignment: LG*, LN, N, NG

Religions: Heironeous, Moradin, Garl Glittergold, Yondolla, Zilchus, Fharlanghn, Rao

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Baron Albrecht True Sight is a direct descendant of the first dwarven baron. The barony has passed from father to son, dwarf to dwarf, for every generation since the founding of Bissel as a sovereign nation. Menawyik was awarded to Grimalh True Sight for his heroism in supporting the first Margrave and his faith and dedication to Heironeous. Each son has taken over rulership of the barony in turn, and all have served as priests of Heironeous. Albrecht lost his only son, Burgun, during the war with Ket, and Albrecht was left without an heir. His brother and sister died with Burgun, and they too had no heirs. By the grace of the gods, his wife, Elgrith Bright Eye, is with child. Now rumors have been heard of a conspiracy to assassinate her and her unborn child by those who wish to see a human finally named Baron of Menawyik. The barony is the home of the Path of Honor monastery, dedicated to Heironeous.

Misty Hills

Proper Name: Barony of Misty Hills

Ruler: Lady Imycina Trefeloess, The Baroness of Misty Hills (NG female human (O) Clr5 of Johydee/Rog6)

Capital Mistyvale

Resources: Game Animals, Livestock, Spies

Population: 4135 - Human 93% (bOS), Other 7%

Languages: Common

Alignment: LG, LN, N, NG*

Religions: Zilchus, Heironeous, Rao, Fharlanghn, Johydee

Reactions to Outsiders: Outsiders are generally distrusted.

General Description: Misty Hills is as its name says, a region of wooded hills with a frequent mist obscuring the paths between and among the hills. Most of the population lives along the Watchtower Road in the west or along the northern border near Wrekin, as the land there is more flat and suitable for farming. Much of this barony is difficult to access without knowledge of the proper paths through the hills. It is easy to get lost here and never be found. The capital of the barony, Mistyvale, is actually within the most treacherous portion of this region; shipments to and from the capital are conveyed part of the way by the baroness' personal laborers to a village near the Watchtower Road. Few outsiders have ever seen the capital. The baroness is also the head of two organizations; she is high priestess of Bissel's only temple to Johydee, and she is in charge of the Mist Chameleons, an organization of spies who primarily work for the Margrave and the Bissel Ruling Council (although they do hire themselves out for the right price for non-evil assignments). The Misty Hills are a popular location for rogues looking to retire or get away for a while.

Munderik

Proper Name: Barony of Munderik

Ruler: Lord Dorse Bahlhun, The Baron of Munderik (LN male human (O) Ftr5)

Capital Claebe

Resources: Grains & Breads, Livestock

Population: 2260 - Human 93% (BOs), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG, LN*, N, NG

Religions: Rao, Heironeous, Zilchus, Fharlanghn

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally.

General Description: The former baron of Munderik, Thaveus Munderik, and most of his family were slain during the invasion by Ket. Dorse, a distant relative, has assumed the title of baron via a complicated series of legal maneuvers involving the former baron's will. Dorse is inexperienced at leadership and running a barony, which is complicating an already serious problem in the region. The forces of Ket devastated Munderik, and it has been slow to recover under the leadership of Dorse. The citizens of Munderik have an extreme hatred for anyone from Ket, so it is rather dangerous to travel through this barony if you are from Ket.

Nightwatch

Proper Name: Barony of Nightwatch

Ruler: Lord Argwen Helinaut, Baron of Nightwatch (LG male human (BO) Clr3 of Pelor/Ftr3/Hunter of the Dead3)

Capital Truelight

Resources: Grains & Breads, Livestock

Population: 2885 - Human 93% (BOS), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG*, LN, N, NG

Religions: Heironeous, Rao, Pelor, Zilchus, Fharlanghn, Istus, Geshtai

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally. Arcane spellcasters are treated with extreme caution and dislike in Rhomstaff

General Description: This barony was formally known as Wynith. This changed after its near destruction at the hands of the evil forces of Evard the Necromancer in 580 CY. The necromantic insurrection was stopped, but not before the near destruction of the baronies of Rypthorne (now Rhomstaff) and Wynith. It is for this reason that the laws against necromancy and evil magic are so strict in Bissel. Wynith has been since rebuilt/repopulated and renamed Nightwatch, after the organization based there. Argwen was baron during the insurrection, and he converted from a simple fighter to a zealous cleric of Pelor. Nightwatch is home to the only major church of Pelor in all of Bissel. Argwen means well, but the experiences of he and his subjects have driven him to a zealous determination that sometimes ignores common sense. Areas of the barony are occasionally subject to sudden bursts of undead activity (magical leftovers from Evard's reign), but the Nightwatch take care of these problems as they appear. Nightwatch is home to the Nightwatch, an organization of individuals dedicated to the destruction of undead and guarding against another insurrection. The citizens of Nightwatch despise those from Rhomstaff; they still blame the people of Rhomstaff for the destruction by the necromantic forces. Worship of Pelor is becoming extremely popular in Nightwatch since the necromantic insurrection. All arcane spellcasters are required to register with a representative of the baron in the first village or town they pass through while traveling in Nightwatch and to sign out when they finally leave the barony. Failure to do so is punishable by 100 gp fine or a week (1 TU) in jail.

Paercium

Proper Name: Barony of Paercium

Ruler: Lord Conri Sollus, The Baron of Paercium (LN male human (S) Ftr2/Clr3 of Heironeous)

Capital Mahiro

Resources: Grains & Breads, Livestock

Population: 5485 - Human 93% (boS), Other 7%

Languages: Common

Alignment: LG, LN*, N, NG

Religions: Heironeous, Zilchus, Fharlanghn, Phyton

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally.

General Description: Conri is a loyal subject of the current Margrave and a major supporter of the Knights of the Watch.

Larragin appointed him after the death of the previous baron, Hendri Paercium. Hendri died from an assassin's poisoned dagger just after the war ended. The assassin was never captured, and no one is sure why someone wanted Hendri dead. The current baron never fails to side with the interests of the Knights of the Watch and the Margrave, and he is viewed as weak-willed and foolish by many of his fellow barons. Paercium is predominantly an agricultural barony, but the capital, Mahiro, is set outside of a castle because of the number of battles that have been fought in this region over the years.

Parulla

Proper Name: Barony of Parulla

Ruler: Lord Zafar Rashehdra, The Baron of Parulla (LN male human (B) Ari7/Clr2 of Istus)

Capital Rashvar

Resources: Fish, Gems I to IV, Grains & Breads, Iron, Precious Metals

Population: 6085 - Human 72% (Bos), Dwarf 22% (mountain), Other 6%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN*, N, NG

Religions: Istus, Geshtai, Dumathoin, Moradin, Clangeddin Silverbeard, Berronar Truesilver, Fharlanghn, Mouqol

Reactions to Outsiders: Half-orcs and humans of Suloise or Oeridian blood are generally distrusted. Dwarves and Baklunish humans are treated favorably. Elves, half-elves, gnomes, and halflings are treated normally.

General Description: Zafar is by far the eldest of the Baklunish statesmen. He has been baron for nearly 35 years and is well respected among the Bissel Ruling Council for his wise counsel. Zafar was forced to assume control of the barony when his uncle died, and he was the only viable candidate to succeed him. A vision from Istus sealed the deal. Zafar makes decisions based on the effect on all of Bissel, not just Parulla. This means he has many enemies within his own barony, but significantly more friends outside Parulla than perhaps any other baron. His political influence on the Ruling Council is second only to the baron of Besselar. One issue where the interests of Zafar's subjects does not conflict with the interests of Bissel is on the issue of the tax on the Baklunish people; Zafar believes this is bad for both groups, and he has opposed the tax by levying it on all of his citizens, not just the Baklunish. Parulla is a substantial producer of iron and gems, but it is unable to produce at the levels of Jadarta. Frequent flooding along the Realstream results in a large percentage of the land in Parulla being extremely fertile but dangerous to inhabit during the flood season. There are rumors of a pro-Baklunish, anti-Margrave revolutionary group based out of either this barony or Jadarta.

Rhomstaff

Proper Name: Barony of Rhomstaff

Ruler: Lord Izhaar Rhomstaff, The Baron of Rhomstaff (LN male human (BOS) Wiz9)

Capital Fyrkohl

Resources: Grains & Breads, Knowledge, Livestock

Population: 3210 - Human 93% (BOS), Other 7%

Languages: Common, Baklunish dialects

Alignment: CN, LN, N, NG

Religions: Heironeous, Rao, Zilchus, Fharlanghn, Istus, Geshtai, Boccob, Wee Jas

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally.

General Description: This barony was formally known as Rypthorne. This changed after the removal of Evard the Necromancer and the subsequent attempted insurrection by his followers in 580 CY. Evard was the last baron in a line of mostly kind and well-meaning wizard-lords in this barony. Evard was different than his predecessors, and he turned down a foul path towards evil and death. The Margrave and the rest of the barons turned a blind eye to Evard for fear of his power and anger, but he eventually stepped to far over the line, endangering the citizens of the nearby baronies of Besselar and Wynith (now Nightwatch) and the town of Dountham. The Bissel Ruling Council unanimously agreed on his removal as baron, which the Margrave made official hours later. Evard was stripped of his title and lands and order out of the March. Evard surprisingly left quietly that night, but it was only a few months before his followers started an insurrection that nearly toppled the government of Bissel. The insurrection was stopped, but not before the near destruction of the baronies of Rypthorne and Wynith. It is for this reason that the laws against necromancy and evil magic are so strict in Bissel. Rypthorne has been since rebuilt/repopulated and renamed Rhomstaff, after the current baron. Izhaar is a good-natured lord, and he takes good care of his subjects. Areas of the barony are occasionally subject to sudden bursts of undead activity (magical leftovers from Evard's reign), but Rhomstaff's men take care of these problems as they appear. Rhomstaff is also home to numerous ruins and archeological sites that seem to predate any known settlement of this area. Rhomstaff is on horrible terms with Nightwatch; the people there still blame the people of this barony for the destruction by the necromantic forces. Worship of Wee Jas was very popular here during the time of Evard, but it is in serious decline since the necromantic insurrection.

Saltrenhill

Proper Name: Barony of Saltrenhill

Ruler: Lord Mohtkar Saltren, The Baron of Saltrenhill (LG male human (BS) Ftr3)

Capital: Saltrenhill

Resources: Fish, Gems I to IV, Iron, Precious Metals

Population: 4010 - Human 59% (BoS), Dwarf 35% (mountain), Other 6%

Languages: Common, Baklunish dialects, Dwarven

Alignment: LG, LN*, N, NG

Religions: Geshtai, Dumathoin, Clangeddin Silverbeard, Istus, Moradin, Berronar Truesilver, Fharlanghn, Zilchus

Reactions to Outsiders: Half-orcs are generally distrusted.

All other standard PC races are treated normally.

General Description: Formerly known as the Barony of Hammercrag, this hilly region was the subject of an immense battle with an Orcish horde from the Barrier Peaks a little over fifty years ago. The forces of good (dwarves and humans) had been pushed back far into the barony, and the orcs had destroyed everything in their path, including the estate of the then Baron of Hammercrag. The baron and his heirs were dead, and things looked bad. However, a brave militia captain by the name of Tascivanus Saltren rallied the human and dwarven forces at a desolate hill in the center of the barony. Under Tascivanus' leadership, the orcs were remarkably routed and driven back into the Barrier Peaks. Most of the orcs were slain, and the barony was saved. The citizens of Hammercrag convinced the Margrave to appoint Tascivanus to the position of baron. They renamed the barony and the hill and moved the capital to that same hill. This Saltrenhill was born. The current baron assumed leadership after the death of his aunt during the war with Ket. His aunt selected him on her deathbed, and many of his relatives are none too pleased with her selection. Activity amongst evil humanoids in the Barrier Peaks has increased of late, and the baron is considering offering a sizable bounty on the heads of any evil humanoids slain in the Peaks.

Skaglea

Proper Name: Barony of Skaglea

Ruler: Lord Gravin Skaglea, The Baron of Skaglea (NG male human (O) Ftr7)

Capital: Padstow

Resources: Fish, Grains & Breads, Horses, Livestock, Wool

Population: 6235 - Human 93% (bOs), Other 7%

Languages: Common

Alignment: LN, N, NG*, CN

Religions: Rao, Geshtai, Zilchus, Heironeous, Fharlanghn

Reactions to Outsiders: All standard PC races are treated normally.

General Description: In his earlier days, the baron would have hunted the pirates working the Fals River himself, but his age and missing left hand have forced him into an early retirement from adventuring. The recent death of his wife on top of the losses he suffered during the War with Ket and the ongoing pirate dilemma has left the baron in a serious depression. The barony is the site of significant refortification now that the war is over, including watchtowers, the Knights of the Watch, and members of the Border Companies. The presence of the Fals River, which forms the northern border for Skaglea, and the Fals Road makes trade a major source of revenue for the barony. The barony is the major source of warhorses in Bissel, and it holds a Yearling Festival for an entire week in the Spring where the young warhorses are auctioned off. The Guild of Bargemen has a strong presence in this barony due to the importance of the Fals River in the region. This barony was overrun during the Ket occupation, but the baron managed to escape to Helbek until the forces of Veluna were able to drive the Ketite forces out of his barony.

Skogend

Proper Name: Barony of Skogend

Ruler: Lord Talek Erisvalt, The Baron of Skogend (NG male human (OS) Ftr2/Rgr5)

Capital Woods' Edge

Resources: Fungi, Furs, Game Animals, Herbs, Hides, Rare

Fungi, Rare Woods, Timber

Population: 2760 - Human 51% (bOS), Elf 40% (sylvan), Half-elf 4%, Other 5%

Languages: Common, Elven

Alignment: CG, LG, LN, N, NG*

Religions: Ehlonna, Solonor Thelandira, Corellon Larethian, Fharlanghn, Heironeous, Zilchus

Reactions to Outsiders: Half-orcs are generally distrusted. Elves, half-elves, and humans are treated favorably. Dwarves, gnomes, and halflings are treated normally.

General Description: Skogend was the birthplace of the previous margrave, Walgar. He was the baron of Skogend before he assumed the title of Margrave; his son succeeded him as baron. During the war with Ket, Walgar's only heir was slain. Since his wife had died in childbirth, Walgar's line ended with his valiant ritual suicide during the Ketite occupation. After the war, the new margrave appointed Talek Erisvalt as Baron of Skogend; Talek fought fiercely during the war with Ket, and it was rumored that Walgar had been grooming him to assume a leadership position anyway. The Baron of Skogend is often known as the Pig or Swine Baron which is a joking reference to Skogend's major source of revenue; the barony is the only major source of truffles and rare fungi in Bissel and most of the Sheldomar Valley. Coincidentally, the family symbol of the Erisvalts is a truffle sniffing pig, as the Erisvalts were responsible for maintaining the pigs that make this barony famous. Talek is a young ruler of a small but very nationalistic barony. He is a hero of the constant skirmishes with humanoids and monsters from the Dim Forest. He is also on good terms with the Knights of Dispatch who offered him a position in their order, which he declined, instead dedicating his time to the interests of his barony and of Bissel. The baronial estate in Woods' Edge has been renamed Walgar's Watch in honor of the brave former margrave and baron.

Swordfields

Proper Name: Barony of Swordfields

Ruler: Lord Steich Valiserat, The Baron of Swordfields [currently missing] (LN male human (OS) Ftr7/Weapon Master3)

Capital Valiserat Keep

Resources: Game Animals, Knowledge, Mercenaries

Population: 2385 - Human 93% (BOS), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG, LN*, N, NG

Religions: Heironeous, Fharlanghn, Zilchus, Rao, Geshtai, Istus, Mayaheine, Kelanen, Daern

Reactions to Outsiders: Half-orcs are generally distrusted. All other standard PC races are treated normally.

General Description: This barony has been host to hundreds of battles. Its terrain is variable, with many hills, small waterways, woods, and plains that provide numerous opportunities for both offensive and defensive strategy. The name of the barony goes back many years to a comment made by a Gran March commander who passed through this region; he called it a "place of barren fields where nothing grows but swords, corpses, and resentment". Because this barony has repeatedly been the scene of battles, the population of the region is rather low. But those who do live here are usually veterans of war or adventuring. Swordfields is an excellent place for those seeking mercenaries or training in war and combat. The family in charge of this barony for over 50 years is the Valiserats. The current baron, Steich Valiserat, was the military advisor to the former Margrave, Walgar. He is a master at the longsword as well as a brilliant military tactician. During the war with Ket, Steich kept the Ketite forces bottled up in his barony for a number of years until he mysteriously disappeared one night. His subjects fear him kidnapped by the Ketites, and possibly dead, but no one has been able to locate him, even with divination magic. His son, Kaespar (LG male human (OS) Ftr5), is acting baron, and he is likely to be named baron soon if his father remains missing.

Thornward Province

Proper Name: Barony of Thornward Province

Ruler: Lord Norbert Kerenna, The Baron of Thornward Province, Knight of the Watch (LN male human (OS) Ftr5/KotW4)

Capital Shakara

Resources: Grains & Breads, Livestock, Trade Nexus

Population: 5360 - Human 93% (BOs), Other 7%

Languages: Common, Baklunish dialects

Alignment: LG, LN, N*, NG

Religions: Istus, Rao, Zilchus, Fharlanghn, Geshtai, Heironeous

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Thornward Province was the first barony to fall after Ket took the city of Thornward (although other baronies, now part of Ket, fell before the city). The then ruler of the barony, Lord Fawzun Tamadhur, was slain during the taking of the baronial capital along with all of his family and heirs. Many citizens of the barony made deals with the Ketites during the invasion to save their own lives, and many citizens of Bissel have not forgiven the citizens of this barony for their actions during the war. Fearing further disloyalty from the citizens of Thornward Province, the Margrave appointed a member of the Knights of the Watch to the baronial seat, someone who was not even a resident of the barony. Norbert is a stiff disciplinarian, and he runs the barony like a military operation. His first official act was to dispatch troops to tighten control of trade in and out of Thornward and along the Fals River. His second act was to increase the tariff on Ketite goods passing through his barony. This caused an uproar so the Margrave modified the tariff to apply to all trade goods, but he then sent an extra company of

the Knights of the Watch to the barony to assist the new baron collect his tariffs. The citizens of Thornward Province dislike Norbert immensely, and they hope to someday see him replaced with a native of the region.

Wintrigvale

Proper Name: Barony of Wintrigvale

Ruler: Lord Vadir Wintrig, The Baron of Wintrigvale (LN male human (BS) Ari3/Ftr5)

Capital Vigilance Keep

Resources: Fish, Gems I to IV, Grains & Breads, Iron, Precious Metals, Timber

Population: 6960 - Human 77% (BoS), Dwarf 12% (mountain), Elf 5% (sylvan), Half-elf 2%, Other 4%

Languages: Common, Baklunish dialects, Dwarven, Elven

Alignment: LG, LN*, N, NG

Religions: Geshtai, Istus, Dumathoin, Clangeddin Silverbeard, Moradin, Solonor Thelondira, Ehlonna, Berronar Truesilver, Fharlanghn, Zilchus, Corellon Larethian, Daern

Reactions to Outsiders: Half-orcs are generally distrusted. All other standard PC races are treated normally.

General Description: Wintrigvale is an adventurer's paradise; it is under constant threat of invasion from the Barrier Peaks, the Dim Forest, and the Valley of the Mage, and adventure is to be had by the bushel. The borders of this barony are strongly fortified with keeps and towers, with more being built since the war with Ket ended. The Knights of the Watch and the Dispatch keep large contingents here, as do the Border Companies. The current baron is a brave and valiant warrior and one of the longest reigning barons in the history of Wintrigvale. Being the Baron of Wintrigvale has a well-earned reputation as a dangerous job; few barons survive in the post for more than 15 years. Vadir has been baron for over twenty-five years and fought bravely during the war with Ket. He was a good friend to Walgar, the former Margrave and Baron of Skogend, and he has maintained good relations with the current baron and the current margrave.

Other

Thornward

Proper Name: City of Thornward, Former Capital of the March of Bissel

Population: 6,000 (11,000 with foreign armies) - Human (BfOS) and various others

Languages: Common, Baklunish dialects

Alignment: LE, LG, LN*, N, NG

Religions: Heironeous (former high temple), Zilchus (former high temple), Fharlanghn, Geshtai, Rao, Istus, Mouqol, and various others

Reactions to Outsiders: All standard PC races are treated normally.

General Description: Thornward is a sprawling, heavily fortified city with a population of about six thousand, surrounded by numerous army camps (limited in size by treaty). The caravan and river traffic through Thornward is staggering in size; items are often available here that are

usually only to be found in significantly larger cities. The atmosphere of the city is tense and political intrigue is thick, but mercantile activity is nonstop; the city is brightly lit all hours of the night to keep trade moving. Thornward fell to the Ketite forces in 584 CY, but was freed from full Ketite control in 589 CY. Three years of negotiations resulted in the controversial Thornward Division, by which the city was lost as Bissel's capital and made a neutral city held and governed in common by Ket, Veluna, Gran March, and Bissel. The eventual recovery of Thornward is a core goal of the current Bissel government.

Barrier Peaks

General Description: A range of mountains roaming from the southern Banner Hills of Ket to the Crystalmist. The Valley of the Mage is hidden in these peaks, and the range is infamous for its strange inhabitants. Some clans of mountain dwarves populate the eastern most edge of the mountains, claimed by Bissel as its western border. Problems with evil humanoids still abound in this region, although it has been relatively quiet of late along the border with Bissel.

Dim Forest

General Description: The huge, old trees of this forest are so broad and leafy as to make the ground underneath dim under even the most intense sunlit days, thus the forest's name. The northernmost edge of the Dim Forest is claimed by Bissel as its southern border and is sparsely populated by sylvan elves. Otherwise, the Dim is a dangerous place, filled with evil humanoids, tenebrous worms, slow shadows, giant insects, and far worse creatures.

Fals River

General Description: A tributary of the Velverdyva, it begins in Ket and flows along Bissel's current northern border and into Veluna. The Fals carries considerable river traffic to and from Thornward in small crafts, primarily barges able to negotiate in both directions.

The Lorridges

General Description: A collection of sharp ridges and hills terminating the northern end of the Lortmil Mountains. The portion of the Lorridges claimed by Bissel as its eastern border is well populated by gnomes, halflings, and hill dwarves. The evil humanoid populations that once threatened this area have been virtually extinguished.

The Realstream

General Description: A tributary of the Javan, it begins in the Barrier Peaks and runs southward into the Dim Forest, joining the Javan just below Hochoch. The Realstream is notorious for flash floods in the Spring.

Adventuring Companies

Adventuring Companies in Bissel are groups of like-minded PCs who have decided to band together for the benefit of the group. These companies are generally formed around some idea of commonality, such as religion, social or moral similarities, or just basic profit and opportunity. Adventuring companies must provide the following information as well as meet the guidelines listed below.

Information Needed:

- Company Name
- Company Leaders (Characters and their associated player's name)
- Company Size and number of members
- A full roster and real life Point of Contact (POC)
- Criteria or trial necessary to join the company
- Company's Patron (Important, see list below of available Patrons)

Optional Information:

- Races (allowed or present)
- Company Symbols and/or Heraldry
- Company Motto
- Company's preferred Deity

Background (All this is optional, but will help to flesh out and breathe life into the company)

- Base of Operations
- General Alignment
- Chain of Command
- Company features, dress, markings, etc.
- Allies
- Rivals or Enemies of the Company
- General History and Founding Members
- Mission History
- Company Laws, Traditions, Rules, and Code of Honor
- Special Events
- Company's Dues, Tithing, and/or requirements

Why be a part of an adventuring company?

Adventuring companies allow a group of regular players to play their PCs together and receive an in-game benefit for doing so. A table with 4 or more characters of the same adventuring company qualifies that table as an adventuring company table. You will gain any benefits that your patron provides while at that table. Several patrons and their associated benefits are listed below. PCs are encouraged to develop other patrons in cooperation with the triad. Please note that joining an adventuring company obligates you to provide assistance to the patron of your company upon request.

Available Patrons for Adventuring Companies

- **Church of Heironeous** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Heironeous and all members must be LG, LN, or NG.
- **Church of Zilchus** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Zilchus and all members must be LG, LN, or N.
- **Church of Istus** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Istus and all members must be LN, N, CN, or NG.
- **Church of Geshtai** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Geshtai and all members must be LN, N, CN, or NG.
- **Church of Fharlanghn** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Fharlanghn and all members must be LN, N, CN, or NG.
- **Church of Rao** – NPCs of this church charge 20% less for spells cast for company members, and all members count as Group II for these purposes.
Requirements: Founding member must worship Rao and all members must be LG, LN, or NG.
- **Shala River Trading Company** – Adventurers' Standard Upkeep costs 20% less while in Bissel.
Requirements: None (open to all).
- **Local Barons** – When in the sponsoring barony, receive free Adventurers' Standard Upkeep. Receive a 25% discount on lifestyle costs in bordering baronies.
Requirements: Company leader must be from the respective barony.
- **Guild of the Arcane Path** – NPCs of this organization charge 20% less for spells cast for company members.
Requirements: Founding member must be a member of the guild.

So what do I need to do to form one?

Adventuring companies must have a minimum of 4 members and cannot be larger than 10 PCs, and each player can only have one PC in an adventuring company. Contact the Bissel triad for more details.

Known Adventuring Companies

- The Fists of Thornward sponsored by the Church of Heironeous
POC: Matt MacGregor, mmacgregor@statestreet.com

Meta-Organizations

To have your PC join a meta-organization in Bissel you must meet one of the following conditions:

- You live in New England (CT MA ME NH RI VT) and your PC's home region is Bissel.
- You recently moved to New England (CT MA ME NH RI VT) and you changed your PC's home region to Bissel for this reason.
- You live outside of New England (CT MA ME NH RI VT), but your PC's home region is Bissel and has been for the last 52 TUs it has been in play.

Only paid members of the RPGA may join a meta-organization.

How to join:

1. Contact the meta-organization POC to get approval for joining the meta-organization. Once the approval is granted, the POC will inform the meta-orgs coordinator (Kevin Hogan) and you will receive a temporary certificate or e-mail confirmation.
2. Make an entry on your next adventure certificate in the Notes field to denote joining the meta-organization and pay whatever costs necessary with joining that group.
3. You will receive a permanent certificate that indicates your membership in the meta-organization.

Note: Although the triad coordinates meta-organizations, several have player POCs. It is ultimately the responsibility of the POC to determine eligibility of a PC for the meta-org membership. In most cases membership is not difficult to attain if the requirements are met, but some orgs have a deeper role-playing foundation and will be more "exclusive." Every effort will be made to include a PC who wishes to join an organization, but some PCs will not be suited to the premises of an organization even if it seems that PC meets the requirements. If you feel that your PC has been unjustly rejected from a meta-organization, notify the triad and the POC for the org and we will try to work out why that PC does not fit or why he/she should be allowed to join.

Reaction Checks:

Many groups give the PC a reaction modifier with certain NPCs. This bonus (or penalty) applies to the following skills at the judge's discretion: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Perform (Cha).

Certificates:

Meta-organizations are certed organizations. To demonstrate membership in a meta-organization you must possess an adventure certificate showing you joined or renewed membership in a meta-organization for the current year (including paying the costs for that membership). In addition you must possess a certificate from the triad indicating that you have been enrolled in the meta-organization. To use your membership, you must bring a copy of all relevant pages of this Gazetteer, your adventure certificates, and your meta-organization certificate with you to the gaming table.

Guidebook Benefits:

Meta-organizations often provide benefits beyond those mentioned in their description including access to guidebook materials. See the Guidebook Materials Reference section for more details.

Bissel Meta-organizations

Baklunish Brotherhood

POC Dave Derocha
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The Baklunish Brotherhood exists as a fraternity between Baklunish characters in the oppressed nation of Bissel. The purpose is to establish solidarity in the Baklunish community and a voice in Bissel for the Baklunish population.

Requirements: PC must be of pure Baklunish descent, a citizen of Bissel, and must speak Ancient Baklunish. PC must be of at least 2nd level.

History: Ramius Ramirez founded the Baklunish Brotherhood in Ebbnant shortly after his Baklunish village in northern Bissel was destroyed by Knights of the Watch for suspicion of collaboration with the forces of Ket during the war. It was an unjust and bigoted act by the Suloise members of the KotW against lawful Baklunish citizens of Bissel. The taxes levied by the Margrave have shown again how slanted the powers in Bissel are towards the Suel and Oeridian citizenry and oppressive to the native Baklunish of the region.

Costs: Members of the Brotherhood must perform work in the Baklunish community in the amount of 4 TUs per calendar year. It is expected that members donate 5% of their income to Baklunish charities and organizations, but this is not required.

Benefits:

- +2 circumstance bonus to reactions checks with Baklunish citizens of Bissel
- Adventurers' Standard Upkeep costs 50% less in Baklunish baronies and townships (Bandalar, Dount, Ebbnant, the Horsehills, Jadarta, Parulla).
- Members receive a 50% discount to the purchase of forged documents while in Bissel (including military documents).

The Bardic Circle

POC Steven Conforti
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The Bardic Circle in Calpius' Craft has been established as a place for bards of the Sheldomar Valley to learn, teach, congregate and pass stories, lore and traditions in comfort. Membership in the

circle is considered an honor and most bards jump at a chance to join.

Requirements:

Must be a citizen of Bissel
Must have 2 different Knowledge skills and 6 ranks in Perform

History: The Bardic Circle was founded by the Besselar family as an alternative to the more urban and aristocratic bardic college in Thornward. Since the end of the war with Ket the Bardic Circle has grown into the largest bardic organization and college in all of Bissel.

Costs: PC must spend 4 TUs per year working for the Bardic Circle and a 50 gp per year membership fee.

Benefits:

- Free Adventurers' Standard Upkeep in the barony of Besselar.
- +2 circumstance bonus to Bardic Knowledge checks in Bissel.

The Church of Fharlanghn

The Church of Geshtai

The Church of Heironeous

The Church of Istus

The Church of Rao

The Church of Zilchus

POC Dana Schlosser
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For a description of each of the churches' structures, refer to the religion section of this document.

Requirements: PC must be worshipper of the deity and have at least one Influence Point with the church.

History: See religions of Bissel section of this document.

Costs: PC must spend one Influence Point with the church to join. PCs must spend 4 TUs each year performing church works. PC must tithe 5% of any wealth gained during an event to the church (judge must initial in the notes block that the tithe was paid following each event).

Benefits:

- PC counts as Group I for the purpose of NPC spellcasting for their respective church.

- +2 circumstance bonus to Knowledge (Religion) skill checks while on the grounds of the church.

Company of the Brightpath

POC Thomas Hogan
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The Company works with the town guard and Lord Mayor's office to protect the town of Dimhaven from threats without and within.

Requirements: PC must be a citizen of Bissel in good standing and cannot be a half-orc or convicted of a crime. PC must possess the Track feat and 5 ranks of Wilderness Lore.

History: Several years back, a sylvan elf named Sorvon Woodshadow realized that the town of Dimhaven was vulnerable to the creatures inhabiting the Dim Forest. Sorvon gathered a group of like-minded individuals and met with the Lord Mayor. The Lord Mayor agreed that the group was a good idea and helped establish their presence in the town. The Company's main priority is patrolling the Dim Forest for threats and lost travelers. As the Company's reputation grew, it has become more involved in town affairs. Because of its member's sterling reputation, the Company is now often used in sensitive investigations (investigations that may hurt the town or high ranking individual reputations).

Costs: Members of the Company are expected to perform patrols in the Dim Forest or in Dimhaven, which costs 4 TUs per calendar year.

Benefits:

- Free Adventurers' Standard Upkeep in Dimhaven.
- +2 circumstance bonus to Knowledge (Nature), Listen, and Wilderness Lore skill checks in the Dim Forest.

Defenders of the North

POC Mike Haley
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Requirements: PC must be a citizen of Bissel, must have a BAB of +2 or greater, must have 2 ranks in Gather Information and Wilderness Lore, must speak Ancient Baklunish, and must have played at least one scenario set in Ket. These are the minimum requirements to achieve the rank of Gatherer in the organization. The next rank is Seeker, members who have demonstrated their ability to travel within Ket and gather information. To attain Seeker status

requires an additional +1 advancement to the BAB while a Gatherer and five successful trips into Ket as demonstrated by surviving five rounds of scenarios set in Ket. Defender is the highest rank of membership reserved to those with exceptional abilities to travel and gather information within Ket. To become a Defender requires an additional +1 advancement to the BAB while a Seeker and five more successful trips into Ket as a Seeker, as demonstrated by surviving five rounds of scenarios set in Ket.

History: In the spring and summer of 584CY, many Bisselites worked along the Ket-Bissel border. They traveled into Ket during the course of their normal business. They were bargemen, merchants, craftsmen, farmers, and hunters. Tensions between the two countries were high but travel and trade was not restricted.

The concerned citizens started to see a build up of Ket forces in the Fals River region. They passed Ket military units moving into the area. They saw scout patrols at the river fords. They saw the huge stockpiles of supplies at temporary locations. The border climate was also quickly eroding. What had been a tolerant coexistence was now getting hostile. Bissel citizens in Ket were routinely harassed by citizens and the soldiers stood by and would not intercede.

All of these events were reported to the Commanders of the Border Watch Companies. Dispatches were sent to the Knights of the Watch. Unfortunately no significant defensive actions were taken and Bissel was totally unprepared for the late summer invasion by Ket.

The Bissel defenses had been well scouted. They were avoided or overpowered by the Ket invaders. Villages, farms and livestock were destroyed. Thousands of Bissel citizens were killed or sent fleeing for their lives. Leaving a deep scar on the souls of those who remained and survived the Ket invasion.

No longer willing to trust outsiders to defend their homeland, a small group of Fals River men and women set about to develop a network of information gathering. They would never be unable to defend themselves again. They train as a citizen's militia to defend their homeland. The boldest of these often travel into the heart of Ket, disguised as merchants, craftsmen, bards, hunters, and mapmakers they watch Ket for any signs that they are once again preparing to cross the Fals River and invade Bissel.

These men and women have become known in the region as "The Defenders of the North".

Costs: An initial training cost of 20 gp and 8 TUs. Each year after the PC must pay 100 gp and 4 TUs to retain membership.

Benefits:

- Free Adventurers' Standard Upkeep in the baronies and townships bordering Ket (Bandalar, Skaglea, Thornward, Thornward Province).
- +2 circumstance bonus to Gather Information, Knowledge (Ket), and Wilderness Lore skill checks in the baronies and townships bordering Ket (Bandalar, Skaglea, Thornward, Thornward Province). This bonus is +3 for Seekers and +4 for Defenders.

Role-playing Suggestions:

All Defenders of the North are expected to travel into Ket. It is recommended that you play at least one Ket scenario per year. Your character should develop a plausible reason for his/her travel into Ket. This should become a part of your character's persona. While playing in Ket, the goal of the DotN is to gather information, not to attempt to kill off Kettites one at a time. The use of Diplomacy and Bluff will be critical to your survival. Deception, forgery, disguises would all be valued skills. At all times remember that it will be very important not to call attention to your self. You should take no actions that will single you out. Should your PC be discovered to be a member of the Defenders of the North, an organization dedicated to the defense of Bissel against Ket invasion, you will very likely be arrested and imprisoned as a spy. If this happens during times of hostilities between Ket and Bissel your PC could be executed. These are risks you need to clearly understand and accept. Defense of one's homeland does not come without significant risks.

The Fraternity of Arms

POC Dana Schlosser
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The Fraternity of Arms is a loosely grouped association of warriors and sellswords based out of the barony of Swordfields. They commonly train together and hone their skills.

Requirements: PC must be a citizen of Bissel, have at least a +3 BAB, and at least one Martial Weapon Proficiency.

History: After the Ket retreat, a number of Bisselites who had served in the militia felt that they were ill prepared for another invasion. To that end, they

formed the Fraternity of Arms in order to train together and learn skill in arms.

Costs: PCs must pay 4 TUs per year in training and 50 gp per year in membership fees.

Benefits:

- Free Adventurers' Standard Upkeep in the barony of Swordfields.
- +2 circumstance bonus to reaction checks with mercenaries and soldiers in Bissel.

Guild of the Arcane Path

POC Steven Conforti
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The Guild is an association of arcane spellcasters who meet to share research and ideas in the arts of magic and to train the next generation of spellcasters. Sareden is home to the Guild of the Arcane Path.

Requirements:

PC must be a citizen of Bissel, have the ability to cast 2nd level arcane spells, and be sponsored by an existing member.

History: The township of Sareden was originally established as a sanctuary for arcane magic wielders, a place where they could practice and learn their craft in peace. The Guild of the Arcane Path, a wizards and sorcerers' guild/school, quickly attracted students from all over Bissel. The Guild was founded on principles of equality, openness, tolerance, and scholarship, and the town has also come to personify those principles. The guild accepts members who demonstrate the requisite ability and have a sponsor who can vouch for the character of the individual.

Costs: Membership costs 4 TUs and 100 gp per year minimally. Some benefits of the guild may cost additional amounts of TUs or gold.

Benefits:

- +2 Circumstance Bonus to Knowledge (Arcana), Spellcraft, and Alchemy when at the guildhall in Sareden due to their extensive facilities.
- The spell library at the guildhall contains copies of every arcane spell in the PH of 6th level and less. Wizards may use this library as a source for learning new arcane spells as per the Character Creation rules as long as this is done after a regional scenario, mini-module, or interactive set in Bissel.

Investigators of Bissel

POC Doug Smith

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The two factions of the Investigators were members of a group of special infiltrators that existed during the war with Ket. Their job was to go into enemy territory and determine their strengths and weaknesses, especially in the arcane arts. The Explorers faction is now focused on investigating and exploring other cultures while the Mage Robbers faction is now little more than a thieves' guild dedicated to stealing from wizards.

Requirements: PC must be a citizen of Bissel, must have at least one level of Rogue, and at least 5 ranks in Decipher Script. For the Explorers faction, the PC must have at least 3 ranks of Wilderness Lore and at least 5 ranks of Diplomacy. For the Mage Robbers faction, the PC must have at least 3 ranks of Knowledge (Arcana) and at least 5 ranks of Use Magic Device.

History: Advisors to the Margrave recommended formation of the Investigators at the beginning of the war with Ket when they saw how beset with enemies and questionable allies Bissel was. The Mist Chameleons, Bissel's spy organization, was unable to keep up with the Margrave's demands for information. Convicted thieves and rogues were offered enlistment in the Investigators as an alternative to imprisonment or enforced servitude. Their successful missions during the war were closely matched by their losses. When peace came, some Investigators stayed on as spies, joining the Mist Chameleons. Some reverted back to their thieving ways. The rest formed two factions that no longer work directly for the Margrave or the Bissel Ruling Council (although they are often hired for jobs by the government of Bissel). The more legitimate members became a group known as the Explorers. Those who were greedier, or perhaps more wily have taken to robbing wizards and calling themselves the Mage Robbers. The two factions get along in a neutral to friendly manner at present, but the effort required to keep this up is growing. Eventually the government may try to reign in the Mage Robbers.

Costs: Members of either faction are required to spend 4 TUs a year working for their faction. Additionally, the Mage Robbers require their members to give the organization a 5% cut of any robbery, while members of the Explorers are required to spend another 4 TUs a year outside of Bissel, learning about neighboring lands (this cost can be

met by adventuring in 4 TUs of scenarios outside of Bissel).

Benefits:

Explorers faction:

- +2 circumstance bonus to Decipher Script and Diplomacy skill checks when dealing with individuals or languages of foreign cultures while in Bissel.

Mage Robbers faction:

- +2 circumstance bonus to Use Magic Device, Spellcraft, or Knowledge (Arcana) skill checks when dealing with items of foreign cultures while in Bissel.

The Mist Chameleons

POC Steven Conforti

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An organization of spies based out of the barony of Misty Hills who work for the Margrave and the Bissel Ruling Council on a regular basis.

Requirements: PC must be LG, LN, N, or NG. PC must be a citizen of Bissel and have 6 ranks of Bluff, 6 ranks of Disguise, 4 ranks of Escape Artist, 4 ranks of Forgery and 6 ranks of Gather Information.

History: The Mist Chameleons' origins are not publicly known. It is rumored that they were given official permission to exist when a group of entrepreneurs from the barony of Misty Hills provided the Margrave with information that enabled him to save the life of a high ranking visiting dignitary. They have been instrumental in keeping the March secure by gathering intelligence on neighboring nations. However, they suffered two consecutive failures in recent years – failing to notify the Margrave in time to prevent significant losses during the necromancer insurrection or during the years leading to the most recent invasion by Ket.

Costs: PCs must pay 6 TUs per year; these are spent on missions for the Mist Chameleons.

Benefits:

- PC counts as Group I for the purpose of NPC spellcasting for the Church of Johydee.
- Free Adventurers' Standard Upkeep in the barony of Misty Hills.
- +2 circumstance bonus on Bluff, Disguise, Forgery, and Gather Information checks in Bissel.

The Nightwatch

POC Doug Smith
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The Nightwatch arose out of the ravages of Evard and his ilk. Mages and clerics of a more good and lawful outlook sought to prevent such depredations from happening again. In addition to helping enforce the laws against necromancy, they actively follow up on rumors of the doings of such black magics. The group's purpose is to prevent any future necromantic uprisings. They are based out of the barony of Nightwatch.

Requirements: PC must be a citizen of Bissel, must be able to cast 2nd level arcane or divine spells, and may not be a necromancer.

History: Founded after the uprising led by Evard. These magic wielders, horrified by the actions of a group of necromancers, vowed to pool the talents of the other schools of magic to help fight any future troubles. Distracted by the war with Ket, they have recently begun to focus their group. To that end they are roaming the cities and graveyards of Bissel seeking word or clue of any dark doings.

Costs: Members are required to perform graveyard patrols and investigative work consuming 4 TUs per year.

Benefits:

- +2 circumstance bonus on Knowledge (Undead) skill checks in Bissel.
- +2 circumstance bonus to reaction checks with citizens of the barony of Nightwatch.
- Free Adventurers' Standard Upkeep in the barony of Nightwatch.

Order of the Path of Honor

POC Kevin Hogan
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There is one monastic group in Bissel dedicated to Heironeous. The Path of Honor monks welcome any who want to follow the true of path of Heironeous. However, few individuals have the patience, strength, and will to study at the monastery long enough to become monks.

Requirements: PC must be a worshipper of Heironeous, have the feat Improved Unarmed Strike, and 3 ranks in Knowledge (Religion).

History: The monastery is located on the lands of the Barony of Menawyk within the hills of the Lorridges.

These monks believe in honorable combat and can be counted on to loyally defend innocent citizens of Bissel from both internal and external attacks. The monastery was decimated during the Ket invasion, but their numbers are slowly returning as Bissel rebuilds.

Costs: PCs must pay 4 TUs per year in training. PCs must tith 5% of any wealth gained during an event to the upkeep of the monastery (judge must initial in the notes block that the tithe was paid following each event).

Benefits:

- PC counts as Group I for the purpose of NPC spellcasting for the Church of Heironeous.

The Order of The Silver Scythe

POC Dirk Chin Leung
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Requirements: PC must have at least three levels of monk. PC must own either a masterwork scythe or a masterwork kama ('baby scythe'). PC must have at least 5 ranks of Hide and Move Silently. A monk when joining the order must forsake all other allegiances to any other country. Explicit fealty to Bissel is mandatory and perfunctory. The order is difficult to join. A monk must be known to the Silver Scythe before he can join. A monk can only speak to a monk about the order if he is chosen by the Order as being worthy. However the Silver Scythe's network is large and notice of a monk's prowess and loyalty is easily found.

History: Following the initial invasion of Bissel by Ket in 499 CY, many monks and their orders tried to preserve those who had no recourse of their own. The Ketite leadership saw these monks as rebels and ordered their deaths regardless of order, race or origin. Monk orders were decimated yet they somehow remained strong. However this did not last. In 584 CY, Ket overran the March as many of Bissel's own went to fight against the threat of the Old One. Ketites, not one to forget the transgressions of the past again, besieged the monk orders. In Patchwall of 584, the leaders of many of the remaining factions of monastic orders still in existence decided that that they would do best to cooperate and band together. They decided that the Ketites must be purged of their homeland. These orders forgot their old identities and prejudices and made a pact to free Bissel of all shackles. Each order selected their greatest teachers and retreated to the highlands of the Lorridges. There the best of each

order would become the best monks possible. Thus the Order of the Silver Scythe was born on a cold Freeday in autumn.

Thus this order has had a hand in helping shape the fate of Bissel. When the Highfolk gnomes attacked Ketite forces defeating them in the Northern Lorridges, the monks were there. Not even the gnomes knew who their allies were. Some gnomish warriors reported seeing dark shadows move at the edges of their vision as Ketite companies fell without a gnomish presence anywhere near. Dead bodies were found in dark alleys, bodies broken, later to be discovered as Ketite spies. Who knows how they came to be there?

Since the withdrawal of Ket from Bissel with the Thornward Division in 589 CY, mysterious forms have appeared in Bissel towns. Men and women wearing gray cowed robes walking amongst the populace. The only distinction between them and priest of Nerull is the color of their robes and the care they take on the scythe blades. They each carry with them a scythe. Their appearance harks to legends of the spirit of Death itself come for the dying. What do they want?

The Order has recently presented itself in clandestine meetings with the Margrave. He still does not understand their function and their plans. They did inform him that they would be there when Bissel needs them. The Margrave has debated whether to announce them to the Knights of the Watch. The monks did not care for the Knights. They then took their leave before the Margrave could ask any more questions. On searching the grounds he discovered they had disappeared like smoke or fog.

The Precepts of the Order of The Silver Scythe

The order has very few precepts but they are quite clear. There is no knowing what the punishment is for those that disobey. The main precepts are as follows:

- To the end of making the March of Bissel a free and independent state, we the Order of The Silver Scythe hereby make these our binding oaths.
- My scythe is the ARM of Bissel. It must be used for its freedom and its prosperity.
- To remove any threat to Bissel's sovereignty.
- To overcome any perceived threats to Bissel's sovereignty.
- Maintain discretion in ALL activities abroad.
- Regardless of origin, creed or race: we will respect all patriots and citizens of the March of Bissel.

Costs: PCs must spend 4 TUs each year in training and meditation.

Benefits:

- +2 circumstance bonus to Intimidate checks while in Bissel.

Order of the Serene Thought

POC Kevin Hogan
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There is one monastic group dedicated to the worship of Rao in Bissel. The brothers and sisters of the Serene Thought monastery welcome any who want to study the arts of Peace and Reason in worship of Rao. However, very few students have the mental capacity and emotional control to study at the monastery long enough to become monks.

Requirements: PC must be a worshipper of Rao, have the feat Improved Unarmed Strike, and 5 ranks in Diplomacy.

History: The monastery is located in the Barony of Helbek within the hills of the Lorridges. The monks of Rao believe in diplomacy before combat, but they can be counted on to loyally defend the innocent citizens of Bissel from attacks both internal and external. The monks of Rao were demoralized by the Ketite invasion of Bissel that they tried in vain to prevent. Many monks of Rao departed the monastery during the war to help the citizens of Bissel they though they had failed, but most have returned to the monastery since the end of the war. The monks of Rao are dedicated to preventing Bissel from being invaded ever again.

Costs: PCs must pay 4 TUs per year in training. PCs must tithe 5% of any wealth gained during an event to the upkeep of the monastery (judge must initial in the notes block that the tithe was paid following each event).

Benefits:

- PC counts as Group I for the purpose of NPC spellcasting for the Church of Rao.
- +2 circumstance bonus on Diplomacy skill checks in Bissel when negotiating disputes between parties.

Seekers of the Twilight Path

POC Chris Ravlin
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The Seekers are an organization of worshippers of the Baklunish Goddess Xan Yae. Xan Yae is the goddess of twilight, shadows, stealth and mental discipline. The organization is lead by Gomez Auruleus Ramirez, High Priest of Xan Yae in Bissel, Wielder of the Twilight Sword.

Requirements: PC must be a worshipper of Xan Yae. To join, the PC must be of Baklunish or mixed-Baklunish or non-human descent, or they must pay a one-time initiation fee of 20 gp to help in the construction and maintenance of the temple.

History: Gomez Auruleus Ramirez is founding an organization devoted to Xan Yae in order to promote worship of the Twilight Goddess in Bissel and in particular among the Baklunish population. The organization is currently a loose association of believers, but plans are being developed for a permanent place of worship in Bissel.

Goals:

1. **Construction of a temple**

This goal will be a long-term effort that will first require the construction of a shrine. Land has been offered to us by the elven archer Luvimo and we are petitioning Lord Zafar Rashedra, The Baron of Parulla. The Baron is of a similar philosophical bent as Gomez (both being LN), is Baklunish and wields significant political power outside his own barony.

2. **Promote the well being of the Baklunish people of Bissel.**

The creation of the new standing army of Bissel is seen as an opportunity of spreading the word of Xan Yae as well as helping secure the safety of Baklunish citizens. The plan is for members of the SoTP to be assigned (choose) primarily Baklunish baronies for army service. Once there, they will develop ties to the community as well as the nobility found there. Through social and military advancement, members of the SoTP may put themselves in position to prevent further subjection of the Baklunish people. They will also be in a useful position if a “more extreme action” must be taken by the Baklunish people to secure their survival.

3. **Promote a peaceful existence for all people.**

The SoTP is not a military organization. Ultimately the goal is to promote an ordered, peaceful life for ALL people so that each individual may live, as they like under the laws chosen by the people.

4. **Educate the public to the danger of worshipping Pholtus and Pyremius**

Pholtus and Pyremius are the enemy of Xan Yae because their light destroys the blessed shadows. The extreme nature of Pholtian dogma prevents true harmony and undermines the Universal Mind.

Costs: PCs must spend 4 TUs per year on temple business and 10 gp per year to maintain the temple.

Benefits:

- +2 circumstance bonus to Knowledge (Baklunish) in Bissel.
- PC counts as Group I for the purpose of NPC spellcasting for the Church of Xan Yae and Group II for the purpose of NPC spellcasting for any other Church of a Baklunish deity.
- Free Adventurers’ Standard Upkeep in the barony where the church is located (this benefit will be in effect at a future date TBD).

Way of the Root

POC Michael Johnson
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The Way of the Root is an organization of individuals seeking to preserve the natural resources of Bissel. They see too much development and encroachment on the wild areas of Bissel. They seek to protect Nature and Bisselites from one another.

Requirements: PC must be a worshipper of nature or a nature deity, have at least 2 ranks of Knowledge (Nature) and 5 ranks of Wilderness Lore, and be of a non-lawful alignment. PCs may not carry more than 250 gp in coins at any time.

History: Following the great man-made conflicts of recent years and the increasing encroachment of humans on the great wildernesses of Bissel, a number of individuals set out to find a way to preserve the wild places of Bissel. They seek to find a balance between civilization’s wants and nature’s needs.

Costs: PCs must pay 4 TUs per year protecting nature.

Benefits:

- +2 circumstance bonus to Knowledge (Nature) and Wilderness Lore skill checks in the wilds of Bissel.

Multi-regional Meta-Organizations

Silent Ones

Knight of the Watch/Dispatch

POC Steven Conforti
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These multi-regional meta-organizations are detailed elsewhere. Contact the POC for details.

Guidebook Materials Reference

In conjunction with the release of RUP-1, the rules update addressing the optional guidebook materials, the following is a quick reference to the use of those materials in Bissel. As future guidebooks are released an addendum to this Gazetteer will be issued addressing those materials. All PC's must adhere to the most current version of this including any addendums and RUP's issued from the LG Staff.

Note: If your PC utilizes any materials from the guidebooks, it is YOUR responsibility to have a copy of the material and this document that declares your eligibility to use the optional material. Failure to possess one or both may result in a DM disallowing the optional materials for that event. Furthermore, meta-organizations will provide certs that authenticate the PC's membership and eligibility for benefits.

The following abbreviations will be used throughout this section.

Baklunish Brotherhood	BB
The Bardic Circle	BC
Church of Fharlanghn	CoF
Church of Geshtai	CoG
Church of Heironeous	CoH
Church of Istus	CoI
Church of Rao	CoR
Church of Zilchus	CoZ
Any of the Church meta-orgs	6C
Company of the Brightpath	CotB
Defenders of the North	DotN
Fraternity of Arms	FoA
Guild of the Arcane Path	GAP
Invest. of Bissel-Explorers	IBE
Invest. of Bissel-Mage Robbers	IBMR
The Mist Chameleons	MC
The Nightwatch	NW
Order of the Path of Honor	OPH
Order of the Silver Scythe	OSS
Order of the Serene Thought	OST
Any of the monastic Orders	3O
Seekers of the Twilight Path	SotTP
Way of the Root	WotR

Feats:

Any of the feats from the class books require campaign documentation to be used. This documentation does not give you the feat, but shows that you are eligible to take the feat when you can gain a feat and have the necessary prerequisites. Below is a list of feats by class book. Listed next to them is where you can look to find information on how to attain them if applicable.

Defenders of the Faith

Divine Cleansing	6C, NW, SotTP
Divine Might	6C, NW, SotTP
Divine Resistance	6C, NW, SotTP
Divine Shield	6C, NW, SotTP
Divine Vengeance	6C, NW, SotTP
Divine Vigor	6C, NW, SotTP
Empower Turning	6C, NW, SotTP
Extra Smiting	6C, NW
Heighten Turning	6C, NW, SotTP
Improved Shield Bash	CoH, FoA
Quicken Turning	6C, NW, SotTP
Reach Spell	6C, GAP, SotTP, WotR
Sacred Spell	6C, NW, SotTP, WotR
Shield Charge	CoH, FoA

Masters of the Wild

Animal Control	CotB, WotR
Animal Defiance	CotB, WotR
Blindsight	CotB, WotR
Brachiaton	CotB, WotR
Create Infusion	6C, CotB, SotTP, WotR
Clever Wrestling	FoA
Destructive Rage	CotB, FoA, WotR
Dragon's Toughness	Any meta-org
Dwarf's Toughness	Any meta-org
Extended Rage	CotB, FoA, WotR
Extra Favored Enemy	CotB, WotR
Extra Rage	CotB, FoA, WotR
Extra Wild Shape	CoG, CotB, WotR
Fast Wild Shape	CoG, CotB, WotR
Faster Healing	Any meta-org
Favored Critical	CotB, FoA, WotR
Flyby Attack	CotB, WotR
Giant's Toughness	Any meta-org
Greater Resiliency	Any meta-org
Greater Two-Weapon Fighting	CotB, FoA
Improved Flight	CotB, WotR
Improved Swimming	CoG, CotB, WotR
Instantaneous Rage	CotB, FoA, WotR
Intimidating Rage	CotB, FoA, WotR
Multiattack	CotB, FoA, WotR
Multidexterity	CotB, FoA, WotR
Natural Spell	CoG, CotB, WotR
Off-Hand Parry	FoA, CotB
Plant Control	CotB, WotR
Plant Defiance	CotB, WotR
Power Critical	FoA, OPH
Proportionate Wild Shape	CoG, CotB, WotR
Remain Conscious	CotB, FoA, OPH
Resist Disease	Any meta-org
Resist Poison	Any meta-org
Resistance to Energy	Any meta-org

Spells:

Any of the spells from the class books require campaign documentation to be used. This documentation does not give you the spell, but shows that you are eligible to take the spell when you reach the appropriate level. Below is a list of spells by class book. Listed next to them is where you can look to find information on how to attain them if applicable. You may not trade a spell from a class book to another player unless that player has documentation allowing them to have that spell.

Notes:

Dom: This spell may be taken if you qualify for the domain or prestige domain mentioned in the description of the spell.

Defenders of the Faith

Aspect of the Deity	Dom
Bear's Heart	Dom, 6C, SotTP, WotR
Beast Claws	6C, WotR, SotTP
Beastmask	Dom, WotR, CotB
Blessed Aim	6C, CotB, NW, SotTP
Blight	CotB
Bolt of Glory	Dom
Bolts of Bedevilment	Dom
Brain Spider	Dom, 6C, SotTP
Brambles	6C, WotR, SotTP
Briar Web	6C, WotR, CotB, SotTP
Burial Blessing	6C, NW, SotTP
Castigate	6C, SotTP
Chain of Chaos	None
Chain of Eyes	6C, WotR, CotB, SotTP
Crown of Glory	Dom
Curse of the Brute	6C, SotTP
Curse of Lycanthropy	Dom
Divine Agility	6C, SotTP
Divine Flame	6C, SotTP
Divine Sacrifice	6C, NW, SotTP
Divine Storm	6C, SotTP
Divine Zephyr	6C, SotTP
Flame of Faith	6C, SotTP
Genesis	Dom
Greater Aspect of the Deity	Dom
Harrier	6C, WotR, CotB, SotTP
Knife Spray	6C, SotTP
Lesser Aspect of the Deity	Dom, 6C, SotTP
Lesser Telepathic Bond	Dom, 6C, SotTP
Maddening Scream	Dom
Monstrous Thrall	Dom
Otyugh Swarm	Dom
Plague of Rats	Dom
Probe Thoughts	Dom, GAP
Rage	Dom
Recitation	6C, SotTP
Righteous Wrath of the Faithful	6C, SotTP

Scourge	Dom
Slime Wave	WotR
Spikes	6C, WotR, SotTP
Sweet Water	6C, WotR, CotB, SotTP
Sword Stream	6C, SotTP
Touch of Madness	Dom
True Creation	Dom
True Domination	Dom
Unbinding	Dom, GAP
Unfailing Endurance	6C, SotTP
Weapon of the Deity	Dom, 6C, NW, SotTP
Weather Eye	6C, WotR, CotB, SotTP
Zeal	6C, SotTP

Masters of the Wild

Adrenaline Surge	CotB, GAP, WotR
Animal Reduction	CotB, WotR
Animal Trick	CotB, WotR
Beget Bogun	CotB, WotR
Big Sky	CotB, WotR
Blight	CotB
Bloodhound	CotB, WotR
Body of the Sun	CotB, GAP, NW, WotR
Bottle of Smoke	CotB, WotR
Briar Web	CotB, WotR
Camouflage	CotB, WotR
Cloak of the Sea	CoG, CotB, GAP, WotR
Cloudwalkers	CotB, WotR
Contagious Touch	WotR
Countermoon	CotB, WotR
Creeping Cold	CotB, WotR
Darkseed	CotB
Dawn	CotB, WotR
Daze Animal	CotB, WotR
Decomposition	CotB, WotR
Detect Favored Enemy	CotB, WotR
Druid Grove	CotB, WotR
Embrace the Wild	CotB, WotR
Epidemic	WotR
False Bravado	CotB, WotR
Feathers	CotB, WotR
Fire Eyes	CotB, WotR
Forestfold	CotB, WotR
Greater Call Lightning	CotB, WotR
Greater Creeping Cold	CotB, WotR
Green Blockade	CotB, WotR
Hawkeye	CotB, WotR
Invulnerability to Elements	CoG, CotB, WotR
Kiss of Death	WotR
Langour	CotB, WotR
Last Breath	CoG, CotB, NW, WotR
Lookingglass	CotB, WotR
Mandragora	CotB, WotR
Mass Awaken	CotB, WotR
Mass Calm	CotB, WotR

Mass Trance	CotB, WotR
Miasma	CotB, WotR
Might of the Oak	CotB, WotR
Nature's Avatar	CotB, WotR
Nature's Favor	CotB, WotR
Persistence of the Waves	CoG, CotB, WotR
Power Sight	CotB, WotR
Protection from All Elements	CoG, CotB, WotR
Regenerate Circle	CoG, CotB, WotR
Regenerate Critical Wounds	6C, CotB, NW WotR, SotTP
Regenerate Light Wounds	6C, CotB, NW WotR, SotTP
Regenerate Moderate Wounds	6C, CotB, NW WotR, SotTP
Regenerate Ring	CoG, CotB, WotR
Regenerate Serious Wounds	6C, CotB, NW WotR, SotTP
Sandblast	CotB, WotR
Scarecrow	CotB, WotR
Slime Wave	WotR
Speak with Anything	CotB, WotR
Speed of the Wind	CotB, WotR
Standing Wave	CoG, CotB, WotR
Thunderswarm	CotB, WotR
True Reincarnate	CoG, CotB, WotR
Waterball	CoG, CotB, WotR
Wood Wose	CotB, WotR

Song & Silence

Absorb Weapon	None
Allegro	BC
Ambient Song	BC
Blunt Weapon	BC
Choir	BC
Crescendo	BC
Easy Math	BC
Fanfare	BC
Fine-Tuning	BC
Focusing Chant	BC
Follow the Leader	BC
Fortissimo	BC
Getaway	None
Harmonic Chorus	BC
Harmonize	BC
Healthful Slumber	BC
Hymn of Praise	BC
Improvisation	BC
Infernal Threnody	None
Insidious Rhythm	BC
Joyful Noise	BC
Listening Coin	BC
Lullaby	BC
Otto's Resistible Dance	BC
Percussion	BC

Protégé	BC
Sniper's Eye	None
Song of Discord	BC
Spectral Weapon	BC
Spring Sheath	None
Summon Instrument	BC
Sympathetic Vibration	BC
Wail of Doom	BC
Zone of Silence	BC

Tome & Blood

Absorption	GAP
Acid Orb	GAP
Arcane Sight	GAP, IBMR, MC
Chain Contingency	GAP
Choke	GAP
Cold Orb	GAP
Command Undead	GAP, NW
Corpse Candle	GAP, NW
Dimensional Lock	GAP, 6C, SotTP
Disguise Undead	GAP
Eagle's Splendor	GAP, 6C, BC, SotTP
Electric Orb	GAP
Energy Buffer	GAP
Energy Immunity	GAP
Enhance Familiar	GAP
Familiar Pocket	GAP
False Life	GAP
Feign Death	GAP
Filter	GAP, WotR, 6C, MC, SotTP
Fire Orb	GAP
Fortify Familiar	GAP
Fox's Cunning	GAP, 6C, BC, SotTP
Gaze Screen	GAP, 6C, WotR, SotTP
Ghostform	GAP, NW
Great Shout	GAP, BC
Hide Life	GAP
Ice Burst	GAP
Ice Knife	GAP
Imbue Familiar with Spell Ability	GAP
Indifference	GAP
Lesser Acid Orb	GAP
Lesser Cold Orb	GAP
Lesser Electric Orb	GAP
Lesser Fire Orb	GAP
Lesser Sonic Orb	GAP
Mass Darkvision	GAP
Mass Fly	GAP
Mass Resist Elements	GAP, 6C, WotR, SotTP
Mass Teleport	GAP
Mordenkainen's Private Sanctum	GAP, MC
Negative Energy Burst	GAP
Negative Energy Ray	GAP
Negative Energy Wave	GAP
Otiluke's Dispelling Screen	GAP

Otiluke's Gr. Dispelling Screen	GAP
Owl's Wisdom	GAP, 6C, BC, SotTP
Polymorph Other	None
Polymorph Self	None
Repair Critical Damage	GAP
Repair Light Damage	GAP
Repair Minor Damage	GAP
Repair Moderate Damage	GAP
Repair Serious Damage	GAP
Sonic Orb	GAP
Spiritwall	GAP
Undeath to Death	GAP, 6C, NW, SotTP

Prestige Classes:

Per RUP-1, all prestige classes fall into one of three categories.

Core: Any character in the Living Greyhawk campaign that meets the requirement of a core prestige class may take that prestige class.

Adaptable: These classes may or may not be available depending on your region. They may also have additional requirements to join added to them.

Special: PCs cannot take special prestige class unless a campaign certificate specifically grants the right to do so.

Bissel specific notes on each prestige class follow.

Defenders of the Faith

Church Inquisitor (Adaptable): Available only to members of the meta-organizations Church of Rao or Church of Heironeous. PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Consecrated Harrier (Core): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Contemplative (Core): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Divine Oracle (Core): No additional information.

Holy Liberator (Core): No additional information.

Hospitaller (Adaptable): Available to all PCs in Bissel.

Hunter of the Dead (Adaptable): Available only to members of the meta-organization the Nightwatch. PCs must meet the special requirement (scar of unlife) listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an

interactive and have it marked on their adventure certificate to qualify for this prestige class.

Knight of the Chalice (Adaptable): Available only to members of the meta-organizations Church of Rao or Church of Heironeous. PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Knight of the Middle Circle (Adaptable): Not available to any PCs in Bissel at this time.

Master of Shrouds (Special): Not available to any PCs in Bissel at this time.

Sacred Exorcist (Core): PCs may meet the special requirement listed in the description of the prestige class simply by being a worshipper of any deity with worshippers in Bissel (see religions section of this document for the list of the deities with worshippers in Bissel).

Sacred Fist (Core): PCs wishing to be Templars will require a temple site to defend. PCs should be worshippers of a deity with a temple in Bissel (see religions section of this document for the list of the deities with worshippers in Bissel). Contact the Bissel Triad for a specific temple you can be assigned to.

Warpriest (Core): No additional information.

Masters of the Wild

Animal Lord (Core): No additional information.

Bane of Infidels (Special): Not available to any PCs in Bissel at this time.

Blighter (Special): Not available to any PCs in Bissel at this time.

Bloodhound (Core): No additional information.

Deepwood Sniper (Core): No additional information.

Exotic Weapon Master (Core): No additional information.

Eye of Gruumsh (Special): Not available to any PCs in Bissel at this time.

Foe Hunter (Core): No additional information.

Forsaker (Core): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Frenzied Berserker (Core): No additional information.

Geomancer (Core): No additional information.

Hexer (Special): Not available to any PCs in Bissel at this time.

King/Queen of the Wild (Adaptable): Available to all PCs in Bissel. No additional information.

Oozemaster (Core): Oozemasters are considered extremely dangerous by the government of Bissel and will be under extreme scrutiny if noticed.

Shifter (Core): No additional information.

Tamer of Beasts (Core): No additional information.
Tempest (Core): No additional information.
Verdant Lord (Core): No additional information.
Watch Detective (Adaptable): Available to all PCs in Bissel. No additional information.
Windrider (Adaptable): Available to all PCs in Bissel. No additional information.

Song & Silence

Dread Pirate (Adaptable): Bissel is a land-locked nation with no ships worth 10,000 gp; this prestige class is unavailable to PCs in Bissel.

Dungeon Delver (Core): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class. Alternatively, PCs may simply spend 52 TUs at one time and have a judge note this on their adventure certificate to meet the requirement.

Fang of Lolth (Special): Not available to any PCs in Bissel at this time.

Outlaw of the Crimson Road (Adaptable): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class. Be forewarned; by meeting the special requirement, you are more than likely subjecting yourself to risk every time you play a Bissel scenario since you are a fugitive from the legal authorities of Bissel.

Royal Explorer (Adaptable): Available only to members of the Investigators of Bissel – Explorers faction. The special requirement for this prestige class is met simply by paying the costs for this meta-organization membership.

Spymaster (Adaptable): Available only to members of the Mist Chameleons.

Temple Raider of Olidammara (Core): PCs may only meet the special requirement listed in the description of the prestige class by joining the Investigators of Bissel – Mage Robbers faction.

Thief-Acrobat (Core): PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Vigilante (Core): No additional information.

Virtuoso (Core): No additional information.

Sword & Fist

Cavalier (Core): Most cavaliers in Bissel are knights of a particular baron. PCs should select a barony that they will serve when selecting this prestige class.

Devoted Defender (Core): No additional information.

Drunken Master (Adaptable): Available only via unique scenario since the PC must be chosen by an existing Drunken Master and survive a night of revelry (contact Kevin Hogan, Drunken Master of the Bissel Triad).

Duelist (Core): No additional information.

Fist of Hextor (Special): Not available to any PCs in Bissel at this time.

Ghostwalker (Core): No additional information.

Gladiator (Core): No form of gladiatorial games takes place in Bissel. All PCs wishing to take this prestige class should look outside of Bissel for a source of training. All decent citizens of Bissel will look at any gladiator residing in Bissel with disgust.

Halfling Outrider (Core): PCs taking this class are likely to be residents of eastern Bissel as most halfling communities in Bissel are in the area of the Lorridges.

Knight Protector of the Great Kingdom (Special): Not available to any PCs in Bissel at this time.

Lasher (Core): No additional information.

Master of Chains (Adaptable): Available to all PCs in Bissel. Ignore the third paragraph of flavor text in the description of the prestige class (does not apply to masters of chains in Bissel).

Master Samurai (Special): Not available to any PCs in Bissel at this time.

Ninja of the Crescent Moon (Special): Not available to any PCs in Bissel at this time.

Order of the Bow Initiate (Adaptable): Available to all PCs in Bissel. No additional information.

Ravager (Special): Not available to any PCs in Bissel at this time.

Red Avenger (Adaptable): Available to all PCs in Bissel.

Tribal Protector (Core): PCs must meet the alignment requirement listed in the description of the prestige class; they must be from a tribe where the majority of the members are of the PCs alignment. Currently, the Bissel Triad has not identified any humanoid settlements of non-evil alignment for a PC to protect. If you want to take this prestige class, you must contact the Bissel Triad to arrange a mutually acceptable tribe in Bissel for your PC to protect.

Warmaster (Adaptable): Not available to any PCs in Bissel at this time. Bissel is in the process of selecting a site to build a War College (probably in Swordfields). When the War College is completed, any PC of officer rank will be eligible to take the Warmaster prestige class assuming they meet the other eligibility requirements for the prestige class.

Weapon Master (Core): No additional information.

Tome & Blood

Acolyte of the Skin (Special): Not available to any PCs in Bissel at this time.

Alienist (Special): Available to all PCs in Bissel. PCs must meet the special requirement listed in the description

of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class. PCs are most likely to encounter pseudonatural creatures or alienists in the nearby Barrier Peaks. Alienists are considered extremely dangerous by the government of Bissel and will be under extreme scrutiny if noticed.

Arcane Trickster (Core): No additional information.

Bladesinger (Core): This class has been revised; the revision appears in the web enhancement for Tome & Blood. The LG campaign only uses the revision from this web enhancement.

Blood Magus (Special): Not available to any PCs in Bissel at this time.

Candle Caster (Core): No additional information.

Dragon Disciple (Adaptable): Available to all PCs in Bissel. PCs must meet the special requirement of choosing a dragon type listed in the description of the prestige class by contacting the Bissel Triad to arrange the selection of the dragon type. The Bissel Triad will either send the player a certificate showing the type of dragon the PC has for an ancestor or require the PC to perform a unique scenario to get this certificate.

Elemental Savant (Core): No additional information. PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

Fatespinner (Core): PCs are assumed to have met the special requirement listed in the description of the prestige class since heroes are constantly avoiding death via the machinations of fate.

Mage of the Arcane Order (Adaptable): Available only to members of the meta-organization Guild of the Arcane Path. PCs must pay the initiation fee when selecting this prestige class and the membership dues each month as per the description of the prestige class.

Mindbender (Adaptable): Available to all PCs in Bissel.

Pale Master (Special): Not available to any PCs in Bissel at this time.

Spellsword (Core): No additional information. PCs must meet the special requirement listed in the description of the prestige class via a core, regional, adaptable, meta-regional, or unique scenario or via an interactive and have it marked on their adventure certificate to qualify for this prestige class.

True Necromancer (Special): Not available to any PCs in Bissel at this time.

Wayfarer Guide (Adaptable): Not available to any PCs in Bissel at this time.

Other Sources

Arcane Archer (DMG, Core): Available to all PCs in Bissel.

Assassin (DMG, Special): Not available to any PCs in Bissel at this time.

Blackguard (DMG, Special): Not available to any PCs in Bissel at this time.

Darkhagard (LGJ#2, Adaptable): Not available to any PCs in Bissel at this time.

Dwarven Defender (DMG, Core): Available to all PCs in Bissel.

Glaive of Azharadian (LGJ#9, Special): Not available to any PCs in Bissel at this time.

Loremaster (DMG, Core): Available to all PCs in Bissel.

Shadowdancer (DMG, Core): Available to all PCs in Bissel.

Silent Ones (LGJ#4, Special): Available only to members of the meta-organization the Silent Ones.

Veth (LGJ#2, Adaptable): Not available to any PCs in Bissel at this time.

Items:

Items from the class books come in two categories. Some items are available for acquisition by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario. If you want your PC to buy an item in this category, simply note it on your adventure certificate and character sheet. You will need to keep a copy of this regional documentation with you so a judge can verify your right to purchase/own that item.

Other items (such as magic items) have more significant restrictions on their availability; PCs must demonstrate any required eligibility as listed below to acquire these items.

Defenders of the Faith

All of the items in Table 1-6: Sacred Gear are available for purchase by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario.

All of the items/item abilities in Table 1-7: Armor and Shield Special Abilities through Table 1-11: Wondrous Items are only available for purchase if permitted via additional campaign or regional documentation.

Masters of the Wild

All of the items in Table 3-1: New Exotic Weapons are available for purchase by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario.

All of the items/item abilities in Table 3-2: New Magic Items are only available for purchase if permitted via additional campaign or regional documentation.

Song & Silence

All of the items in Table 3-1: Weapons and Table 3-2: Thief Gear are available for purchase by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario.

All of the items/item abilities in the Magic Items section of the book are only available for purchase if permitted via additional campaign or regional documentation.

Sword & Fist

All of the items in Table 5-1: Exotic Weapons and Table 5-2: Weapon Equivalents are available for purchase by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario. (NOTE: Please ensure that you have the proper errata for this book as several of the weapons within have been modified.)

All of the items/item abilities in Table 5-3: Magic Items are only available for purchase if permitted via additional campaign or regional documentation.

Tome & Blood

All of the items in Table 4-1: Mundane Items and Table 4-2: Special Items available for purchase by PCs who belongs to a Bissel meta-organization as long as they are purchased immediately after completing a Bissel regional scenario.

All of the items/item abilities in Table 4-4: Magic Items and Table 4-5: Metamagic Feat Rods are only available for purchase if permitted via additional campaign or regional documentation.

Additional Materials from the Guidebooks

Variant Special Mounts & Dragon Mounts (DotF p 12-16)

Paladins seeking variant special mounts will need to accomplish a unique mission to find them as per the rules for unique scenarios. Please contact the Bissel triad for more information. Dragon mounts are not permitted at the current time.

Feats and Weaponlike Spells (T&B p 37-38)

The guidebooks introduce new uses for feats in the Player's Handbook and the guidebooks with respect to weaponlike spells. These new uses are approved for use in the LG campaign in Bissel.

New Skills and New Uses for Skills (DotF p 18, S&F p 10-11, T&B p 19-20)

The guidebooks introduce new uses for skills available in the Player's Handbook and the guidebooks. These new uses are approved for use in the LG campaign in Bissel.

The guidebooks introduce new fields of expertise for the Craft, Knowledge, and Profession skills. All of these fields are approved for use in the LG campaign in Bissel. The current list of approved fields is below (ones most likely to be of direct use in regional scenarios). However, players are welcome to create their own fields of expertise (within reason) for use in Bissel (as per the character creation guidelines). Please contact the Bissel triad if you are uncertain as to the appropriateness of your concept.

Craft:

- Armorsmithing
- Basketweaving
- Blacksmithing
- Bookbinding
- Bowmaking
- Calligraphy
- Carpentry
- Cobbling
- Gemcutting
- Leatherworking
- Locksmithing
- Painting
- Poisonmaking
- Pottery
- Sculpture
- Shipmaking
- Stonecarving
- Stonemasonry
- Trapmaking
- Weaponsmithing
- Weaving
- Woodcarving

Knowledge:

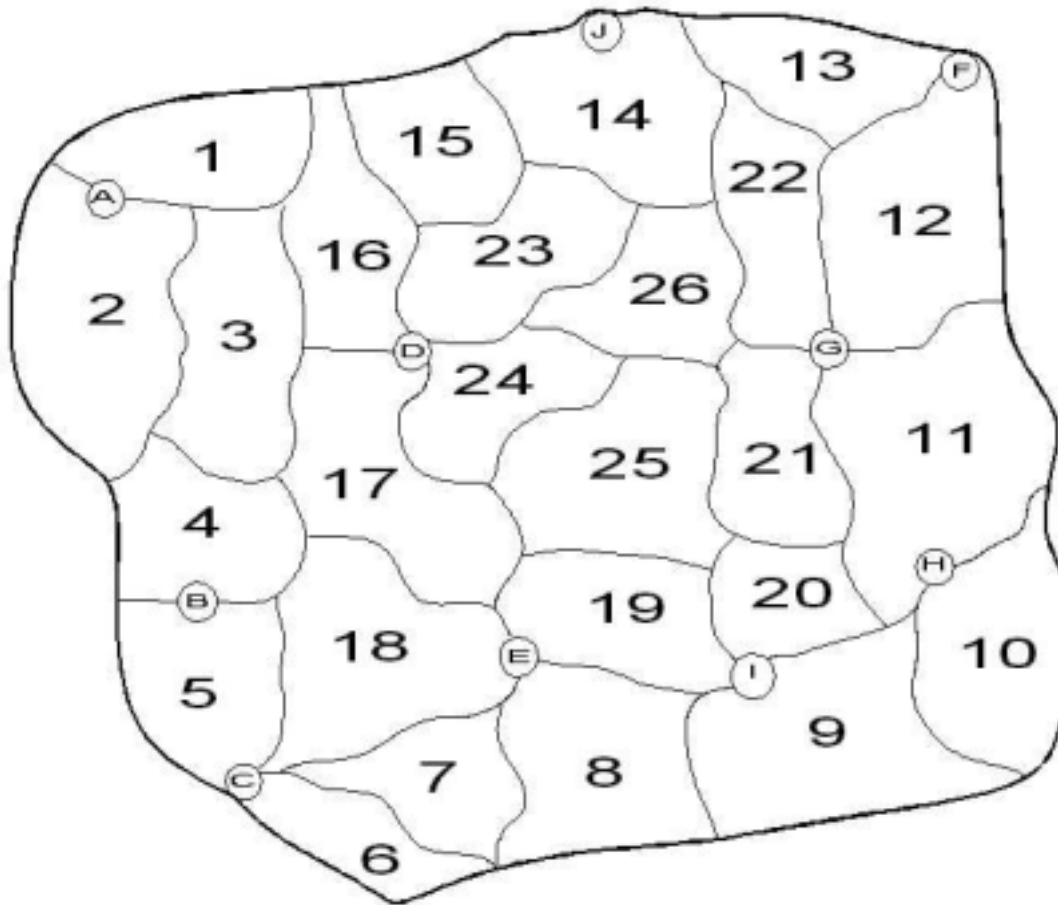
- Arcana
- Architecture & Engineering
- Geography
- Hearth Wisdom
- History
- Literature
- Local
- Mathematics
- Nature
- Nobility & Royalty
- Politics
- Religion
- Streetwise
- The Planes
- Undead
- War

Profession:

- Apothecary
- Astrologer
- Boater
- Bookkeeper
- Brewer
- Cook
- Driver
- Farmer
- Fisher
- Guide
- Herbalist
- Herdsmen
- Innkeeper
- Lumberjack
- Miller
- Miner
- Porter
- Rancher
- Sailor
- Scribe
- Siege Engineer
- Soldier
- Stablehand
- Tanner
- Teamster
- Woodcutter

Maps & Charts

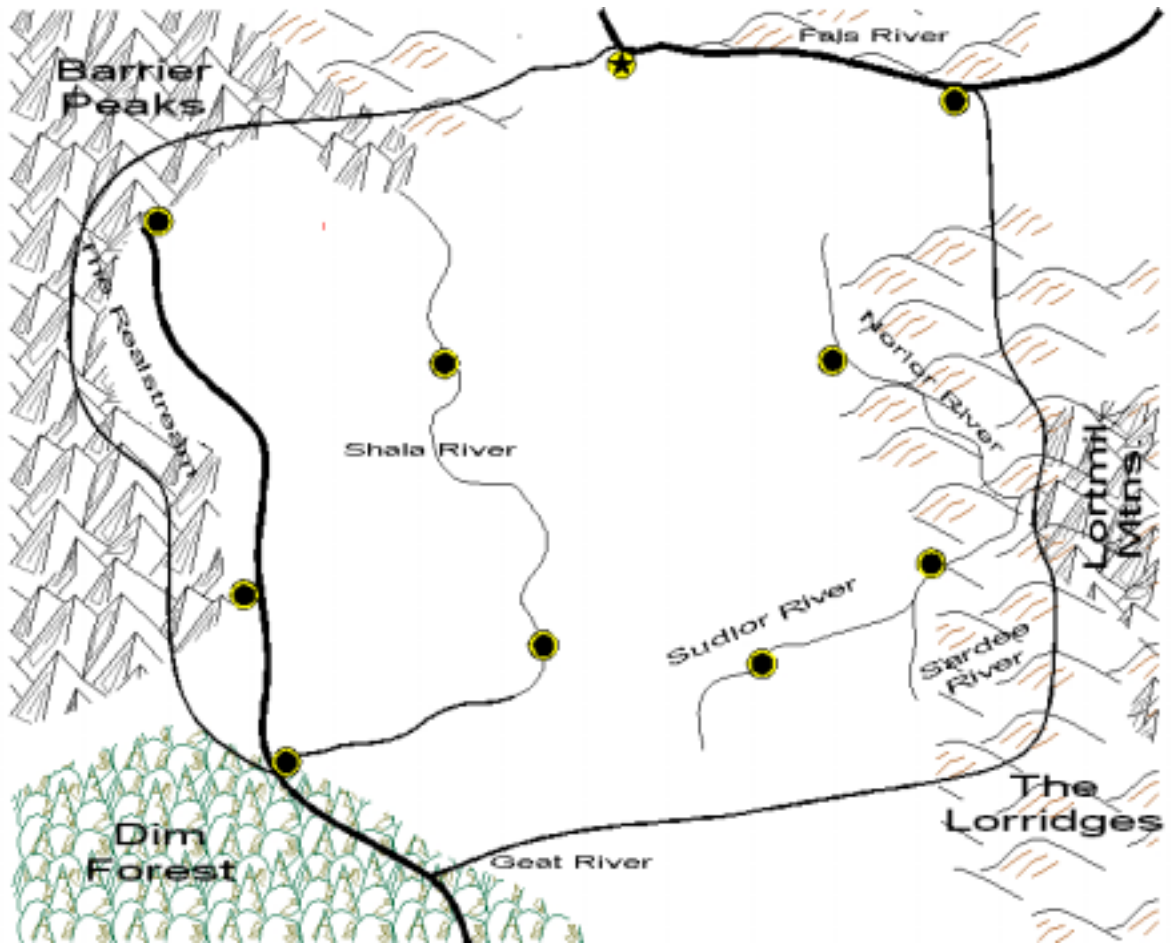


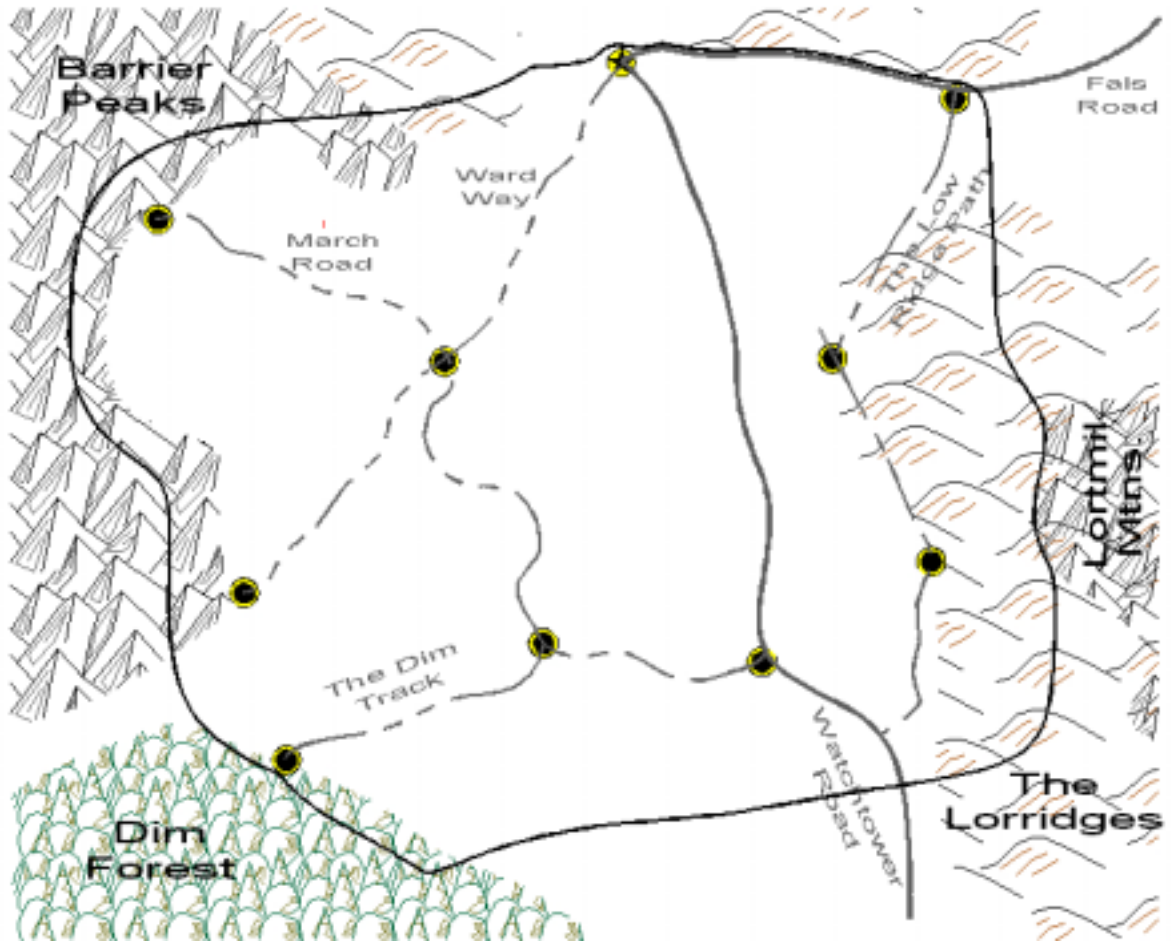


A	Ebbernant
B	Beruak
C	Dimhaven
D	Dountham
E	Clunther
F	Falsford
G	Wrekin
H	Sareden
I	Pellak
J	Thornward

1	Jadarta
2	Parulla
3	The Horsehills
4	Saltrenhill
5	Wintrigvale
6	Skogend
7	Cassiter
8	Burning Stalks
9	Davoniya
10	Menawyk
11	Gerorgos
12	Helbek
13	Skaglea

14	Thornward Province
15	Bandalar
16	Dount
17	Besselar
18	Khartizanum
19	Paercium
20	Kynneret
21	Misty Hills
22	Munderik
23	Nightwatch
24	Rhomstaff
25	Swordfields
26	Cullen Drae





Bissel Mileage Chart

	Beruak	Clunther	Dimhaven	Dountham	Ebbernant	Falsford	Falsridge (Vel.)	Hookhill (G.M.)	Pellak	Sareden	Thornward	Wrekin
Beruak		178	254	81	167	257	275	323	239	325	170	333
Clunther	178		76	97	183	273	291	145	61	147	186	205
Dimhaven	254	76		173	259	349	367	221	137	223	262	281
Dountham	81	97	173		86	176	194	242	158	244	89	252
Ebbernant	167	183	259	86		262	280	328	244	330	175	338
Falsford	257	273	349	176	262		18	232	220	134	87	76
Falsridge (Vel.)	275	291	367	194	280	18		250	238	152	105	94
Hookhill (G.M.)	323	145	221	242	328	232	250		84	98	245	156
Pellak	239	61	137	158	244	220	238	84		86	161	144
Sareden	325	147	223	244	330	134	152	98	86		221	58
Thornward	170	186	262	89	175	87	105	245	161	221		163
Wrekin	333	205	281	252	338	76	94	156	144	58	163	

Bissel's Official Policy on Lycanthropy

- Lycanthropy is defined as any disease that causes or allows changes into an animal or animal hybrid form.
- Lycanthropes represent a dire threat to the general health and welfare of the citizens of Bissel and disruption of the public peace and must therefore be controlled.
- Anyone suspecting themselves of being infected with lycanthropy and lacking the means for a cure should immediately report to the nearest magistrate. Magistrates will arrange for magical detection of lycanthropy (or simply lock the individual up on the night of the full moon and wait) and infected persons will be quarantined for a period of time and treated at the convenience of the clergy at no cost to the individuals.
- Individuals turning themselves in or achieving cures on their own shall suffer no further punishment for their previous lycanthropic infections under the laws of Bissel.
- Individuals who fail to report their lycanthropic state to a magistrate and are seen in lycanthropic form shall be charged with the crime of failure to have proper licenses and will be forcibly treated and sentenced accordingly. Those persons who are found guilty of committing another crime while in the lycanthropic state shall receive the maximum sentence and be forcibly cured.
- National security being an extreme concern, the Margrave (or his appointed representative) may, from time to time, grant allowances to those individuals who have control of their condition and can act for the good of the state while in the lycanthropic form. All such persons must present their registration documentation upon demand.

Game Notes:

1. When a character contracts lycanthropy from a lycanthrope's attack, they show no symptoms until the first night of the next full moon (Luna). At that point, they involuntarily assume their animal form and forget their own identity. They are angry beasts, assuming the appropriate alignment until dawn – at which point they awaken with no memory of the night's activities. Thereafter the character is subject to involuntary transformation under the full moon (at moonrise) and whenever suffering enough damage in combat to reduce their hit points by $\frac{1}{4}$ (and again each $\frac{1}{4}$ lost). The character feels an overwhelming rage building and must make a Control Shape (WIS) check to resist the change (DC 25 to resist an involuntary change). The character must make a check each time a triggering event occurs. An involuntary change to a new form that is larger than the character's natural form ruins armor and clothing. Characters can hastily remove clothing but not armor (magic armor survives the change on a successful Fortitude save at DC 15). When returning to normal form after an involuntary change, the character can attempt a Wisdom check at DC 15 to realize what has happened. If successful, the character is aware of their affliction. Any character that has contracted lycanthropy and is aware of their condition can learn Control Shape as a class skill, providing themselves with more control over transformations. They can then make voluntary attempts to change to or from animal form as a standard action (DC 25 to return to human form under a full moon, 20 under a non-full moon, DC 10 to voluntarily change to animal form under a full moon, 15 under a non-full moon). On a failed check to return to human form, a character must remain in animal/hybrid form until the next dawn. Any voluntary change to animal/hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope. Evil characters are not allowed in Living Greyhawk and become NPCs (they are no longer under the control of the player).
2. For game purposes the full moon (Luna) lasts 3 days of the month. If not specified in a scenario, roll 1d10. On a 1, the full moon is out. Roll a 1d3 to see which of the three nights of the full moon it is.

3. Any PC who has been attacked by a lycanthrope would have good reason to suspect infection, and they can act on that knowledge. Lycanthropic infections can be detected by magical divination (judges and triad members can adjudicate the results of these attempts).
4. There are a number of ways to cure lycanthropy. An afflicted character that eats a sprig of belladonna within an hour of the lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. Belladonna is common to most areas of Bissel. If a healer administers the herb, use the higher of the PC's save or the Healer's heal check. The character gets only one chance no matter how much belladonna they consume. The belladonna must be fresh (picked within a week of use). Belladonna is toxic, so the PC must also make a Fortitude save (DC 13) or suffer 1d6 points of temporary Strength damage. One minute later, the PC must make another save or suffer an additional 2d6 temporary Strength damage. Another method of treatment is a *remove disease* or *cure* spell cast by a cleric of at least 12th level. These spells cure the disease if cast within 3 days of the attack. The only other method of treatment is to cast *remove curse* or *break enchantment* on the character during the full moon. After receiving the spell, the PC must make a successful Will save (DC 20) to break the curse (the caster knows if the save is successful). Otherwise the process must be repeated. Characters undergoing this cure are often bound or kept in cages until successfully cured.
5. Characters who are infected with lycanthropy and who do not have the means to get themselves cured (by fellow PCs, by churches via the use of Influence Points/donations, by belladonna, by other spell caster via the use of Influence Points/donations, etc.) will be treated for this condition at the expense of the government. This treatment involves quarantine time to ascertain the condition, time to find an appropriate priest, and post-treatment quarantine time. This course of treatment requires a total to 16 time units, all of which may be counted towards any required military service time.
6. Note that the government does not make a distinction between "good" and "evil" lycanthropy.
7. Characters who do not report their condition will be subject to penalty. Those sentenced to violations of the lycanthropy statutes will lose all of the above time units and 26 more to represent incarceration. Captured lycanthropes usually receive very rough treatment. Characters who attack innocent NPCs while in lycanthropic form will be punished more harshly at the discretion of the Triad.
8. DMs should exercise all due caution while controlling the PC. PCs should be attacked over NPCs unless the situation makes such a move untenable. The PC in question should be given the benefit of the doubt when it comes to being caught. If there is a question, err on the side of the PC.
9. It is possible that at a future date, the Triad may allow certain lycanthropes to be certified in such a way as to make the PC fully playable.
10. A character's adventure certificates should be marked when the character contracts lycanthropy and when they are cured.

Magic Item Availability

RUP-3: Adventure Certificates introduces a new option for PCs – the ability to purchase magic items between adventures. Regions are permitted to restrict or expand the list of magic items available for purchase during their regional and adapted adaptable scenarios. Below is the list of items available for purchase in Bissel at the current time and the list of items that are banned in Bissel (not only unavailable for purchase, but also illegal to possess in Bissel). This list will change over time and it currently reflects the dearth of magic items and high-level magic wielders in Bissel since the end of the war with Ket. With the ever increasing volume of trade passing through Bissel, it is likely that this list will grow significantly larger over time. In the future, players should expect to see some unique and unusual items available for purchase in Bissel added to this list.

Available magic items:

- all non-banned DMG armor, shields, and weapons with the exception of the following: Elven Chain, Rhino Hide, Dwarven Plate, Celestial Armor, any item requiring a caster level above 9th, any item requiring a spell above 5th level
- all non-banned DMG potions
- all non-banned DMG rings with the exception of those with a caster level above 9th or requiring a spell above 5th level
- all non-banned DMG arcane and divine spell scrolls of spell levels 1st through 5th
- all non-banned DMG wands
- all non-banned DMG Wondrous Items with the exception of those with a caster level above 9th or requiring a spell above 5th level

Banned magic items:

- any items which require or produce a polymorph spell or a spell with an evil descriptor
- Assassin's Dagger
- Dagger of Venom
- Darkskull
- Demon Armor
- Hand of Glory
- Hand of the Mage
- Life-drinker
- Mask of the Skull
- Nine Lives Stealer
- Rod of the Viper
- Sword of Life Stealing
- Wands of Contagion, Poison, and Unholy Blight
- Weapons with the Unholy special ability

Unique Scenarios

Triad members have the ability to write and judge unique scenarios for players in their region. These unique scenarios exist to provide players a chance to work out in-game role-playing solutions for character development or to solve extraordinary problem. If you believe you need a unique scenario for your PC, please contact a triad member.

Forgeries and Falsified Documents

For 400 gp, PCs who meets one of the three meta-organization conditions on page 39 may purchase falsified documents or other types of forgeries during Bissel regional scenarios. In general, these documents are DC 18 on the reader's opposing Forgery check. They should be noted in the Play Notes section on the adventure certificate and the cost should be noted in the Other Coin box of the Upkeep section.

With respect to military papers, these documents "prove" that the PC has either a military exemption or that the PC has or is already meeting his military service requirements. If questioned about their military service, a PC can show these papers as proof of their exemption or service. The reader gets to make an opposed Forgery check (DC 18) to determine the validity of the documents. If the forgery is discovered, the PC will be punished:

First Offense – Fortnight enforced servitude (2 TUs)

Second Offense – 2 months enforced servitude (8 TUs)

Third Offense – Banishment or death (contact the Bissel triad for PC disposition)

Taking Items on Adventures

In Bissel, most PCs are not required to take all of their possessions with them on every adventure and excursion. PCs can leave items at home, with a friend, etc. The in-game effect of this is as follows.

While adventuring in Bissel, a PC who selects the Adventurer's Standard Upkeep (or better) may declare any subset of their possessions as being left somewhere else at the beginning of the scenario. This subset of items must be clearly listed somewhere, and the player is responsible for notifying the judge of the status of these items. A judge may also allow PCs to leave items somewhere during the course of a scenario if specific circumstances in the scenario permit this, but this is left to the discretion of the judge. Items stored in this way are subject to any hazards contained in the scenario such as theft, damage, or other loss. Nothing in this subset of items is usable by the PC until the PC recovers the subset of items at the end of the scenario.

Purchasing Land & Renting Space

In Bissel, only nobles have the right to own land. This means that PCs cannot purchase land outright unless they possess a noble title or a right to a noble title. Furthermore, a PC granted a noble title (or the right to one) must still receive permission from a Baron or Lord Mayor to purchase the land from them (spend an Influence Point with that noble). For PCs seeking to purchase land for their own use, opportunities will appear now and then in regional scenarios, mini-modules, and interactives for gaining a noble title. PCs seeking to rent land, a building, or space in a building, do not need a noble title. Instead, they must simply make arrangements with the owner. Usually this will not require an Influence Point, but this will vary based on the situation.

PCs seeking to rent or purchase land, buildings, or spaces in buildings should contact the Bissel Land Office (currently Steven Conforti).

Guidelines for DMs

What follows are a series of references, rules clarifications and guidelines to assist DMs in capturing the spirit of play in the March of Bissel. It is intended to allow DMs the flexibility to run their tables while maintaining the consistency of the campaign as a whole. Broken down into several key elements, DMs should find this a useful aid rather than a burden of additional rules. While the campaign is global in structure, it all comes down to the individual experiences of people at a single table for each session of play. Most of all have fun.

General

Once the game begins, players expect a fair and impartial judge. Players will become resentful if they feel the DM is out to get them and gloating at their failure. Keep it fair, honest and, above all, create an atmosphere that promotes fair play and enjoyment. If a rules question arises, give the players a chance to voice their concerns, make a ruling and move on. Don't dwell on issues. Some players don't like to be wrong, but to continue debating only makes it worse on others involved. Value their opinions but, in the end, it's your table. Be sure to have the latest errata for any of the core books on hand in case an issue does arise regarding issues that have been included in errata.

Living Greyhawk

The campaign has changed significantly recently so be sure to be familiar with the latest Rules Update documents (RUPs) and any errata, FAQs, or clarifications regarding them. The Adventure Certificate (AC) is used to keep track of a PC's progress and possessions so you need to be familiar with the layout and use of these forms. Prior to the start of a scenario, it is best to review each PC and their latest AC to scan for any errors or unusual items. If there appears to be a discrepancy you may perform an "AC audit" and ask for all of the PC's certificates to verify any problems. People do make mistakes, so don't assume someone is cheating if there is an error on the AC. Work with the player to correct the problem and move on. Additional information on the campaign as a whole can be found at: <http://www.living-greyhawk.com>.

March of Bissel

The March of Bissel has a regional gazetteer detailing many of the aspects of life in Bissel. These are intended not only for background information, but also to assist DMs in making rulings based on the setting. For example, the reactions of NPCs to certain PCs in Bissel will vary, depending on the location of the scenario and the race of the PCs. There are also costs for NPC spellcasting and penalties for crimes committed within Bissel. DMs should be familiar with the Bissel Gazetteer and are expected to have a copy on hand for reference.

The Bissel Gazetteer also contains the rules for Meta-Organizations in the March. These rules allow PCs who are RPGA paid members access to certain feats, spells, and prestige classes found in one of the optional class-specific guidebooks. The onus is on the players to have any relative material they have opted to use in play. If you are unsure of the usage of the spell, feat or class and the player does not have the supporting literature, you are not required to allow it in play.

The March of Bissel has a policy regarding mandatory military service in this region. If, at the conclusion of CY 592 (2002) a PC has not served in the army of Bissel, they will be subject to punishment. Details will be contained in the Bissel Gazetteer as that time approaches.

The adventure certificate allows players to purchase items at the conclusion of any regional or adapted regional scenario. In keeping with the setting of the region, those items available in Bissel are limited. The most up to date guidelines are posted on the Bissel Yahoo group: <http://groups.yahoo.com/group/bissel/> and the March of Bissel Web site: <http://bissel.living-greyhawk.com>

Appeals

While it is no longer the formal policy of the campaign, we the Bissel triad will still accept appeals of players in the region who wish to challenge the results of a game. This in no way is meant to undermine the authority of the DMs in Bissel but mistakes do occasionally happen and it would be remiss to punish the player for a mistake. There will be no rubber stamp approvals of appeals either. The player must prove that the error was genuine and had a detrimental impact on the game. 99.9% of the time, we will err on the side of the DMs judgment in the game.

Death

While it is unfortunate, it is a part of gaming. When a player's PC dies, the players at the table have the opportunity to use whatever means at their disposal to bring the character back from the dead (usually NPC spellcasting). If the player cannot be raised at the table, the DM should ask the player for the adventure certificates and item certificates of the deceased PC. At that time, the DM should ask the player if they wish to keep the certificates or have them destroyed.

If the player wishes to keep the ACs for possible future retrieval of the PC by companions or other means (or for nostalgic value), the DM should give the player the AC for the event and write in clear letter in the notes section that the character has died and the disposition of the PC's body (left to rot, buried, missing et al.) In the notes section of all previous ACs, the DM should write and initial "PC died during [SCENARIO NAME] on MM/DD/YYYY." This is to prevent the PC from simply discarding the AC from the current session and moving on as if the death never happened. If the player does not wish to keep the certificates, simply tear them up.

Cheating

Cheating in the RPGA, Living Greyhawk campaign and March of Bissel will not be tolerated. If a DM has proof that a player has cheated, that player will be reported to the regional triad. The triad will then investigate and act upon any findings. The possible repercussions include but are not limited to: Removal of the PC from play, Suspension from Living Campaigns or expulsion of the player from the RPGA.