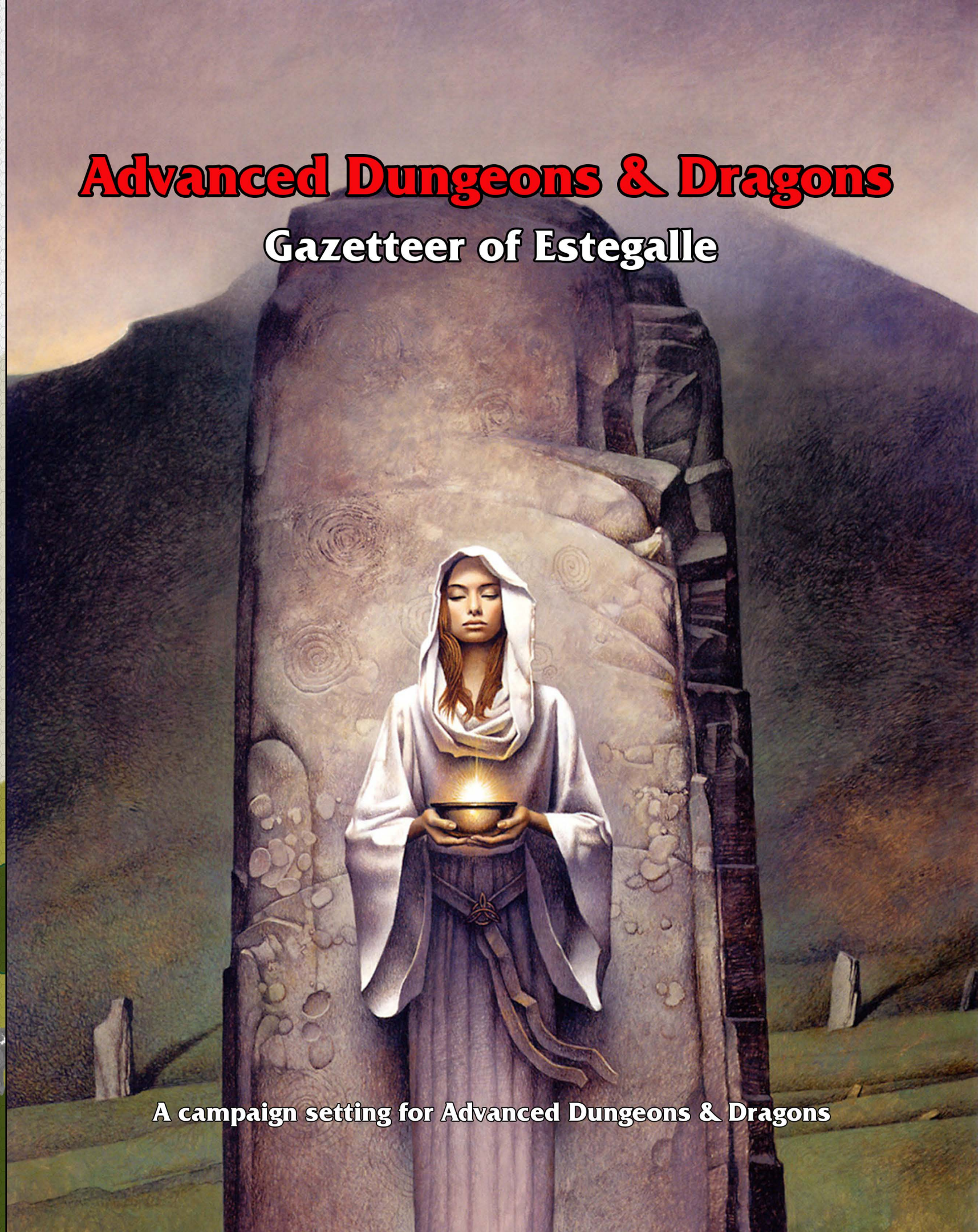




Advanced Dungeons & Dragons

Gazetteer of Estegalle



A campaign setting for Advanced Dungeons & Dragons

THE GAZETTEER OF ESTEGALLE

A Campaign Setting for Advanced Dungeons and Dragons

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A BRIEF HISTORY

Here are some events that make up the known history of Gaile and their estimated dates PCY (Pre-Common Year) or CY (Common Year):

THE FIRST DARKNESS

The First Darkness, a period of frozen, impenetrable gloom fills the heavens for years untold until it erupts into a chaos of churning elemental forces. Stars and nascent worlds, devoid of life and wreathed in flame, coalesce throughout the heavens. Out of the maelstrom of burning worlds and colliding stars comes the first of living beings, The Great Old Ones.

THE AWAKENING

Born amid swirling vortices of destruction The Great Old Ones were terrible creatures, monstrosities that battled among the stars for eons, destroying newly-formed planets in their wake. From the blood of these Elder Gods and the remains of shattered worlds sprang The Elemental Lords.

These beings fashioned our world and its sisters amid the destruction reeked by The Great Old Ones, hiding their creations from the unremitting violence of their forebears. In this task they were aided by elemental factotums that helped shape the surface of those worlds according to the wishes of their lords. It is said that the same creative force that ended The First Darkness, and brought about both Elder Gods and Elemental Lords, brought inspiration to the greatest of these elemental servants.

30,000 PCY: Not content to toil for the masters' benefit, seven elemental servants defied their lords and brought life to the barren worlds they fashioned.

These seven, rebellious, factotums worked to foster their creations. Unlike their sires, who only sought to create a refuge for themselves, the seven nurtured their mortal servants and granted them autonomy. As such it is to these beings that the sentient races of Gaile pay homage, revering them as The Defiant Gods. The amoral Elemental Lords, on the other hand, are seen as distant and beyond petition, while The Great Old Ones are largely unknown to the people of Gaile. The Defiant Gods include:

- Aeldris, the bringer of law and wisdom, god of sovereigns
- Caledh, god of the wilds, the hunter-god and lord of beasts
- Illandae, the dreamer, goddess of inspiration and the arts
- Maedra, goddess of insight, healer and protector
- Thryd, the Frost-Maiden, death-goddess and scribe of fate
- Tyros, harvest-god, fertility god and god of brewers
- Uldrem, lord of storms and the seas

The Defiant Gods fashion treants, the *elder fey*, such as sylphs, dryads, nymphs and fossergrim, and *true giants* (storm giants, fire giants, frost giants and stone giants) from the fabric of the world to serve as its stewards, much as the Elemental Lords created elementals. These creatures venerate their creators. Tensions crops up almost immediately between these creatures and the elemental minions of The Elemental Lords. This, in turn, leads to strife between the Elemental Lords and The Defiant. After years of conflict, the loyalties of the fire and frost giants shift to the Elemental Lords.

The conflict also leads some of the more powerful, and malicious, servants of The Elemental Lords to create the races of trolls and dragonkind. Chief among these Fallen Lords is Moloth, a lord of fire, ash and soot, who sought to aid the giants in their struggles against the creations of The Defiant Gods and, in doing so, gain their worship and his own rise to power.

20,000 - 15,000 PCY: *Birth of the Elves:* From the union of elder fey and godlings, known as servitors, the *elven* race is born. The first lines of elves awaken beneath the stars, on the shores of the Western Ocean (Ulmar Avandai) and migrate northward to the great mountains of the west, Arn Illandir (Moongates), and eastward towards Arn Haldari (Sungates), settling in the forests and along the shore of Lake Naeril in central Gaile. Unlike the elder fey, elves are not bound to a specific grove, spring, or forest and migrate throughout Gaile. Elves establish vast forest

realms and settle along the shores of Lake Naeril, laying the foundations of the great citadels at Asgiroth and Esgavule.

15,000 PCY: *Sundering of the Elves:* The high elves of Asgiroth (Whitecliff) are corrupted through the machinations of Bes, a goddess bent upon the domination of Gaile's mortals. Bes crafts *Illariun*, a magnificent black opal, and presents it as a gift to the high elven queen, Aenori. This magnificent gem, set upon a mithril crown, is said to grant her great insight into, and influence over, the minds of her subjects. The realm of Aenori and her consort, Kharec, prospers under their rule, which becomes increasingly tyrannical and oppressive.

Over time the Kingdom of the Asgiroth encroaches upon the sylvan elven realm of Celindale. Niriël, daughter of King Halengir of Celindale, warns her people of the dark influence that has gripped the elves of Asgiroth and foretells of a great war between their kingdoms.

The Sundering of the Elves begins when the high elves of Asgiroth annex sylvan elven lands, leading to a massive war between these two kingdoms of elves. The war is fought upon Ulmirdon (The Golden Sea), vast grasslands bordering the southwestern expanse of Celindale.

As years of civil war decimate the two most powerful elven realms, Aeldris intervenes. His servitors fight alongside the elves of Celindale, leading them to victory over the Kharec's forces.

Aenori flees from her battle-ravaged kingdom and seeks the shelter of Bes, Lady of Lies, while Kharec remains as commander of Asgiroth's might. Following his defeat, many elves of Asgiroth are driven into exile, hiding within vast caverns beneath the Shadowroot Mountains. Ulmirdon serves as the grave for over 20,000 elves, including the Forest King, and is renamed Olmad Nolgr (The Sea of Corpses).

Following the defeat of Kharec, the elves remaining in Asgiroth fall into civil strife as those loyal to Aenori and Kharec wage war upon those loyal to the high elven lord, Osriel. The bitter struggle razes most of the city and brings about a wasting plague that drives many from the ruins of Asgiroth. During the struggles Osriel shatters Illariun, releasing many held in thrall to its power.

Osriel, crowned king by his host of exiles, entreats Niriël, queen of the sylvan elves, for peace. Osriel's people are pardoned by Niriël but, unable to return to the Asgiroth, march northward. Osriel and his followers found the city of Esgavul (Whitegull) many leagues to the north, along the shores of The Middle Sea.

Years of darkness, isolation, and bitterness twist the elven followers of Kharec into the *dark elven* subrace. Following his defeat, the gravely wounded Kharec is taken into Bes's service after taking the life of Aenori as his last act of grief and despair. It is rumored that the offspring of Bes and Kharec are the first of the cursed *goblinoid* race. These mockeries of the elven people act, at first, as a servant-race to the dark elves. Bes is cast from the heavens and joins the ranks of The Fallen Lords.

12,000 PCY: *The Forging of the Dwarves:* After hundreds of years goblins, trolls, and dark elves rise from the bowels of the Shadowroot Mountains, through a series of cave-mouths called The Mouth of Hell (Borukhel), slaughter the high elven guardians of Asgiroth, and raze most of the city. Following this, the vast army of Kharec the Deathless sets alight the Celindale and slaughters many of Niriël's people.

Ord, with the approval of Aeldris, forges the race of *dwarves* from the very stone from which trolls were formed. With armies of these dwarves under his command, Ord comes to the aid of the elves of Celindale and drives Kharec, once more, into hiding. Following the battle, the dwarves begin their migration from central Gaile to all corners of the vast continent.

11,500 PCY: The first meetings of elves and dwarves at Arn Illandir (The Moongates) and Arn Haldari (The Sungates) leads to a series of small skirmishes, as the races argue their claims to these mountain realms. Outnumbered and disgusted, the dwarves embark upon their *Trail of Sorrow*, toward Asgiroth and Tol Gorog (Grim Peaks).

11,000 PCY: Dwarves drive goblins from Asgiroth and most of Tol Gorog under the leadership of Duergrid Angreddin, Daroc Morudson, and Baldrim Greybeard. The dwarves divide into ten clans and search for more territories to claim as their birthright.

10,750 PCY: Duergrid Angreddin, head of clan Angreddin and Dwarven Lord of Asgiroth, is corrupted by a shard of Illariun found within the ruins of Asgiroth. Through it, and its false promise of power, Duergrid grows increasingly paranoid and driven by greed. He and his 10 sons call forth an avatar of Moloth and kill his clan council in order to wrest total control over their clan. The line of Angreddin is cursed through these actions, driven deep beneath the earth as they become ever-more sensitive to the light of the sun. In time the scions of the Angreddin clan become the dwarven subrace of *duergar*. Eventually the high elves reclaim the abandoned citadel of Asgiroth.

10,000 PCY: *The Wasting:* Years of warfare by elves and dwarves against the races of goblinoids, trolls and dark elves leads to *The Wasting*, a terrible plague that also blights the lands of Gaile. Treants and the elder fey suffer unrelenting agony and die in great numbers. Other forest dwellers suffer as the blight kills most sources of sustenance and causes pestilence to spread throughout Gaile. In Gaile's mountains, dwarves wage ceaseless war against hosts of troll and goblin armies.

9,500 PCY: *The Rise of Mankind:* The gods, lamenting the demise of the fey, elven and dwarven races through unceasing, bloody battles against the foul creations of Moloth and Bes, create the race of Man from the blood of Aeldris. To this race is given the gifts of fertility, adaptability and ingenuity.

9,000 PCY: *The First Great War:* Over the next millennium, the races of dwarves and elves guide the "Child Race," teaching them much in the ways of craft and lore. Many battles are fought by the united forces of humans, dwarves and elves against the corrupted races of The Fallen Lords.

Nearly 200 years of fighting follow, involving all of the races of Gaile as well as the servitors of the gods and Fallen Lords. Widespread death and destruction make central Gaile into a veritable wasteland. All races are driven to near extinction in *The First Great War*. Survivors of the war fall to the famine and pestilence that grips all of Gaile.

8,800-7,500 PCY: The races of Gaile recover from the devastation of the Great War. This era is marked by great cooperation among the races of Gaile, with great exchanges of knowledge, culture and goods taking place.

7,500 - 5,000 PCY: This period of time is called *The Great Migration*, a time when races of humans, elves and dwarves sought new frontiers and explored that far reaches of Gaile. Small wars erupt over disputed territorial claims, but these are minor compared to past wars. During the relative peace of this era, the pursuit of knowledge and the arts leads to great technological and social changes throughout the realms of Gaile. Cities grow mighty along the coasts, rivers and trade routes that link the realms of the three races.

4,500-3,000 PCY: Theological and scientific studies lead to the study of Arcanology in the major cities of Gaile. Once shrouded in mystery, the manipulation of magic becomes accessible to those academics who immerse themselves into this burgeoning discipline.

The use of magic leads to leaps of knowledge, productivity and creativity. Both construction and destruction are aided through its use, as magic is employed in all manner of craft and upon the field of battle. Over time, masters of magic, called *Archons*, become increasingly at odds with the priests of *The Defiant*. Priests of the gods consider these powerful wizards to be grasping traitors, who sought to deify themselves through the use of magic. The Sect of Aedhr acts as intermediary between the Archons and priests of The Defiant, trying desperately to quell the rising storm caused by their conflict.

Seizing this opportunity servants of Moloth and Bes emerge from long years of hiding and send their avatars into the world to

gather those hostile to The Defiant. Desperate to turn the tide in their struggle against The Defiant Gods, The Fallen Lords call upon the Elemental Lords in the hope that they sought retribution against their former servants. The Elemental Lords, however, remain impassive and leave The Fallen Lords to their machinations.

In desperation Bes and Moloth seek to create rifts in the barriers that shield Gaile from the notice of The Great Old Ones, so that they may commune with those beings and gain power through them. Disciples of The Fallen Lords are charged with the task of creating gates to the "elseworlds" that are home to these powers in order to channel their power.

To bring practitioners of magic into their service, *The Tower of Sorcery* is erected in the greatest city of Gaile, Tarn Hirrod. Its adherents, The Assembly of Sorcerers, spread their arcane knowledge, and their opposition to The Defiant, throughout the lands. The influence of The Assembly of Sorcerers leads to religious upheaval and political turmoil, as the corruption of The Fallen Lords turns the lands' rulers against their gods and each other. Servants of The Tower of Sorcery establish gates to an alternate Prime Material Plane ruled by illithid followers of The Sleeping Gods, who use these gates to begin their infiltration of Gaile.

Meanwhile, the monstrous agents of The Fallen Lords renew their attacks upon the strongholds of their ancient enemies. The Great Wym, Chrysophyllax, terrorizes the Kingdom of Edanil and weakens its defenses against the waves of inhuman marauders that ceaselessly attack its northern borders.

3,000 PCY: *The Second Great War* pits the priests of The Defiant against The Sorcerers, kingdom against kingdom, and the unholy creations of The Fallen Lords against the races of mankind, elf, and dwarf. Years of unremitting warfare follow, ending with a cataclysmic meteor strike that obliterates much of central Gaile, splitting Gaile into the continents of Avandunil (The Western Lands) and Estegalle (Eastern Gaile). The epicenter of this catastrophe is the city of Tarn Hirrod, which is located on the western shore of Lake Naeril in what was central Gaile.

THE DEEP GLOOM

2,730-1 PCY: Once again, the races of Gaile fight their way back from the brink of destruction. The Men of the West (Avadain) gradually unite the people of Avandunil and rebuild great kingdoms out of the ashes of The Second Great War.

In Estegalle, savagery and chaos reign over the lands, as starved and desperate tribes wage war over fertile lands and hunting grounds. Small clanholds are the only semblance of civilization during this period of time.

As the kingdoms of Avandunil grow mighty, the people of Estegalle start to form petty kingdoms that are locked in constant war. In 1035 PCY, the Tribe of Maurid, followers of Shar'edan the Wise, establish the Kingdom of Mauridia in the banks of the River Sahavim in the wilderlands beyond the Sheltering Sea.

The first waves of Avadain conquerors begin arriving on the shores of Estegalle in 12PCY.

THE AGE OF RESURGENCE

See each land's description for the history of the Third Historical Period. The year 1 marks the year of the first permanent Avadain settlement on Estegalle, the fortress town of Caer Lyon or Lion's Fort. This campaign begins in the Gaile Common Year of 575 (1610 by Mauridian Reckoning).

CHARACTER RACES

Player characters may choose to be of the following races: Dwarf, elf, or human.

The descriptions for each race are given below, as are campaign specific variations. Human characters should choose a culture that they belong to and region that they hail from in order to add depth to their character background. In addition, human characters may choose to be the bear the blood of godlings, fey creatures or humanoid monsters.

Regional descriptions, and detailed characteristics of the humans of these regions, are in found in *The Lands of Estegalle* section of this campaign setting.



DWARF

Dwarves are stocky and broad-shouldered. Their skin tends to be ruddy, and their eyes are usually black, grey or blue. They tend to have large noses and feet for their size. Hair coloration is usually shades of brown, with black or reddish blond being rare. Men often wear braided beards. All dwarves tend to have wavy, coarse hair that goes grey once adulthood is reached, though northern clans tend to have lighter, straighter hair that turns white with age.

They favor warm woolen garments in solid colors or tartan patterns, with leather bracers and girdles being common. Deep shades of blue or grey are common colors used, with black and red also used at times. Kilts or hooded cloaks are often the garb of choice. Their homes are usually beneath mountainous or hilly lands, with access to the surface for farming and raising livestock. Not as fertile as humans, they have few children. Less than a third of their people are women, who are guarded jealously within their cavernous halls.

Dwarves are a hearty people; lovers of salted or smoked meat (goat and roast pig being popular), song and stout ale. They are suspicious of outsiders and tend to be pugnacious, possessive, stubborn and moody. Their blood is thick, and their oaths are honored until death. Once trusted and befriended, dwarves can be the greatest of allies. Likewise, they make fearsome, tenacious enemies; their wars against goblinoids, orcs and giantkind are legendary.

The dwarves are superior craftsmen who love to mine the earth for precious gems and metals, which they forge into weapons of strength and artifacts of beauty and power. Dwarf merchants and artisans frequently enter human cities to trade, staying briefly above ground before returning to their people. Dwarven trade caravans are well guarded and take well-patrolled, major trade routes whenever possible.

Dwarves have nine clanholds beneath the major mountain ranges and hilly regions of Estegalle that are united as a confederacy. The clans elect their king, who acts as High King over all of the clans until his death, at which time a new king is elected. The duergar of the Angredin clan are not recognized as a legitimate clanhold and are considered vile enemies of the "true" dwarven people. Dwarves worship the gods of The Defiant but have a special reverence for Ord, Lord of the Forge and of Oaths.

Clan Name	Location	Predominant Alignment
Baradsrud	Kashgar	Lawful Neutral
Carroc	Caerleon	Lawful Good
Greybeard	Suttegarde	Lawful Good
Heimgard	Yssgelund	Neutral Good
Khadzul	Kashgar	Lawful Good
Ironshield	Suttegarde	Lawful Good
Morudson	Carmascia	Lawful Neutral
Redbeard	Suttegarde	Neutral Good
Sturlisson	Yssgelund	Lawful Good

Game Rule Information

Dwarves in Estegalle are much like those described in *The Player's Handbook* with the following exception. Due to their short and stocky builds, dwarves are less nimble but heartier than other races, gaining a +1 bonus to their initial Constitution score and -1 penalty to their initial Dexterity score.

ELF

As a race, elves are taller and thinner than most humans. Elven men have no facial hair and elves, on the whole, have less body hair than humans. Their clothing tends to be of light, though well-made and durable, material and well-tailored, with lovingly detailed needlework being seen in all but the cheapest of elven garb.

Elves are fairer and more graceful than Men, having finer features and unmarred skin. At the same time elves are slight of build and frailer than humans. Elves have discerning tastes in foods, favoring light meals of freshly caught fish and game, delicately seasoned and accompanied by well-aged wine or subtly sweet mead. The elven people also enjoy baked goods sweetened and preserved with honey.

HIGH ELVES

High elves are sturdier, paler of skin and darker haired than wood elves, with silky black or dark brown hair, that runs from straight to wavy, and eyes of grey, brown or hazel. Fair hair is very rarely seen among the high elven people. High elves tend to wear deep blue garments, along with silver, gold, black and pale grey. These elves are the builders and craftsmen of the elven folk, most skilled in the crafting of fine metalwork: armor, weapons and beautiful jewelry.

Many high elves are masters of lore and chroniclers of the ages, contributing to the great libraries of the high elven citadels.

At one time elves were great teachers to the race of man and an ally to the dwarves in the western lands of Estegalle. The growing power of man and the waning of magic from the world have caused them to become increasingly isolationist, dealing with neighboring humans and dwarves mostly for the purpose of trade while maintaining relations through perfunctory diplomatic exchanges.

Most of Estegalle's high elves live in one of three walled, coastal citadels found along the western shore of Caerleon and Suttegarde. These citadels are ruled by Lord Stewards who act in the name, and according to the wishes, of the high elven queen, Eran Miranduil, who reigns from the great, hidden island of Mir Thanduil or Isle of Resting. This island, situated between the



continents of Avandunil and Estegalle, is said to be the final destination of all of Gaile's elves.

Smaller communities of high elves exist upon islands in Estegalle's larger lakes, far out in the Western Ocean, or lie hidden within verdant river valleys and depths of ancient forests. High elves worship the gods of The Defiant, particularly Illandra, goddess of inspiration and the arts.

Citadels	Location	Predominant Alignment
Asgiroth	Caerleon	Neutral Good
Esgavule	Caerleon	Lawful Good
Illandor	Suttegarde	Lawful Neutral

SYLVAN ELVES

Sylvan or wood elves are shorter and slighter of build than their high elven kin. Their skin tends to be ruddier than that of the high elves; their hair is usually blond or light brown, and their eyes are green or blue. They prefer clothes of forest green, grey or brown, with emphasis being placed on functionality.



Music and dance are favored pastimes of the sylvan elves, who are masters of the wilds. Sylvan elves are slow to trust outsiders, even other, non-sylvan, elves and, as such, are guarded around strangers. However, this distrust is often hidden beneath a facade of mirth.

Sylvan elves isolate themselves deep within forests, living amid the trees or beneath the rolling hills in beautiful natural caverns. They reside within the ancient forests of Caerleon and Suttegarde, the dense, semi-tropical forests of Narahim and the frozen pine forests of Yssgelund. Though each of these four realms has its own King or Queen individual villages are democratic, with village meetings of adult sylvan elves being called to decide on matters of import. Village elders preside over these meetings and provide counsel and settle disputes among their people.

In larger communities, and in dealings with the area's King or Queen, representatives for groups are sent to these meetings in lieu of all members. Sylvan elves most often worship Caledh, Lord of The Hunt.

Arvecir

Realms	Location	Predominant Alignment
Celindale	Caerleon	Neutral Good
Spiritwood	Narahim	Neutral Good
Silverbirch	Suttegarde	Chaotic Good
Rimewood	Yssgelund	Neutral

Game Rule Information

Both high elves and sylvan elves gain the standard elven racial abilities listed in *The Player's Handbook* except that they are ageless, dying only through injury or illness.

At the same time all elves are drawn to Mir Thanduil and must make a Wisdom Saving Throw once every 50 years after reaching the age of 1,000. The check penalty for this Saving Throw is -1 for every 100 years beyond the age of 1,000. Those who fail this save must leave behind the lands of the living and set out for the Isle of Resting.

HUMAN

Humans are the most diverse of all the races, with skin and hair varying in color from black to the lightest shades of yellow. Their men may or may not wear beards and their eyes can be of various hues, tending towards shades of blue or brown. See each the regional descriptions in *The Lands of Estegalle* and *The Player's Handbook* for detailed descriptions of human characters.

Game Rule Information

All humans are played as described in *The Player's Handbook* and gain the racial abilities listed therein. In addition, human characters begin play with a bonus language, and gain a bonus skill proficiency and/or Saving Throw bonus based upon their cultural background.

Automatic Languages: Common and the regional language of their homeland.



CULTURAL OPTIONS

There are 11 cultural groups for human characters in Estegalle to choose from, though many humans in Caerleon and Suttegarde are of diverse heritages. Such individuals choose one cultural background as dominant, gaining the benefits of that culture. The following 8 cultures are strongly tied to specific regions of Estegalle:

- **Avadain:** The people of Caerleon, Mauridia and Suttegarde (as well as the Avadain exiles of Mauridia) gain Adanae as a bonus language. In addition, they gain a +1 bonus to all saves versus disease, and a +1 to saves versus fear.
- **Cirhedin:** The Children of Wisdom of Mauridia gain Adanae as a bonus language. In addition, they gain a +1 bonus to all saves versus disease, and a +1 to saves versus fear.
- **The Free People:** The Free People speak Common as their native tongue and, as such, gain no bonus language at the start of play. They do gain a bonus background skill of their choice at the start of play. In addition, they gain a +1 bonus to all saves versus *charm* and *suggestion* spells and effects due to their fiercely independent streak.
- **Kashgari:** The Kashgari, descendants of The Mountain Tribe of

Kas, gain Khalmiri as a bonus language. In addition, they gain a bonus *Profession* or *Knowledge* skill, as well as a +2 bonus to all checks made to haggle over the sale of goods or services.

- **Maelnach:** The Maelnach of Suttegarde once held sway over much of what are now Caerleon and Suttegarde, before the coming of the Avadain. Maelnach characters gain elven as a bonus language and may choose a bonus *Knowledge* or *Profession* skill related to life in the wilds during character creation. They gain a +1 bonus to all saves versus *sleep* and *charm* spells and effects.
- **Narahim:** The Narahim gain Daegar as a bonus language. They begin play with a bonus background skill and gain a +1 bonus to saves versus *fear* and *confusion* spells and effects, including *Tasha's hideous laughter* and *Otto's irresistible dance*.
- **Tribes of Vors:** The people of Sarathia, Voruskai, and Carmascia gain Terrilec as a bonus language. They also gain a bonus *Profession* skill related to their nomadic existence and a +1 bonus to all *Wisdom* checks made to handle or evaluate animals.
- **Vinniskur:** The people of Vinnisklad speak Terrilec as a bonus language and may choose a bonus *Knowledge* or *Profession* skill related to life in the wilds during character creation. They also gain a +1 bonus to all saves versus *cold*.
- **Yssgelundian:** The northmen of Yssgelund and Suttegarde gain Teug as a bonus language. They may take a bonus *Profession* skill at the start of play and have a +1 bonus to saves versus *fear*.

For detailed descriptions of each of the regions of Estegalle, and to learn more about each of the cultures listed below, read *The Lands of Estegalle* section that follows. There you will find information on the names, physical characteristics, preferred character class, and preferred weapons for the human inhabitants of each of the 10 regions of Estegalle.

In addition to the 8 regional cultures listed above, there are 3 cultural groups that may be chosen by starting characters that are not directly linked to any of Estegalle's regions:

- **Callandae:** The Callandae, or People of the Song, are a race of nomadic humans living throughout Caerleon, Kashgar, Carmascia and Suttegarde. They worship Iddyn, Hespera and Thrym, whom they called The Three Queens, above all others but also revere ancestral heroes and nature itself. A superstitious people, they are known for their many folktales and folk remedies (as well as curses). Their history is passed through oral tradition and their language, Callend, is an archaic form of Common.

The skin tones of the Callandae range from pale to tan; their hair is usually wavy and ranges from light-to-deep brown or black, with grey, blue, hazel and sometimes green eyes. They are of average height and weight, though men tend to be broad-chested and athletic of build.

The Callandae typically inhabit the rivers and lakes of Estegalle, particularly in Caerleon and Suttegarde. Waterbound Callandae live nearly exclusively upon barges that hold individual families, while those that travel by land travel in wagon trains. They are often distrusted by outsiders and are thought of as thieves and worse, though there are a few, rare communities and cities that welcome them.

They have social taboos that are perceived as virtually unbreakable that prohibit such things as marrying outside of their own culture or teaching their language to non-Callandae. They also have cultural standards that allow them to treat non-Callandae differently from their own people. They can lie, cheat, steal, and deceive outsiders but are harshly punished if bilking their own people.

The clothing of the Callandae is well-made, with dark-colored wools being combined with brightly dyed silks, velvet, and linen. Intricate patterns are often woven into the jackets, vests, skirts and shirts of the Callandae. Shoes and boots of soft leather are commonly worn, and these typically have pointed

toes and patches of bright color. Jewelry, particularly earrings, is worn by both men and women.

The Callandae share many names with the Carmascian and Voruskaid people due to their ancestral links to these people.



Common Male Names: Aleksei, Anagast, Ardalion, Arian, Balaban, Baroch, Bedogost, Belimir, Belofast, Bmilosh, Branimir, Chernye, Dalabor, Dalemir, Dargorad, Denogard, Demian, Dmitrii, Domabor, Domarod, Dragon, Dragorad, Elizar, Evagrii, Evangel, Falimir, Falon, Feodor, Garov, Gustov, Hereban, Iurii, Ivan, Kaspar, Kassion, Kazarin, Ladimir, Levent, Mina, Olav, Vanin, Vasili, Vlad, Vorus

Common Female Names: Adelaide, Agna, Anna, Anya, Avanasia, Avda, Balemila, Bolemila, Branislava, Cheslava, Daria, Dinara, Ekaterina, Elena, Faina, Fedia, Garynia, Gerta, Irina, Helga, Katalena, Katya, Kira, Lala, Laila, Milesa, Mileva, Mira, Nadzha, Nastka, Olga, Tanya, Tatyana.

Game Rule Information: The Callandae are speak Calland as a bonus language and gain a +1 bonus to all *Intelligence* checks made to recall information, as well as a +1 bonus to all *performance* checks.

- **Ebothi:** The Ebothi are from lands far to the south of Estegalle and are thought to be the progenitors of the Kashgari people. They are an insular people, on the whole, but sometimes are found serving aboard sailing ships, living among the Free People of Sanctuary, or serving as slaves in Mauridia and Kashgar. In their own lands, the Ebothi are farmers, herders, hunters, miners, and fishermen. They are an animistic people, who hold great reverence for sacred animals and their ancestors. Village elders hold councils to decide on matters important to their people, while tribal warriors enforce the laws of their people and the decrees of their elders.

Ebothi tend to be tall, with sinewy muscle. Their skin ranges from light brown to an almost ebon hue, and their black hair is wavy to curly. Ebothi often have grey or black eyes, with hazel or brown being rare. Clothes are usually of loose, light materials, such as linen, that are dyed in bright colors or a deep indigo. Clothing usually consists of a long tunic with elaborate patterns sewn about the collar and cuffs or a voluminous, patterned robe of wool or linen. Sandals are commonly worn, though wealthier folk wear high boots decorated with semi-precious stones and fabric patterns. Jewelry and the use of perfumes are common to both men

and women, with even the poorest of farmers owning some trinket to adorn themselves with. Headwear is also common, with small, brightly colored, caps being worn by during social occasions and large-brimmed straw hats being worn by those working outdoors, beneath the blazing sun of the Ebothi homelands.

A hard-working people, the Ebothi distrust strangers, even those of other tribal lands. Wars between tribes are commonplace, as are violent raids into others' lands in search of plunder.

Common Male Names: Acam, Aduni, Anan, Baako, Barundi, Chinua, Churumbe, Dakar, Ekuu, Enobe, Faru, Iwambe, Kayin, Kofe, Kwame, Masanga, Masembe, Nkegi, Omo, Rumbai, Sembo, Tufari, Ukenge

Common Female Names: Adae, Afi, Chiame, Daela, Ebele, Ekuu, Eni, Kaya, Lindiwe, Mbala, Nia, Olambe, Sola

Game Rule Information: The Ebothi gain Bothi as a bonus language and may choose a bonus *Knowledge* or *Profession* skill related to life in the wilds or at sea during character creation. They also gain a +1 bonus to all saves versus poison due to the many venomous creatures and poisonous plants of their homeland.



BLOODLINES

Humanity is blessed with fecundity and the ability to interbreed with several other humanoid races. The offspring of human and humanoids bear strong influences from their non-human sire but remain strikingly human, a testament to their power of their human ancestry.

Though most humans have no exotic bloodline linked to their ancestry, there are those whose blood is tinged with the blood of some other race.

Human player characters who wish for their character to have a non-human bloodline may choose to have a mixed bloodline, where an immediate forebear is not human, or an ancestral bloodline, which denotes a distant link to some powerful, non-human, entity.

- **Mixed Bloodlines:** A mixed bloodline indicates that the character is the direct descendent of a human and terrestrial humanoid. Mixed bloodlines result from the interbreeding of humans with elves, orcs, ogres, or hill giants. Those with mixed bloodlines are played as standard human characters with the following exceptions:

1. They may opt to gain a +1 bonus to an ability score that is strongly associated with their non-human parent's race (i.e., Dexterity for an elven parent or Strength for an ogre parent). To offset this bonus the character must assign a -1 penalty to another ability score. This penalized ability score

should make sense given the non-human parentage of the character (i.e., Constitution for an elven parent or Intelligence for an ogre parent). Ability score maximums remain 18 despite bonuses and penalties.

2. Human characters with mixed bloodlines do not gain the cultural bonuses of their human line, except for their bonus, regional language.
3. Humans with mixed bloodlines characters have Twilight Vision. Though the character may have features of their non-human parent they are considered human for all other purposes, including size, permitted classes, Movement Rate, languages, and so on.

- **Ancestral Bloodline:** An ancestral bloodline indicates that the character has a distant, ancestral link to a minor divinity, fey creature or elemental creature. Those with such ties are played as standard human characters with the following exceptions:

1. They may opt to gain a +1 bonus to an ability score that is strongly associated with their extraplanar ties (i.e. +1 to Charisma for those descended from a nymph or +1 to Constitution for those with earthlord ancestry). To offset this bonus the character must assign a -1 penalty to another ability score. This penalized ability score should make sense given the non-human parentage of the character (i.e., Dexterity for an earthlord's scion or Strength for a nymph's descendant). Ability score maximums remain 18 despite bonuses and penalties.
2. Human characters with ancestral bloodlines gain one of the following bonuses:
 - a. A +2 bonus to saves against cold, fire, air, lightning, or earth-based effects if descended from an elemental lord.
 - b. A +1 bonus to all Saving Throws against all enchantment/charm spells and effects if descended from a fey ancestor.
 - c. The ability to re-roll one d20 roll made by that player character each day if descended from a divine or infernal being. The result of this, second, die roll must be used.
3. Human characters with ancestral bloodlines do not gain the cultural bonuses of their human line, except for their bonus, regional language. Though the character may have features of their non-human parent they are considered human for all other purposes, including size, permitted classes, Movement Rate, languages, and so on.



CHARACTER CLASSES

The following chart shows what core classes are available, and which are preferred, in each region of Estegalle. Class prohibitions by region only effect characters of those regions during their 1st character level and have no effect upon later character advancement.

HUMANS

Class Availability for Humans by Region

	Caerleon	Carmascia	Island Federation	Kashgar	Mauridia	Narahim	Sarathia	Suffgarde	Vinnisklad	Voruskai	Yssgelund
Assassin	o	-	o	o	o	-	-	-	X	-	-
Barbarian	x	o	X	X	X	-	X	-	o	-	o
Bard	o	-	-	o	-	-	-	o	-	-	o
Cleric	o	-	-	-	o	-	-	o	-	-	o
Druid	-	o	-	-	-	o	o	-	o	o	-
Fighter	o	o	o	o	o	o	o	o	-	o	o
Magic-User	o	-	-	o	o	-	-	o	-	-	-
Monk	x	x	-	X	X	o	X	X	X	X	X
Paladin	o	-	-	-	-	-	-	o	X	-	-
Psionicist	-	-	-	-	o	o	-	-	-	-	-
Ranger	-	-	-	-	-	o	-	o	-	-	-
Thief	o	-	o	o	o	-	-	-	X	-	-

o Preferred class - Permitted class x Prohibited class

Other Cultural Groups

Callendae may be of any class except for barbarians, monks and paladins. They favor bards, druids, fighters, magic-users (Illusionists), thieves, and rangers. Ebothi characters may begin play as any class except monks or paladins. They favor barbarians, druids, fighters, and rangers.

DEMIHUMANS

Class Availability for Dwarves & Elves

	Dwarf	Elf, High	Elf, Sylvan
Assassin	-	-	-
Barbarian	-	X	X
Bard	-	o	o
Cleric	o	o	-
Druid	-	-	o
Fighter	o	o	-
Magic-User	-	o	-
Monk	X	X	X
Paladin	o	-	-
Psionicist	-	-	-
Ranger	-	-	o
Thief	-	-	-

o Preferred class
- Permitted class
x Prohibited class



THE LANDS OF ESTEGALLE

HUMAN REGIONS

The continent of Estegalle is divided, principally, into ten regions ruled by humans. Of these, the lands of Caerleon, Suttegarde, Mauridia and Kashgar are called the Great Dominions. The vast Plains of Algur are home to three semi-nomadic tribes, Carmascia, Sarathia and Voruskai, collectively called The Tribes of Vors. To the extreme north and southeast are found Narahim, Yssgelund and Vinnisklad, which are known to men of The Great Dominions as the "Savage Lands."

The Great Dominions	Type of Government	Ruler	Predominant Alignment
Caerleon	Feudal Republic	Lord Regent Gueran Dennigal	Lawful Neutral (good)
Kashgar	Plutocratic Confederacy	King Tyrtaeus of Triphos	Neutral (lawful)
Mauridia	Theocratic Empire	Empress Correna the Resplendent, Star of the East	Lawful Neutral (evil)
Suttegarde	Constitutional Monarchy	King Geraint Henegar	Neutral Good
Independent Lands	Type of Government	Ruler	Predominant Alignment
The Island Federation	Colonial Empire	Grand Admiral Jarvis Morgan, Overlord of Sanctuary	Neutral (chaotic)
The Savage Lands	Type of Government	Ruler	Predominant Alignment
Narahim	Confederacy	Various chieftains	Neutral (good)
Vinnisklad	Clanholds	Various clan lords	Neutral
Yssgelund	Monarchy	High King Grauvulf Aethelhere	Neutral (chaotic)
The Tribes of Vors	Type of Government	Ruler	Predominant Alignment
Carmascia	Hegemony	Warlord Agillor	Chaotic Neutral (evil)
Sarathia	Feudal Empire	Overlord Anthyrus	Neutral
Voruskai	Feudal Empire	Overlord Chernye of Vors	Neutral
Landless Groups	Type of Government	Ruler	Predominant Alignment
The Callandae	Clanholds	Various clan councils of elders	Chaotic Neutral (good)
The Maelnach	Clanholds	Druidic councils	Neutral Good (chaotic)
Distant Lands	Type of Government	Ruler	Predominant Alignment
Avandunil	Feudal Empire	Emperor Noldir VII	Lawful Neutral (good)
Ebothan Tribal Lands	Clanholds	Various tribal chieftains	Chaotic Neutral

DWARVEN CLANHOLDS

Clan Name	Location	Ruler	Predominant Alignment
Angreddin*	Caerleon	Duergrid Angreddin X	Lawful Evil
Baradsrud	Kashgar	Denevor Baradsrud	Lawful Neutral
Carroc	Caerleon	Dergal mab Carroc	Lawful Good
Greybeard	Suttegarde	Maglor Greybeard	Lawful Good
Heimgard	Yssgelund	Andvar Heimgard	Neutral (lawful)
Khadzul	Kashgar	Broghur Khadzul	Lawful Neutral
Ironshield	Suttegarde	Dain Ironshield III	Lawful Good
Morudson	Carmascia	Olaf Morudson	Lawful Neutral
Redbeard	Suttegarde	Kalec Redbeard	Neutral Good
Sturliison	Yssgelund	Bragi Sturliison XXI	Lawful Good

*The Angreddin are not counted as a true, dwarven clanhold.

ELVEN REALMS

High Elven Citadels	Location	Steward	Predominant Alignment
Pol Asgiroth	Caerleon	Lady Osriel XI	Neutral Good
Pol Esgavule	Caerleon	Lord Gildan	Lawful Good
Pol Illandor	Suttegarde	Lord Baloril	Lawful Neutral
Sylvan Elven Realms	Location	Monarch	Predominant Alignment
Celindale	Caerleon	Queen Hanil Goldenbough	Neutral Good
Rimewood	Yssgelund	King Ossien Galidon	Neutral
Silverbirch Forest	Suttegarde	King Rilleth Silverleaf	Chaotic Good
Spiritwood	Narahim	Queen Laurelin Andriel	Neutral (good)
Dark Elven Realm	Location	Monarch	Predominant Alignment
Pol Lliandir	Caerleon	Queen Aereth the Pale	Neutral Evil

THE GREAT DOMINIONS: THE REPUBLIC OF CAERLEON

Before the coming of the Avadain (Men of the West) this land was held by the Maelnach peoples, their elven allies and, in its northern climes, by Yssgelundian jarls. After several centuries of war and expansion the Avadain had claimed all of the Maelnach lands, from the western shores of Estegalle to the vast Plains of Algur.

To the north the tall, fair men of Yssgelund repeatedly sacked Caerleon's fortress-cities and all-but-crushed legions of Avadain forces sent against them.

To the south, across Wrathborn Sea, the domains of the proud and cruel Mauridians stood poised to drive the Avadain back across the Western Ocean. The Mauridians had with ancestral ties to Avadain but were set against their kin through the preaching of their emperor, Shar'edan the Wise. Having been prophesied by their Emperor, the arrival of Avadain forces upon the shores of Estegalle brought immediate and unremitting war with the Cirhedin of Mauridia.

Faced by opposition from all sides the Avadain could not hope to conquer the whole of western Estegalle but managed to bring order and prosperity to the lands they held. The Maelnach, driven to the north and east, were forced to settle in the foothills and forests south and west of the Ostenberg Mountains or were gradually assimilated into Avadain society.

Great cities grew along coastlands and in fertile river valleys. Dwarves of the Carroc clan, who opposed the Avadain, saw several of their strongholds stormed, their treasures brought into the sunlit world to be used by the conquerors of Caerleon. The elves, who had aided the Maelnach in their earliest days, hid themselves from the Avadain and fortified their mighty citadels in order to hold their ancestral lands against the "Lions of the West." Soon stonework fortresses lined the border territories of Caerleon, and great roads spread out like a vast web, linking the growing cities of the Avadain people.

With the passage of time Yssgelundians managed to reclaim much of northern Caerleon while Yssgelundian raiders and hordes of nomadic tribesmen claimed the plains east of Caerleon, eventually uniting under the leadership of Overlord Ceordan to become The Tribe of Vors.

Treaties made with the dwarves of the Carroc clan saw the return of heirlooms and payment of reparations to the dwarven people, while the elves, faced with the growing might of men, increasingly sought shelter in the wild lands of Estegalle rather than dwell in citadel "islands" surrounded by Caerleonic lands. Eventually Mauridia completely drove the Avadain forces out of their lands and crushed any chance for a united Estegalle under Avadain rule.

So, it came to be that King Bael the Fair ruled a kingdom and people that were estranged from their former greatness. Most in Caerleon came to bear little resemblance to the mighty

Avadain who once landed on Estegalle's shores so many years before. In order to ensure their survival, the lords of Caerleon were forced to make truces with the northmen who harried their northern holdings. All Avadain claims to the lands of modern day Suttegarde were rescinded some 250 years ago.

Thirty years ago, after repeated and devastating raids upon the eastern marches of Caerleon and Suttegarde, a united force of Caerleonic and Suttegardian troops took to the plains of the Voruskai in order exact vengeance upon the Overlord of the Voruskai, Morikai. To mollify the pride of the Avadain king, Bael the Elder was given command of these forces and the rampant lion of Caerleon flew highest upon the lances of the standard bearers. When, four months later, the Overlord's daughter returned the King's head to Caerleon, it was ordered that Caerleon would have no king or queen save Morikai of Vors. Furthermore, an annual tribute was exacted as reparations for the attack on Voruskaid lands while lands were ceded to the Carmascians of the western plain.

Today Bael's grandson, Gueran Dennigal, acts as the elected Lord Regent of the lands. With the weakened ties of the Voruskai tribes and the resulting reduction in their might, Caerleon has begun, over the past decades, to recover. This prosperity is aided by the Caerleon's wealth of resources, including its rich soil, deposits of silver, tin and copper, and an abundance of yew, oak, ash, and hickory wood. The moderate climate allows Caerleon's farms to be the most productive in Estegalle; its vineyards and livestock are unsurpassed. Duchies to the East are gradually reclaiming lost lands and trade routes are being reclaimed from Carmascian bandits and raiders.

In order to meet the challenge of reviving Caerleon, Gueran has adopted measures that earlier Avadain rulers would have railed against. First, Gueran is assisted in this urgent undertaking, the rebuilding of a kingdom, by a mage, Hirrel Tanissant. The Avadain mistrust of mages and reliance on patriarchal advisement made such a measure highly unorthodox. Secondly, breaking from the autocratic monarchies of his forefathers, Gueran's post as Lord Regent makes him accountable to a body of representatives, called the Ducal Assembly. These men, representatives of each duchy and their respective earldoms, are entrusted to advise the Lord Regent on behalf of the landholders they represent and elect a new Lord Regent every seven years.

Knights are the enforcers of the Assembly's laws and are authorized to dispense low justice in the name of the Regent. Local Lord Magistrates act as judges for more serious crimes. The majority of Caerleon's military might rests in its vast army of professional soldiers, the ranks of Caerleon's Legions. In border and coastal cities, mercenary orders of warriors have profited from the turmoil that has gripped these lands.



THE PEOPLE OF CAERLEON

Caerleonic humans are of average height and build. They have medium complexions, with wavy to straight hair that ranges from light brown to black and blue, hazel, green or grey eyes. Clothing usually consists of a cloak, breeches and a tunic. Cloaks and breeches are commonly dyed blue, brown or black, while tunics and blouses are usually of embroidered linen. Leather boots are commonly worn, with gloves or jewelry being worn by wealthier individuals. Hair is worn short by most men, as are beards, when they are worn at all. In rural areas longer hair is more common and the influences of the Maelnach are more readily seen. These folk are more festive and less reserved, bearing superstitions and folklore with ancient, Maelnach roots. Urban dwellers have adopted the Avadain standards of courtesy and self-restraint.

Caerleon, as the first conquered kingdom of the Avadain, still has many great families of Avadain lineage. Descendants of these lines tend to be slightly taller and broader of shoulder than other men of Caerleon. They are darker haired and fairer of skin than those of lower status, neatly groomed and often haughty in their bearing.

Garb usually consists of fine tunics of deep blue or white, decorated with fine tracery about the collar and wrists. Capes and cloaks are commonly worn over tunics and leggings. Black boots and gloves are also worn frequently. At court, the Avadain wear brooches that display their family crests. Avadain warriors display the heraldry of their lord and of their lineage upon their shields and surcoats.

Overall, the people of Caerleon are known for their civility and pride. Of course, the lower classes do not abide by the same social mores as their nobly-born countrymen.

Common Male Names: Accolon, Adalard, Adane, Aeron, Alberon, Alec, Alisander, Amante, Ambrose, Agrellan, Aradan, Arion, Baedon, Berengar, Bernard, Bors, Brunam, Calaven, Cale, Caraden, Caradoc, Celedan, Celephan, Clairemonde, Claudius, Corneus, Danain, Eagillen, Earendor, Eladrim, Eliand, Eremere, Ethan, Eustance, Falgrim, Falstaff, Gabriel, Gaheris, Gaidon, Galadhil, Galatine, Galerus, Gareth, Geoffrey, Gerard, Geriant, Gervase, Isengal, Isendor, Jared, Jordan, Julian, Junius, Kaherdine, Lothien, Lucan, Luther, Mallor, Marcus, Maurian, Meleas, Miles, Morgan, Morien, Nidian, Owain, Paladine, Peredor, Reynard, Stephen, Tancred, Tarcil, Taron, Terence, Thomas, Tristam, Valien, Valerin, Xavier

Common Female Names: Aelise, Agnes, Alicia, Anna, Annael, Armide, Catherine, Carellia, Cecille, Claire, Clarise, Elanor, Elenna, Ellessandra, Elianor, Elisa, Elisabeth, Genevieve, Jacqueline, Joan, Julia, Juliette, Lenore, Liliane, Marie, Margot, Morgana, Mirabel, Rianna, Rowenna, Sara, Sibille, Stephanie, Teresa, Valerie, Viviane

Royal Households: Abelard, Aethelhere (of Suttegarde), Armitage, Berennor, Dennigal, Domiere, Gilborne, Gramille, Leonelle, Maginus, Perrendel, Saradoc, Sirannon, Thalleon



CHARACTER CLASS NOTES

Assassins: Assassins are employed by the wealthy, the powerful and, at times, the desperate to eliminate threats or rivals.

Bards: Bards function as poets and storytellers, recounting past glories and assuring nobles and commoners alike that the darkest days of their people are behind them.

Barbarians: Barbarians are rare in these lands. When found, they are typically part of coastal raiding parties or members of mercenary companies.

Clerics: Priests serve in communities throughout the realm, in a multitude of capacities. In these dark times, as many people look to the church for solace, the ranks of Caerleon's priesthood are swelling. More militant orders serve as knights or crusaders for the realm, particularly as Knights of the Eagle. This religious order serves the Regent and acts as protectors of The Defiant.

Druids: Priests of this ancient order are not common in Caerleon. Those who practice druidic rites are usually of Maelnach descent and/or from isolated areas.

Fighters: The most common character class in Caerleon is the fighter. Many serve as hirelings, militia members, knights in the service of the Lord Regent and professional soldiers, such as infantrymen and archers.

Duelists are found in the southern, coastal cities of Caerleon. These lightly-armored rakes, mercenaries, pirates and privateers typically employ small swords or cutlasses and bucklers, or paired small swords and daggers.

The Knights of the Crown are Caerleon's first knightly order of Caerleon; established by Bael the Fair nearly 500 years ago. The knights of this order are strong proponents of Caerleon's monarchy, calling for the coronation of Gueran as King. Regent Gueran has yet to accede to their wishes. While most knights are fighters, the order also is made up of rangers, paladins, and clerics.

Magic-Users: Mages are typically eccentric and solitary individuals immersed in the study of arcane lore. Nearly all magic-users and specialists are affiliated with a college of magic and guild. In a land where magic is distrusted, wizards often are discreet in their use of magic. Rarely, individuals without formalized training exhibit talent in the arcane arts. These hedge wizards are self-trained practitioners of magic typically found in rural areas or among the lower classes.

The practice of necromancy is outlawed in Caerleon, and practitioners of it are punished severely.

Monks: Monks are not found in these lands, except as emissaries or mercenaries from Narahim.

Paladins: Paladins are typically knightly warriors in the service of The Church of The Defiant. Blackguards are rarely found within these lands. When encountered, they are usually fallen paladins or agents of the Mauridian Empire.

Psionicists: Psionicists are rarely seen in these lands.

Rangers: Rangers sometimes act as military scouts or knights in frontier areas. Many act as wood-wards and protectors of shrines dedicated to Caledh or Tyros.

Thieves: Members of this class are usually found in cities, either as minor cutpurses and burglars, or in the service of a guild or criminal network. Thieves often act as spies, military scouts and hired killers.

Spies are typically found in the service of the Lord Regent or serving as mercenaries. Those who have fallen on the wrong side of the law are encountered as highwaymen.

ARMS & ARMOR

The favored weapons of Caerleon are the dagger, spear, lance, longbow, mace (footman's), longsword and short sword.

CAERLEON AT A GLANCE

Proper Name: The Republic of Caerleon	Racial Demographics: Humans of mixed Avadian and Maelnach blood (83%), dwarves (5%), sylvan elves (7%), high elves (5%)
Government: Feudal Republic	Allies: Suttegarde, the Eldari Citadels of Pol Asgiroth and Pol Esgavule, Clan Carroc of the Nine Dwarven Holds
Ruler(s): Lord Regent Gueran Dennigal, The Ducal Assembly	Enemies: The Carmasian Horde, Yssgelund and The Mauridian Empire (uneasy truce)
Predominant Alignment: Lawful Neutral (Good)	Academic & Arcane Orders: Collegium Arcanum, Monastic Order of Aedhr, The Regent's Academy at Lagentium, The Regent's College at Tir Amaron
Population: 1,250,000	Armed Forces/Military Orders: 12 Ducal Legions (militia units) Knightly Orders: The Order of the Lion (Commanders of Caerleon's Legions), Knights of The Crown, Knights of the Eastern March, Knights of The Path, Maredon's Cohort (warrior-priest infantry), The Free Companies (mercenaries), Sons of the Wyrn (spellcaster mercenaries), Knights of the Eagle (Paladins of The Defiant), and Knights of the Watch

Major Cities

Ardenbury, Bael's Landing, Highcourt, Lagentium, Lionsbridge, Seven Wells, Tir Amaron, Tir Carlion

Political Bodies

The Ducal Assembly, The Regent's Council, The Church of the High Gathering

Political & Religious Leaders

Duke Abelard of Birchwald, Duke Armitage of Lionsreach, Duke Berennor of Eastwatch, Duchess Domiere of Amrilvale, Duke Gilborne of Norgales, Duke Gramille of Whitecliff, Duke Leonelle of Grandchester, Duchess Maginus of New Providence, Duchess Perrendel of Ceredheath, Duke Saradoc of Westhope, Duke Sirannon, and Duke Thalleon of Fenslough
 Lord Chancellor Hirrel Tannisant, Patriarch Marcus Borellan

Duchies

Amrilvale, Birchwald, Ceredheath, Eastmarch, Fenslough, Grandchester, Highcourt, Lionsreach, New Providence, Norgales, Westhope, Whitecliff

State Religion

The Church of The Defiant

Resources

Ash, oak and yew wood. Veins of iron, copper, silver, mithril, gold, and tin. Produce, wine, cheese, wool, cotton, and livestock (horses, sheep, cattle, pigs). Artisan handiwork: armor, arms, tapestries, manuscripts, jewelry, and textiles.

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Death by drowning			
Assault (armed)	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile or Taking the Watch*	
Assault (unarmed)	1 day in the stocks per hp of damage dealt.	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile or Taking the Watch*
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), 1 week in stocks	Fines (double value of debt), 1 month imprisonment	Fines (quadruple value of debt), 1 month imprisonment	Marking (minor disfigurement) plus 3 rd offense punishments
Disorderly Conduct	1 week in stocks	1 week in stocks plus a public flogging	1 month imprisonment plus a public flogging	1 month imprisonment plus a public flogging
Murder	Death by hanging			
Rape or controlling others through magic	Fines (based on social standing of victim) plus imprisonment based upon the severity of the crime	Fines (based on social standing of victim) plus castration (rape) or loss of one's tongue (mind-control)	Death by stoning	
Raising or Commanding the Undead	Death by fire			
Theft or Fraud/ Destruction of Property	Fines (double value of goods), 1 week in stocks	Fines (quadruple value of goods), 1 month imprisonment	Marking (minor disfigurement) plus 2 nd offense punishments	Loss of a hand plus 3 rd offense punishments.
Treason or Regicide	Death by quartering			
Trespass	Stocks for one week	1 month imprisonment	1 year imprisonment	Exile or Taking The Watch*

*Taking the Watch allows the character to avoid exile and, in rare cases, death sentences by swearing their service to The Knights of the Watch. Such characters are branded with the sigil of the order (a lantern) and serve in whatever capacity best suits their skills. Desertion is punishable by death, as is committing further crimes while in the service of the order. Branded servants are forbidden to marry, sire children, or hold lands unless they are pardoned and raised to the rank of knight by the Lord Commander of their chapter.

THE GREAT DOMINIONS: THE KASHGARI FEDERATION

Nestled between the Cloudspire Mountains and the Enyros River, and located at the foot of The Titans mountain range, is Kashgar. Kashgar is dominated by foothills and river valleys. Like the vast plains to its north, northern Kashgar is semi-arid, with rocky soil ill-suited to most farming or travel.

Traversing these lands is a feat for any man not accustomed to such rough terrain, as few proper roads or areas with level ground are to be found in Kashgar's foothills. Horses are practically useless for long-distance travel; one's best aid in travel is a sturdy pair of boots or sandals that protect against the hard and jagged earth of the Kashgari hill-lands. The lands of the south are more forgiving, yielding crops such as dates, grapes, olives and wheat, and level enough to accommodate the numerous roads that connect Kashgar's coastal cities. Kashgar's coastal communities have grown to become key centers of trade, vast walled cities of marble and granite that are kingdoms unto themselves. Alliances and trade with Mauridia helped shape the development of these cities and their culture.

The Kashgari came to value the superior engineering, mathematics and scientific knowledge of the Mauridians, incorporating these disciplines into their teachings and erecting universities within their larger cities. Study of arcane lore was also instituted, though the rational scholars of Kashgar saw magic as a science unto itself and spurned the Mauridian mingling of magic and theology.



As southern Kashgar grew into a nexus for trade and knowledge, its merchant and military fleet of ships grew, allowing Kashgari merchants to trade with all of the nations of Estegalle. In the meanwhile, northern communities thrived through the riches that their hills offered up; rich veins of ore and precious gems were found in abundance beneath the sparse foothills of The Titans range. Skilled artisans from Mauridia and southern Kashgar traveled north, establishing the Estegalle's finest smithies in the well-fortified keeps of the north. The north also became the proving grounds for Kashgar's growing army, which was charged with the defense of the region's great wealth. The Kashgari people are a logical, mercantilist people who enjoy the

lifestyle afforded by their wealth.

Today each city is a state unto itself, ruled by a council of senators that represents each city's powerful factions and families. These plutarchs act as the administrators and legislators their cities. Enforcement of the law and defense of each city-state is the responsibility of each city's army, which is commanded by a senate-appointed general. These cities are loosely allied under the rule of King Tyrtaeus of Triphos, a ruthless and peerless leader in matters of state and war. Tyrtaeus has, in his 25-year rule, limited Mauridia's influence in Kashgari politics and trade. Kashgar's coastal cities all maintain war fleets that are second only to those of Mauridia's armada.

Most who live within Kashgar's cities shun religion of any kind, likening it to idle superstition meant for the simple of mind. This does not prevent urban Kashgari from calling upon the gods in times of trouble or holding onto superstitious beliefs; it only makes such practices distasteful and worthy of scorn. Rural folk still worship The Defiant Gods, honoring them upon full moons, the changing of the seasons, and at other auspicious times. Oracles are still consulted for their wisdom, even within large cities, and are regarded as wise men with knowledge of the world unseen. Like Mauridia, Kashgar employs slaves from other regions, as well as indentured servants, using them primarily as laborers in cities and along roads, as miners, and as house servants. Kashgari slaves are treated far more humanely than those of Mauridia, with Kashgari slaves being able to buy their freedom. Gladiatorial sport, involving slaves, seekers of glory, and those desperate enough to enter the arena in search of coin or renown, is practiced in Kashgar's larger cities.

THE PEOPLE OF KASHGAR

The native Kashgari people are said to have conquered this region long before the god-invoked devastation of Gaile. Though much of their early history was lost in the great cataclysm, it is speculated that the Kashgari people are descended from the Ebothi.

Native Kashgari tend to be tall and thin, with sinewy muscle. Their skin ranges from tan to dark brown, and their black hair is wavy. Kashgari often have grey or black eyes, with hazel or brown being rare. Clothes are usually of loose, light materials, such as linen, that are often worn beneath robes clasped at the shoulder. Wealthier people have ornate clasps or robes of fine material, such as silk, dyed with indigo or royal jelly. Boots, and sandals in outlying farmlands, are usually made of leather, with stout soles to protect against the jagged stones that are found throughout the hills and grasslands of Kashgar. Jewelry and the use of perfumes are common to both men and women, with even the poorest of farmers owning some trinket to adorn themselves with. Kashgari men usual are clean-shaven, wearing their hair extremely short or shaving their heads altogether.

Common Male Names: Aeneus, Aeschylus, Aegil, Alcion, Alexander, Altair, Ambrosius, Anaxigoris, Andrius, Archides, Arius, Artorius, Brasidas, Caedon, Calidos, Cleodinas, Constantine, Coraestes, Craeus, Damian, Delios, Demetrius, Dorian, Dracon, Erasmus, Heraestis, Korudon, Kyrillos, Kyros, Leander, Leonidas, Lycurius, Macchus, Macellus, Menetor, Oraesius, Oraeon, Philip, Perodus, Pyraedas, Salaris, Saradan, Sevidias, Spyridon, Stelios, Tanedus, Titus, Vaeton

Common Female Names: Adara, Adonia, Agatha, Alexandra, Amarande, Arete, Arrelia, Aura, Calandra, Callia, Callisa, Cassia, Catalin, Celena, Claudia, Corine, Cybele, Cynthia, Damaris, Delphine, Dionna, Elena, Eleanor, Elenia, Ellen, Evangel, Evania, Galadia, Helena, Irena, Karena, Leda, Lelia, Lydia, Melania, Melissa, Myra, Nyssa, Perrine, Selena, Tessa, Vanidae, Zoe

CHARACTER CLASS NOTES

Assassins: Wealthy merchant families and senators often use assassins to silence those who threaten their interests. The assassin guilds of Kashgar hold political clout, borne of their wealth and connections.

Barbarians: Barbarians are rare in these lands. When found, they are typically members of mercenary companies, gladiatorial slaves, or part of a mounted or naval raiding party.

Bards: Bards often act as troubadours in wealthy villas or serve as chroniclers of Kashgar's ancient glories, recounting the deeds of long-dead heroes and of the diminished gods.

Clerics: Priests are usually oracles or sages, who are sought for wisdom and guidance. They are hard-pressed to find believers in The Defiant Gods, especially in Kashgari cities, and are rarely part of an organized church. Only the Order of Maredon remains in Kashgar and has not abandoned their beliefs or shrines.

Druids: Druids are only found in rural areas, as itinerant preachers or shamans who follow the ancient traditions of their people.

Fighters: Kashgari warriors are typically professional soldiers that are part of Kashgar's army. Other warriors include mercenaries, thugs and bandits. Due to Kashgar's rugged terrain, mounted warriors are a rarity. There are, however, noble warriors and mercenaries who have trained in the arts of mounted combat. Cavalry units are present, though only in southern Kashgar. Kashgari sailors, rakes and gladiators are often fighters. Those who have fallen on the wrong side of the law are encountered as highwaymen.

Magic-Users: Mages are usually academics, delving into magic as a scientific discipline, focusing upon subtle magic that brings knowledge and wealth to the patrons of Kashgari universities.

Mages who cast destructive magic face swift and harsh punishment for their misuse of magic. Mages often serve as counselors, oracles or diplomats with other kingdoms.

Hedge wizards are usually found in remote villages as folk practitioners of simple magic who peddle minor incantations for coin or room and lodging.

The study of necromancy is viewed with distrust and revulsion, but is not explicitly illegal in Kashgar. While laws prohibit animating dead citizens and indentured servants, no such prohibition exists against animating mindless undead from the corpses of slaves, provided they have died of natural causes. Undead servants are not permitted in public areas.

Monks: Monks are not found in these lands, except as emissaries or mercenaries from Narahim.

Paladins: Increasingly rare in Kashgar, paladins still believe in The Defiant Gods and sometimes serve the Order of Maredon.

Psionicists: Psionicists are rarely seen in these lands.

Rangers: Rangers are rarely found in Kashgar. They typically serve in rural areas, particularly in the north, as protectors of isolated villages or as military scouts.

Thieves: Members of this class are usually found in cities, serving as assassins, cutpurses, burglars and spies.

Thieves sometimes find work as military scouts, spies in the service of influential families, or serving as mercenaries.

ARMS & ARMOR

The favored weapons of Kashgar are composite bows, dagger, javelin, longsword, mace, sling, spear, and short sword. Their preferred armor is lamellar or mail and large shields.



KASHGAR AT A GLANCE

Proper Name: The Kashgari Federation	Racial Demographics: Humans of Kashgari blood (91%), dwarves (7%), sylvan elves (2%)
Government: Plutocratic Confederacy	Allies: The Mauridian Empire
Ruler(s): King Tyrtaeus of Triphos, Senate Councils	Enemies: The Carmascian Horde
Predominant Alignment: Neutral (lawful)	Academic & Arcane Orders: Collegium Arcanum at Triphos and Cassiopor, The University at Archeddes, The College of Metaphysics at Venorum. The College at Colespes.
Population: 2,750,000	Armed Forces/Military Orders: Seven land-based legions representing each city-state. Typhos First Legion (Manticore), Venorum Second Legion (The Deathless), Archeddes Third Legion (Bull), Cassiopor Fourth Legion (Triumphant), Scallabus Fifth Legion (Kraken), Malliodunum Sixth Legion (Eagle), Colespes Seventh Legion (Wolf). The Kashgari Armada operates throughout Estegalle, defending Kashgari trade interests. Kashgar's legions are supplemented with mercenary units (irregulars) and with volunteer forces (conscripts). Maredon's Cohort (warrior-priest infantry), The Free Companies (mercenaries), The Silent Brotherhood (assassins), The Grim Guard (Carmascian mercenaries), Sons of the Wym (spellcaster mercenaries), and The Deathless (ex-gliadiator mercenaries)

Major City-States

Archeddes, Cassiopor, Colespes, Malliodunum, Scallabus, Triphos, Venorum

Political Bodies

Each City-State has its own senate
Guild & Merchant Councils

Political & Religious Leaders

King Tyrtaeus of Triphos, Protector of The Kashgari Federation
Senate Councils led by elected consuls
Overseer Barand, Lord Commander of The Order of Maredon

State Religion

None

Resources

Marble and granite. Eucalyptus, spruce, walnut, and cypress wood. Veins of iron, copper, silver, and tin. Semi-precious and precious gemstones. Olives, grapes, dates, wine, nuts, cheese, spices, and livestock. Artisan handiwork: pottery, armor, arms, manuscripts, jewelry, and statuary.

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Public execution			
Assault (armed)	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	State enslavement*	
Assault (unarmed)	1 day in the stocks per hp of damage dealt	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	State enslavement*
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), 1 week in of service to the state	Fines (double value of debt), 1 month of service to the state	Fines (quadruple value of debt), 1 month of service to the state	Marking (minor disfigurement) plus 3 rd offense punishments
Disorderly Conduct	1 week of service to the state	1 week of service to the state, plus fines	1 month of service to the state plus fines	1 month of service to the state plus fines plus 1 month imprisonment
Murder	Public execution			
Rape or controlling others through magic	Fines (based on social standing of victim) plus imprisonment based upon the severity of the crime	Fines (based on social standing of victim) plus castration (rape) or loss of one's tongue (mind-control)	Public execution	
Permitting undead servants in public areas	1 week of service to the state	1 week of service to the state, plus fines	1 month of service to the state plus fines	As 3 rd offense plus confiscation of undead servants
Theft or Fraud/ Destruction of Property	Fines (double value of goods), 1 week service to the state	Fines (quadruple value of goods), 1 month service to the state	Marking (minor disfigurement) plus 2 nd offense punishments	State enslavement*
Treason or Regicide	Public execution			
Trespass	1 week of service to the state	1 month of service to the state plus fines	State enslavement*	

* State enslavement involves the offender being branded and placed into slavery. Should an enslaved individual attempt escape or commit another crime while enslaved they face public execution.

THE GREAT DOMINIONS: THE ETERNAL EMPIRE OF MAURIDIA

Mauridia is the oldest civilization in Estegalle and its people the first to thrive after the gods rent the great continent of Gaile into Estegalle and Avandunil. Those of Estegalle who survived the cataclysm found themselves struggling to survive in an inhospitable land; cast into darkness and facing the plagues and upheaval of nature that wracked their lands.

While the men of other lands waged near-constant war with each other, fighting desperately for food and land; the Tribe of Maurid, under advisement of their leader, Shar'edan the Wise, traveled south, away from the warring of northmen, plainsmen and Maelnach tribesmen. Their long journey through The Sheltering Sea desert shielded them from the wars that gripped the northern lands but saw the death and near-starvation of many of their number until, at last, refuge was found along the fertile banks of the River Sahavim.



Shar'edan, of the line of Mauridoc, was revered as the great leader of his people and came to be worshipped as their savior. His laws and rule raised the Mauridians out of the chaos that the gods had visited upon them, bringing prosperity, unity and peace to the deserving Mauridian people. Over many years, cities began to grow about the temples raised in his honor and, as the years passed, the "petty gods" were thoroughly cast aside as Shar'edan became the universal object of their worship. Shar'edan, whose reign spanned nearly three centuries, sought to educate his people, particularly his priests. Promising youths were sent into the service of Shar'edan's inner council, the Sarnhedin or Seat of Wisdom, to study the philosophies of The Old One.

Because of his laws, nearly all Mauridians are literate and learned in the history of their people. Mathematics, science, theology, and philosophy are taught at universities throughout Mauridia. By subtly infusing these teachings with his own doctrines, Shar'edan has united the Mauridians into a fiercely nationalistic people who despise the superstition of the "petty gods" and the "savages" of Caerleon and Suttegarde who still worship them. Slaves from these, and other, lands are kept by wealthier Mauridians and seen as sub-human by all Mauridians, who enjoy

watching slave-fights in the large arenas of Mauridian cities.

Today the Sarnhedin, in conjunction with the various guilds of each city, govern the cities of Mauridia in the name of the current empress, Correna. The Sarnhedin enforces the Laws of Shar'edan through its warrior-priests, the Ankallibec. Counts are responsible for counties which usually encompass 1 or 2 cities. While they only hold as much power as any other member of the Sarnhedin within the cities, they alone command the people of the surrounding lands and its troops. These troops are made up of the Ankallibec and of supporting levy forces.

The mighty Armada of Mauridia patrols the sea-lanes surrounding Mauridia, attacking all hostile ships and protecting Mauridian and Kashgari merchants. Through this, the Mauridians are able to collect high tariffs at their ports and ensure that trade is restricted as best befits the coffers of Mauridia.

Mauridians wear layered robes over tunics that protect against the sun and heat of their homeland, with wealthier members wearing silks and jewelry instead of cotton or muslin garb. Rural garb and that of the Avadain exiles is not dyed, in shades of pale brown or white. Silks are often dyed in rich shades of purple, blue, grey and black; with delicate patterns embroidered into the edges of robes and tunics. Sandals are common footwear, though boots are often worn in urban areas and by the wealthy. Members of religious orders wear pale white robes and tunics in public. Slaves are typically branded with the sigil of their owner. Among the Mauridian people, the virtues of reason, bravery, temperance, honesty and respect for one's elders and superiors are valued. Mauridians are guarded around outsiders, often adopting stern or haughty airs around strangers. With family and friends, however, Mauridians share their warmth and dry humor. The lands of Mauridia are divided into three provinces, each ruled by one of the Empress' personal advisors. These legates oversee the administration of the counties and cities within their province, disciplining or rewarding their inferiors as their empress wills. Elite guards and eunuch servants serve the legates. They are transported in ornate caravans, riding in vast, silk-covered palanquins that are guarded by an honor guard of Ankallibec. The palaces of the legates are mighty strongholds; filled with stores of wealth, weapons and books of lore. These citadels are cities unto themselves, provisioned by the surrounding farmlands and by endless streams of merchants who are granted special permission to trade in these Holy Fortresses.

The Empress is rarely seen by any except her Lord Stewards and her handpicked Guardians of the Phoenix, drawn from the most powerful members of the Ankallibec. It is believed by most Mauridians that the current Empress is an avatar of the god Shar'edan, Keeper of Mauridia. In keeping with this belief, which underlies most of the Empress' power, she has adopted Shar'edan's symbol, the Phoenix, as her own; a symbol of Shar'edan's rebirth.

The Holy City of Estelline (the Eastern Star), situated at the mouth of the River Sahavim, is the Empress' home and the capital city of Mauridia. Pilgrims from all of Mauridia come to pay homage to their divine ruler, filling the Outer City within their numbers. The Outer City is the largest city in Estegalle, a bustling center of worship and trade. The Inner City is off limits to all save those who have been granted permission by Estelline's Sarnhedin. This portion of the city is awe-inspiring, a walled-fortress with towering spires and ancient architecture that could only be accomplished with the aid of magic. An army of Ankallibec guards this city, though they have never had to fight invaders in the 1,600 years since the city's founding.

THE PEOPLE OF MAURIDIA

The people of Mauridia share a common heritage with the Avadain (Men of the West) and have kept their bloodline pure, "untainted" by that of "lesser men," for over 1,600 years. As a tribute to their deified ruler, the people of Mauridia call themselves the Children of Wisdom or Cirhedin. Mauridia's desert-dwelling outcasts are of Avadain blood.



Non-Cirhedin men are often slaves, merchants, mercenaries, or the descendants of foreigners. They are typically viewed with disdain and mistrust by native Mauridians. Human characters that live in Mauridia, but are neither Cirhedin nor nomadic Avadain, should be created as humans from other lands.

Common Male Names: Accolon, Achard, Adalard, Adanus, Alberon, Alexis, Alexander, Ambrosius, Agrellan, Aradan, Arion, Armande, Berellor, Brunam, Camerard, Calavus, Caradas, Caradoc, Celedan, Celephan, Clarmond, Claudius, Corneus, Danaeus, Eladrim, Eliand, Eriadoc, Erasmus, Eustance, Gabriel, Gaheis, Gaidon, Galadius, Galadine, Galerus, Gerian, Gervase, Isengal, Isendor, Jaraedan, Jordan, Julian, Junius, Lothion, Lucan, Lucas, Luther, Mallor, Marcus, Maurian, Meleas, Morien, Nidian, Nimrais, Paladine, Peredon, Sacraeus, Tarcis, Taros, Valinus, Valerin, Xavius

Common Female Names: Aelise, Alexis, Alexandra, Alicia, Anna, Annael, Armide, Caterina, Carellia, Cecillia, Clarise, Claudia, Cordellia, Elanor, Elenna, Elessar, Eliana, Elisa, Julia, Juliette, Liliana, Lucilla, Margause, Mirabel, Rianna, Viviane

Royal Households: Cordellion, Gravis, Illaria, Maurid'ir

CHARACTER CLASS NOTES

Assassins: Silent and discrete killers, assassins are highly valued for their services to the House of Mauridoc and other noble or wealthy factions in Mauridia. Rebellious groups have also employed assassins to strike down members of the royal family... though such attempts are rare and met with bloody retribution.

Barbarians: Barbarians are rare in these lands, found only as mercenaries or slaves.

Bards: These characters exist in these lands as troubadours and ministers of propaganda, often unwittingly. Some bards live as outlaws among the nomadic Avadain, giving hope to a defeated and hunted people.

Clerics: Priests are usually clerks, scribes or scholars that serve the bureaucratic Sarnhedin or as warrior-priests in the ranks of the Ankallibec. Many high-ranking priests and members of the Sarnhedin are multiclassed wizard/clerics. Priests of other deities are almost always slaves or members of the nomadic Avadain.

Druids: Priests of nature gods are only found among slaves or living in isolated areas along Mauridia's southern frontier.

Fighters: Mauridian warriors often serve as mercenaries in the employ of its cities' guilds. Some serve as levy troop members, performing their duties to the Empress and their people. Bandits, sailors, privateers and gladiatorial slaves are other examples of Mauridian warriors.

Mauridian knights and mounted sergeants are usually members of the Empresses' elite guards, the Ankallibec. They guard the lands with religious zeal.

In the sun-drenched streets of Mauridia's cities swashbucklers are commonly found fighting, drinking and whoring their days away. Most are mercenaries or the children of aristocrats, made dangerous through arrogance and restlessness

Magic-Users: Magic-users are typically wizard/clerics who have studied the ways of magic and theology in the universities of Mauridia. They serve as advisors, scribes, and members of the Sarnhedin.

Self-taught magic-users and those who operate independently of Mauridia's universities or state-church are difficult to monitor and seen as a potential threat to the Empire's order. Necromancy is taught and practiced by many members of Shar'edan's faith, though their powers and creations are hidden from the eyes of commoners.

Monks: Monks are not found in these lands, except as emissaries, slaves, or mercenaries from Narahim.

Paladins: Paladins, if they exist among the Ankallibec, are sadly mistaken individuals whose faith is misplaced. Outlaw paladins live among the Avadain, working to end the cruel reign of Empress Correna.

Blackguards (anti-paladins) are far more common in Mauridia than any other lands, drawn to the service of the Eternal Empress. These powerful servants of evil are always lawful evil rather than chaotic evil.

Psionicists: Psionic talent, though rarely exhibited, is far more common in Mauridia than in any other land in Estegalle.

Rangers: Rangers are often members of nomadic Avadain tribesmen who live in Mauridia's Sheltering Sea. These people are independent of the Empress and her forces; trading in small towns and, occasionally, aiding lost wanderers.

Thieves: This class is usually found in cities or is encountered as bandits and renegade warriors. Mauridia's army employs military scouts and spies as commissioned soldiers or as hired mercenaries.

Thieves are also found among the Avadain exiles of The Sheltering Sea.

ARMS & ARMOR

The favored weapons of Mauridia are composite bows, dagger, javelin, lance, mace (heavy), short sword, and scimitar.

MAURIDIA AT A GLANCE

Proper Name: The Eternal Empire of Mauridia	Racial Demographics: Humans of Cirhedin & Avadain stock (98%), dwarves (2%)
Government: Theocratic Empire	Allies: The Kashgari Federation
Ruler(s): Empress Correna Maurid'ir and her three chosen governors (legates)	Enemies: The Republic of Caerleon (uneasy truce), The Kingdom of Suttegarde
Predominant Alignment: Lawful Neutral (Evil)	Academic & Arcane Orders: The Sarnhedin
Population: 3,500,000	Armed Forces/Military Orders: The Ankallibec, The Order of the Phoenix (elite members of The Ankallibec), The Imperial Army (levy troops), The Mauridian Armada, The Silent Brotherhood (assassins), Sons of the Wyrn (spellcaster mercenaries), The White Hand (psionic mercenaries), and The Company of The Golden Sail (mercenary slavers)

Major City-States

Antreres, Estelline, Castrelnovum, Dolorosem, Hethram, Osrael, Port Umbral, Tir Perforium, Tir Phoenicis, Vigilsport.

Political Bodies

The Sarnhedin
Guild Councils

Political & Religious Leaders

Empress Correna Maurid'ir the Resplendent, Star of the East
Legate Talos Cordellion of Cerenius
Legate Lliandra Gravis of Palanthus
Legate Albus Illaria of Mauridia Anteriusus

Provinces Anteriusus Cerenius Palanthus

State Religion

Church of The Enlightened

Resources

Marble. Mahogany, yew, cedar, and cypress wood. Veins of iron, gold, copper, silver, and tin. Semi-precious and precious gemstones. Olives, grapes, dates, wine, nuts, cheese, wheat, spices, and livestock. Artisan handiwork: pottery, armor, arms, manuscripts, jewelry and statuary.

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Public execution			
Assault (armed)	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Public flogging plus state enslavement*	
Assault (unarmed)	1 day imprisonment per hp of damage dealt	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Public flogging plus state enslavement*
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), 1 week in of service to the state	Fines (double value of debt), 1 month of service to the state	Fines (quadruple value of debt), 1 month of service to the state	Indentured servitude for 1 year plus 3 rd offense punishments
Disorderly Conduct	1 week of service to the state	1 week of service to the state, plus fines	1 month of service to the state plus fines	State enslavement*
Murder	Public execution			
Rape or controlling others through magic	Fines plus imprisonment based upon the severity of the crime and social status of the victim.	Fines plus castration (rape) or loss of one's tongue (mind-control)	Public execution	
Permitting undead servants in public areas	1 week of service to the state	1 week of service to the state, plus fines	1 month of service to the state plus fines	As 3 rd offense plus confiscation of undead servants
Theft or Fraud/ Destruction of Property	Fines (double value of goods), 1 week service to the state	Fines (quadruple value of goods), 1 month service to the state	Marking (minor disfigurement) plus 2 nd offense punishments	
Treason or Regicide	Public execution			
Trespass	1 week of service to the state	1 month of service to the state plus fines	State enslavement*	

* State enslavement involves the offender being branded and placed into slavery. Should an enslaved individual attempt escape or commit another crime while enslaved they face public execution.

THE GREAT DOMINIONS: THE KINGDOM OF SUTTEGARDE

Once a part of Caerleon, Suttegarde represented the northern frontier of the Avadain kingdom, its line of border fortresses acting as a shield against Northmen raids. Each year the Yssgelundians advanced further into northern Caerleon, eventually overrunning its border defenses, slaughtering the stalwart Order of the Watch, sacking northern towns and, gradually, conquering the lands the Northmen called "The Southern Watch."

After 78 years of bloody warfare Osgar Godwinsson was crowned the first High King of Suttegarde after King Cered II of Caerleon signed the Treaty of Highgarden. The treaty rescinded all Caerleonic claims to these lands and put an end to all hostilities between the two kingdoms 253 years ago.



Today King Geraint Henegar rules this land under a constitutional monarchy, presiding over parliamentary meetings with Suttegarde's 16 thegns (a hereditary title held by the head of each of Suttegarde's royal families) once per season. These meetings between the king, his thegns, and each thegndom's religious leader address issues raised by at local meetings (shiremotes) between landholders and their reeves, as well as those that affect the prosperity of the kingdom. In this manner, each thegn acts as both governor and representative to his respective thegndom and as marshal to his land's military might when so commanded. In addition, each thegn votes, upon the king's death, which thegn should ascend the throne at Highgarden, leaving his thegndom to the next in line (titles are usually passed down to the next eldest brother or sister of the former thegn and, when no such relation lives, to the thegn's eldest child).

Ealdormen or earls are subordinate to these thegns and command their earldom's knights under the banner of their thegn and king. They are also responsible for raising and

outfitting levy troops during times of war. Reeves are local lords, responsible for the gathering of taxes and maintaining order within the lands of their shires. Levy forces, or *hundreds*, fall under the command of these reeves, also known as shire-reeves, and are mustered in times of war or when defending their homelands from other calamities. Each earldom can muster four to six hundreds, depending upon the number of shires that comprise them. Knights are charged with the task of preserving order; by patrolling the roads and outlying areas, repelling invaders, performing garrison duty, and enforcing the King's justice.

Suttegarde's trade and wealth are strongly linked to its rich deposits of iron, tin and gold. Suttegarde also produces some of the finest mead and ale in Estegalle. Weaponsmiths make use of Suttegarde's wealth of iron ore and ash wood in the creation of well-crafted weapons.

In spite of the shared lineage of their kings, the people of Suttegarde and Yssgelund are fiercely opposed to each other. Faced with bitter-cold winters, regular incursions from Yssgelundian raiders in spring and fall, and occasional raids by Carmascian warhosts, the Suttegardian people tend to be pragmatic, temperate, reserved, and strong-willed by nature. Many have turned to the Church of The Defiant for guidance in these dark days and, as a result, the church, under the rule of Patriarch Rinhelg, has grown in wealth and in military might as young warriors join military orders within the church.

The forests that lie between the Ostenberg Mountains and the chain of mountains known as Morud's Anvil are frontier lands held by various independent tribes of men, collectively known as the Maelnach. These tribes have formed a loose confederacy, with each being led by a chieftain or prince and a council of judges comprised of druids, bards, hedge wizards, and elite warriors. The Maelnach are an ancient people, the last remnants of a race who ruled a great empire throughout western Estegalle in the years following the cataclysm. With the coming of the Avadain, the Maelnach were gradually driven into the forests and mountain passes of western Caerleon and Suttegarde, or lost their cultural identity as they intermarried with the conquering Avadain. Their lineage is traced from mother to son and each Maelnach holds their relations above all else. Maelnach youths above the age of twelve are expected to defend their tribe and are trained in wilderness survival from early childhood. Tales are often told of painted, feral Maelnach warrior bands that are made up of men, women and children. Those who hold these lands have held to their ancient customs and religious practices, engaging in animism and nature worship. They are the sworn enemies of the Carmascians and will attack them on sight.

Despite their past differences, it is common for Maelnach tribes to assist Suttegardian forces as mercenaries. Unfortunately, for the Suttegardian people, it is also common for tribes to raid Suttegardian lands for livestock and supplies. Because of their power, however, King Geraint maintains an uneasy truce with the Maelnach people.

THE PEOPLE OF SUTTEGARDE

Suttegardians: Suttegardians are slightly taller than most humans, having Yssgelundian blood within them. They have fair complexions, with straight hair that ranges from dark brown to red or blond, and blue, hazel, green or brown eyes. They wear cloaks, broached upon the right shoulder, over woolen tunics and leggings. Leg bindings are often worn to protect them from wear and to provide the wearer protection from mud and cold weather. While they were once a brutal and warlike folk, who constantly thirsted for battle and glory, their glorious days are behind them and grim days lie ahead. Consequently, Suttegardians are guarded and not given to excesses. Their word, once given, is kept; for honor and trust are highly regarded.

Maelnach: Maelnach are shorter than most humans with slight, sinewy builds. They are of medium to tanned complexion, with wavy hair of brown or black and blue, green or grey eyes. Their clothes are like those of their Suttegardian neighbors, though of

coarser materials and simpler fashion. Knotwork adorns their woolen cloaks and tunics, and signifies their lineage. Rings of are often worn in their braided hair, and knotwork patterns are often tattooed onto the arms or torso. Honesty, bravery and generosity are valuable traits among the Maelnach, who equally value an individual's athleticism and skill at arms. The Maelnach are known for wild revelries and ferocity in battle.



Common Male Names:

Suttewardian: Adalbert, Aelfwald, Aelric, Aethan, Aethelred, Aethelwulf, Albert, Alfred, Arthur, Bard, Bede, Bedwin, Bertram, Brand, Caedmon, Carl, Cnute, Coel, Conrad, Dunstan, Edgar, Edwin, Egbert, Frederick, Geoffred, Gunther, Halbard, Harold, Hereward, Jon, Jude, Lothair, Luke, Luther, Mark, Morkere, Osric, Oswald, Oswine, Oswulf, Rolf, Sigmund, Terence, Theodric, Uther, Walter, William

Maelnach: Aeddan, Aonghus, Branwen, Brian, Cairbren, Cathal, Ceallach, Coeth, Conarn, Conall, Cormac, Dermoid, Guiare, Eoghan, Fearghus, Ian, Liam, Liogach, Loarn, Niall, Oenghus, Oisin, Raeghan, Raon, Seamus, Sean, Tuathal, Ultain

Common Female Names:

Suttewardian: Ada, Adelinde, Agnes, Anne, Berta, Brunhilde, Charlene, Eadda, Eaddith, Elspeth, Emma, Erin, Freida, Gerta, Gertrude, Gwenn, Helga, Hildegard, Ida, Idaine, Idelle, Judith, Lorelei, Loren, Margaret, Olga, Una, Ursula, Velda, Winnefred.

Maelnach: Aileen, Aillin, Anara, Bragwaine, Brighid, Caer, Cearnait, Caite, Daona, Eadaoin, Eanna, Fiachra, Maire, Nease, Niam, Oona, Rhiannon, Sadhbh, Sinn

Royal Households:

Suttewardian: Aegrim, Berkeham, Brandt, Dennings, Dorset, Godwin, Halliard, Henegar, Hereford, Hildegard, Kentwick, Maglor, Mercer, Rittenwald, Teudric, Walden

Maelnach: Agallamh, Ailech, Cathach, Comhlann, Connacht, Drebhain, Eachlach, Erachlaigh, Gelaidhe, Lochlan, Meath, Ollaibh

CHARACTER CLASS NOTES

Assassins: In spite of the Suttewardians' regard for honor, assassins find employment throughout these lands... from the

bustling coastal cities to the isolated, forest clanholds of the Maelnach.

Barbarians: Barbarians are encountered as Yssgelundian raiders and Maelnach clan-warriors throughout the northern and eastern reaches of these lands. Coastal raiders out of Yssgelund and mercenaries are commonly barbarians as well.

Bards: Bards function as poets and storytellers for the people of Sutteward and are viewed with reverence by the Maelnach, whose tales and songs are a link to the Maelnach's former greatness.

Clerics: Priests serve in communities throughout the realm, in a multitude of capacities. In these dark times, as many people look to the church for solace, the ranks of Sutteward's priesthood are swelling. More militant orders serve as knights or crusaders for the realm.

Druids: Priests of nature are prevalent in these lands, especially among the Maelnach tribes to the east. In these lands, druids are revered as bringers of luck, diviners, and intermediaries for the gods, as well as givers of wisdom and judges of men.

Fighters: This is the most common character class in Sutteward. Many serve as hirelings, militia members, knights in the service of the king and men of the hundreds.

The Order of Watch and Order of the Eastern March are two knightly groups with chapter houses throughout Sutteward. Its members are comprised of fighters, clerics, and paladins.

Maelnach warriors are usually hunters or oath-sworn retainers who serve their laird in return for lands. Household warriors of lairds, princes or chieftains are usually close kinsmen to their liege lord and called their "hand." Thus, the elite warriors of a chieftain name Aonghus would be called Aonghus's Hand.

Magic-Users: Magic-users are typically eccentric and solitary individuals immersed in the study of arcane lore. In a land where magic is feared by most, wizards often are discreet in their use of magic.

Self-trained practitioners of magic typically found in rural areas or among the lower classes.

Necromancy is outlawed in Sutteward, and practitioners of it are punished severely. The Maelnach practice hedge wizardry.

Monks: Monks are not found in these lands, except as emissaries or mercenaries from Narahim.

Paladins: Paladins are typically knightly warriors in the service of The Church of The Defiant. Blackguards are rarely found within these lands. When encountered, they are usually fallen paladins or agents of the Mauridian Empire.

Psionicists: Psionicists are rarely seen in these lands.

Rangers: These characters sometimes act as military scouts or knights in frontier areas. Many act as wardens of the woods and serve as the protectors of the priests and shrines dedicated to nature gods such as Caledh. They are commonly champions of the Maelnach people.

Thieves: Members of this class are usually found in cities, either as minor cutpurses and burglars, or in the service of a guild or criminal network. Thieves often act as spies, military scouts and hired killers. Military scouts are often mercenaries. Those who have fallen on the wrong side of the law are encountered as highwaymen.

ARMS & ARMOR

The favored weapons of Sutteward are the crossbow (heavy), flails, lance, longsword and short sword.

The favored weapons of the Maelnach are the longbow, long spear, longsword, short bow and short spear.

The Maelnach have limited access to "Light" and "Medium Armor" other than padded, leather, studded leather and hide armor. Suits of plundered chain armor or plate armor are worth double their usual value to the Maelnach

SUTTEGARDE AT A GLANCE

Proper Name: The Kingdom of Suttegarde	Racial Demographics: Humans of mixed Avadain, Maelnach, and Yssgelundian stock (86%), dwarves (8%), sylvan elves (6%)
Government: Constitutional Monarchy	Allies: Suttegarde, the Eldari Citadels of Pol Asgiroth and Pol Esgavule, Clan Carroc of the Nine Dwarven Holds
Ruler(s): King Geraint Henegar	Enemies: The Carmasian Horde, The Mauridian Empire, Yssgelund
Predominant Alignment: Neutral Good	Academic & Arcane Orders: Collegium Arcanum, Monastic Order of Aedhr
Population: 1,200,000	Armed Forces/Military Orders: Knights of the Eastern March, Knights of The Path, The Free Companies (mercenaries), Maredon's Cohort (warrior-priest infantry), The Sea Wolves (mercenary sailors), The Boon Companions (mercenaries), Knights of the Eagle (Paladins of The Defiant Gods), and Knights of The Watch

Major Cities

Ellesdun, Highgarden, Kirkstead, Kregwallas, Meresbury, Stanburg, Waldensbrough

Political Bodies

Parliament, Shiremotes, The Church of The High Gathering

Political & Religious Leaders

King Geraint Henegar Patriarch Rinhelg Genrickson
 Thegn Aegrim of Wichtby, Thegn Berkeham of Deepford, Thegn Brandt of Askjival, Thegn Dennings of Hallowsfost, Thegn Dorset of Kirby, Thegn Godwin of Folcsdun, Thegn Halliard of Gunnesthwaite, Thegn Henegar of Bournemouth, Thegn Hereford of Wormesbarrow, Thegn Hildegard of Braelund, Thegn Kentwick of Caldbergh, Thegn Maglor of Goathland, Thegn Mercer of Stonefield, Thegn Rittenwald of Thrymsgill, Thegn Teudric of Deepford, and Thegn Walden of Westdale

Thegndoms

Askjival, Braelund, Bournemouth, Caldbergh, Deepford, Folcsdun, Greystone, Goathland, Gunnesthwaite, Hallowsfost, Kirby, Stonefield, Thrymsgill, Westdale, Wichtby, Wormesbarrow

State Religion

The Defiant Gods (nominally)

Resources

Spruce, oak, ash, alder, yew, and elm. Deposits of iron, tin, copper, mithril, platinum, and gold. Animal pelts and furs, mead, cheese, livestock (cattle, pigs, sheep, horses), wool, cotton, and ale. Artisan handiwork: armor, arms, tapestries, manuscripts, and textiles.

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Death by hanging			
Assault (armed)	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile or Taking the Watch*	
Assault (unarmed)	1 day in the stocks per hp of damage dealt.	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile or Taking the Watch*
Casting Bateful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), 1 week in stocks	Fines (double value of debt), 1 month imprisonment	Fines (quadruple value of debt), 1 month imprisonment	Marking (minor disfigurement) plus 3 rd offense punishments
Disorderly Conduct	1 week in stocks	1 week in stocks plus a public flogging	1 month imprisonment plus a public flogging	1 month imprisonment plus a public flogging
Murder	Death by public execution (beheading)			
Rape or controlling others through magic	Fines (based on social standing of victim) plus imprisonment based upon the severity of the crime	Fines (based on social standing of victim) plus castration (rape) or loss of one's tongue (mind-control)	Death by public execution (beheading)	
Raising or Commanding the Undead	Death by public execution (beheading)			
Theft or Fraud/ Destruction of Property	Fines (double value of goods), 1 week in stocks	Fines (quadruple value of goods), 1 month imprisonment	Marking (minor disfigurement) plus 2 nd offense punishments	Loss of a hand plus 3 rd offense punishments.
Treason or Regicide	Death by quartering			
Trespass	Stocks for one week	1 month imprisonment	1 year imprisonment	Exile or Taking The Watch*

* Taking the Watch allows the character to avoid exile and, in rare cases, death sentences by swearing their service to The Knights of the Watch. Such characters are branded with the sigil of the order (a lantern) and serve in whatever capacity best suits their skills. Desertion is punishable by death, as is committing further crimes while in the service of the order. Branded servants are forbidden to marry, sire children, or hold lands unless they are pardoned and raised to the rank of knight by the Lord Commander of their chapter.

INDEPENDENT LANDS: THE ISLAND FEDERATION

As an independent mercantile and naval power situated between the warring states of Caerleon and Mauridia, the City-State of Sanctuary and its colonies have attracted all manner of outlaws, exiles, free-thinkers, ex-slaves, pirates, privateers, merchants, frontiersmen, and entrepreneurs since its foundations were first laid over 300 years ago.

At first, what became the City-State of Sanctuary was little more than a safe harbor for mariners exploring the region. The natural harbor and open, rocky grassland surrounding the harbor set the area apart from the jungle and swamplands of the region and allowed those who landed there to rest, get fresh water, and refit their vessels.

Before long, a village sprang up which, as the years passed, turned into a town. It was able to thrive by offering services to passing ships and providing refuge to those who were unwelcome elsewhere. The sailors took to calling it Sanctuary, and the name stuck.

A corsair haven with its relatively isolated location and natural attributes, Sanctuary quickly became a magnet for pirates and ne'er-do-wells of all types. It didn't take long for corsairs to take over the town, and Sanctuary became the most notorious pirate haven in the Estegalle.



What made Sanctuary work in the early days was its simple pirate code. Do whatever you want on the high seas, but don't go against your brothers and sisters in port. That meant no stealing, no killing, and no kidnapping while there. Duels did occur on occasion, but they were formal affairs done outside the walls. Most of the crew confined their fighting to drunken brawls, of which there were plenty. By and large, though, the peace in Sanctuary was kept, allowing the city to flourish while sending explorers to the outlying islands in search of habitable lands to colonize.

The Island Federation now encompasses the coastal jungles west of The Greatwalls, to the extent that those wild lands have been explored, and an island chain that extends into Sanctuary Bay.



The Federation has prospered through trade and by hiring out its growing fleet of cogs, carracks, and caravels to both the Mauridian Empire and the Republic of Caerleon, providing escort to merchant vessels or harrying shipping when hired to do so. At the same time, the ports of The Island Federation are neutral free ports for trade between nations that are often in conflict, with little restriction on trade and no customs duties required.

THE FREE PEOPLE OF THE ISLAND FEDERATION

Though people of The Island Federation hail from all of the lands of Gaile, and have forged their own cultural identity over these long years. Most of The Free People are of mixed blood, and as such, combine the features and physical traits of Estegalle's cultures.

Garments of The Free People are typically short breeches, stockings, shoes or boots, linen shirts, vests and woolen coats. Colors and materials are widely varied, as the Confederacy trades with all of the lands of Estegalle and even sends ships to the distant south and across the vast, Western Ocean to Avandunil.

Religion in Sanctuary and its holdings is a mixed affair, with numerous cults and shifting allegiances to minor godlings and deified heroes accounting for most worship throughout these lands. At the same time, both Uldrem and Medral are worshipped by the people of Sanctuary... as are the Elemental Lords of Water. Large cathedrals dedicated to Uldrem and Medral are found within Sanctuary, as well as chapels, temples, and temporary shrines dedicated to the various gods that come and go like flotsam and jetsam.

The Free People are pragmatic and value their independence greatly, in spite of the fact that the Confederacy is ruled by a de facto emperor and his puppet Council of Governors.

The Free People draw their names from all of the cultures of Estegalle but tend to favor simpler proper names from Suttgarde and Caerleon. Surnames are typically derived from familial occupations, such as Baker, Cooper or Merchant, or one's forebears, such as Bowen (of Owen), Perkins (kin of Perry), or Williamson. Family lines are patrilineal.

Common Male Names: Adam, Alton, Ambrose, Antrim, Bertram, Blaine, Charles, Connor, Dennis, Ellis, Ferris, Graham, Horace, Horton, Jacob, James, Jonathan, Lester, Lionel, Montgomery, Neville, Percy, Pervis, Robert, Terrence, Thom, William.

Common Female Names: Ada, Anna, Belinda, Beth, Catherine, Claire, Dawn, Elise, Elizabeth, Georgina, Gwen, Hope, Lindy, Kate, Mae, Margaret, Pris, Prudence, Rose, Susan, Teri.



THE ISLAND FEDERATION AT A GLANCE

Proper Name: The Island Federation	Racial Demographics: Humans of varied and mixed blood (98%), dwarves (1%), elves (1%)
Government: Colonial Empire	Allies: None
Ruler(s): Grand Admiral Jarvis Morgan, Overlord of Sanctuary	Enemies: Lizard men and goblin tribes in the area
Predominant Alignment: Neutral (chaotic)	Academic & Arcane Orders: None
Population: 250,000	Armed Forces/Military Orders: The Grand Admiral's Guard, local militias and watchmen, The Ebon Fleet (mercenary sailors), The Free Companies (mercenaries), The Silent Brotherhood (assassins), The White Hand (psionic mercenaries), The Company of The Golden Sail (mercenary slavers), The Sea Wolves (mercenary sailors), and the Federation Naval Fleet

Major Cities

The City-State of Sanctuary, Great Harbor, Morgan's Reach, Port Liberty

Political Bodies

Council of Governors

Political & Religious Leaders Grand Admiral Jarvis Morgan, Overlord of Sanctuary

Thegndoms

None. The people of Sanctuary tend to worship The Elemental Lords, as well as Medral and Uldrem of The Defiant Gods.

State Religion

None. The people of Sanctuary tend to worship The Elemental Lords, as well as Medral and Uldrem of The Defiant Gods.

Resources

Coconut, pineapple, bananas, oranges, sugar, rum. Deposits of copper, silver, and gold. Privateers. Artisan handiwork: Ship building.

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Public execution			
Assault (armed)	Fines plus 1 day in the stocks	Fines plus 1 week in the stocks	As 2 nd offense plus flogging.	Public flogging plus state enslavement*
Assault (unarmed)	Fines	Fines plus 1 day in the stocks	Fines plus 1 week in the stocks	As 3 rd offense plus flogging
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), 1 day in the stocks	Fines (double value of debt) plus 1 week in the stocks	As 2 nd offense plus flogging)	Indentured servitude for 1 year plus 3 rd offense punishments
Disorderly Conduct	Fines	Fines plus 1 day in the stocks	Fines plus 1 week in the stocks	As 3 rd offense plus flogging
Murder	Fines plus public flogging plus state enslavement*			
Rape or controlling others through magic	Fines (based on social standing of victim) plus public flogging	Fines (based on social standing of victim) plus keelhauling	Public execution	
Raising or Commanding the Undead	Public execution			
Theft or Fraud/ Destruction of Property	1 day in the stocks	Fines (double value of loss) plus 1 week in the stocks	Marking (minor disfigurement) plus 2 nd offense punishments	Keelhauling plus state enslavement*
Treason or Regicide	Public execution			
Trespass	Fines	Fines plus 1 day in the stocks	Fines plus 1 week in the stocks	As 3 rd offense plus flogging

* State enslavement involves the offender being branded and placed into slavery. Should an enslaved individual attempt escape or commit another crime while enslaved they face public execution.

THE SAVAGE LANDS: NARAHIM

Narahim is a veritable paradise that yields its bounty up to its keepers, the secretive and exotic Narahim. Of all of Estegalle's people, the Narahim are the least influenced by their neighbors; retaining customs and religious beliefs that began before the cataclysm that wracked Gaile long ago.

The people of Narahim are organized into 27 clanholds. Each clan is led by a chief elder whose lineage is traced to Riakyo, first ruler of the Narahim and, legend says, a dragon in human form. The Narahim believe that the coiled dragon represents a creative force, Nara, that is the basis for all of creation and around which, their philosophies are based. To the Narahim, Nara is the font of order and creativity, as well as creation, and is the negation of the disruptive force of chaos.



Narahim villages are typically located in forests, along streams and lakes, or near the seacoast. Their buildings, of intricately carved wood, bamboo, straw and paper, are incorporated into the natural terrain; the intention being to disrupt nature as little as possible. In accordance with this, the Narahim are exceptional hunters and farmers. Though most villages have smithies, tanners and mines; these structures are separate from the village, usually downstream from all habitations and heavily guarded.

Most within the village are responsible for gathering food from their surroundings, maintaining footpaths within the forests, constructing new buildings and serving those of higher status. Hunter-warriors, under the command of a warlord known as The Master of the Hunt, are responsible for his community's defense against rival clans, for conducting raids against enemy clans and for leading successful hunting expeditions. Larger communities may have several Masters acting as subordinates to the chief elder.

Life within these communities is highly organized, with a caste system dictating individuals' roles in the community. At the top of this hierarchy are the chief elder and his advisory council, which is made up of priests, wizards, and the Master(s) of the Hunt. The next lower caste is comprised of warriors and lay priests. Artisans, engineers, and the learned make up the next caste, with serfs serving all above them and performing most of the menial labor in the village. Slaves, the deranged, and the landless and masterless poor hold no status within the community. Through extraordinary service a person may rise above their caste, just as the dishonored or incompetent may be demoted to a lower caste.

Narahim longboats are fine hunting craft, designed for speed and stability, yet unsuitable for long ocean voyages. This, and their isolated location, has shielded the Narahim from outside influence, with limited trade with the Kashgari and Sarathians being their chief source of interaction with their neighboring lands.

THE PEOPLE OF NARAHIM

Narahim men are of average height and athletic build, with tan to deep brown skin, almond eyes of hazel or gold, and straight brown to black hair that is worn long. Bodily and facial hair is sparse. As a people, the Narahim are comely, with delicate features and graceful movements. Clothing is light tunics or linen or, for the wealthy, silk that hangs just below the knee. Waist sashes hold the tunic in place and natural dyes are used in the clothing of the Narahim. Robes of light material are worn over these tunics and sandals are strapped about the feet and legs of the Narahim. Jewelry of pearl, ivory, agate and turquoise is common, as are elaborate ceremonial headdresses and costumes.

The Narahim are a quiet, secretive people who disdain open displays of emotion and value subtlety, grace and calm greatly. Reverence for one's elders and superiors is ingrained from childhood, as is faith in the natural order and in one's ancestors.

Common Male Names: Agarok, Aiuban, Aramak, Ardaon, Asgorak, Baridei, Begudin, Bharod, Bregudai, Borudai, Canaeda, Carugen, Ceraben, Chegidai, Chenodan, Coroban, Darigor, Denghai, Ebedei, Ebonigai, Farinbei, Ganebek, Ghedai, Gonamei, Irodin, Kanibei, Khadei, Kerodin, Korucui, Moridak, Morugen, Siudeben

Common Female Names: Abirie, Ageida, Banika, Biata, Canidei, Coroseu, Deiba, Ebessei, Eniuda, Goreda, Kaseuge, Kirai, Koremineu, Magedareu, Nenieska, Sunibe, Tirondarai

Clan Names: Anegorhu, Einugen, Garoben, Gurikaneu, Iriakyo, Rashenei, Ryadan, Sesheuido, Sobegai, Tanudai, Ugremmak

CHARACTER CLASS NOTES

Assassins: Assassin guilds are found throughout Narahim.

Barbarians: Barbarians are found in isolated territories, usually far inland or in the southern reaches of Narahim. They sometimes venture north in search of mercenary employment.

Bards: Bards exist as poets and singers of legendary tales in the courts of overlords and other nobles.

Clerics: Priests usually serve as sages, healers, diviners and scholars. Others serve in as warrior-priests.

Druids: Druids are common in these lands and serve as any other priest does. Solitary individuals do exist; reclusive figures whose wisdom is sought by others.

Fighters: To the Narahim, fighters are both huntsmen and protectors of the people. Low-level fighters serve more powerful lords and live in the home of their superior. Higher-level fighters are leaders of men, revered by their people and served by numerous serfs.

Warlords often rely on mounted, elite warriors to enforce their laws and lead footman upon the fields of battle. These warriors are often fighters.

Narahim warriors favor the use of stealth and light armor over face-to-face combat. Narahim warriors tend to be lightly armored skirmishers who seek to become masters of a particular weapon through years of training.

Magic-Users: Wizards are rare practitioners of the arcane arts who often focus on elemental magics. When encountered, they often hold positions as advisors or elders. Schools dedicated to illusions and phantasms are common in these lands, while necromancy is considered to be anathema to all of the Narahim beliefs.

Monks: Narahim is the only land that has orders of martial artist monks. They commonly multiclass as clerics or druids.

Paladins: Narahim paladins usually belong to ancient, distinguished families and are renowned for their honor and self-sacrifice. They are valued as household warriors, temple guards

and military commanders. Blackguards are exceedingly rare in these lands.

Psionicists: Psionicists are rarely seen in these lands.

Rangers: Rangers are the elite fighters among the Narahim, serving as scouts, huntsmen and protectors of their lands. Many rangers come from royal lines or serve as the heads of clans.

Thieves: This class is less common in Narahim than in most regions. Thieves may be bandits, assassins, scouts, or spies. Scouts are used by local militias and larger armies to reconnoiter.

ARMS & ARMOR

The favored weapons of the Narahim are the glaive, javelin, longbow, spear and bastard sword.

Non-metal "light" and "medium" armor types are preferred due to the heat and humidity of these lands.

NARAHIM AT A GLANCE

Proper Name: Narahim	Racial Demographics: Humans of Narahim blood (94%), sylvan elves (6%)
Government: Feudal confederacy	Allies: None
Ruler(s): Clan chiefs	Enemies: None
Predominant Alignment: Neutral (good)	Academic & Arcane Orders: Temples dedicated to Nara and its principles.
Population: 1,400,000	Armed Forces/Military Orders: Clan militias led by local Masters of the Hunt

Major Cities

Lantern Harbor (a port city that handles all sea-based foreign trade) is the only city accessible to foreigners in Narahim.

Political Bodies

Councils of elders and their advisory councils

Political & Religious Leaders

Local elders and warlords (Masters of the Hunt)

Clanholds

27 clanholds

State Religion

Nara philosophy

Resources

Mahogany, rosewood, narra, camphor, kiri, and tulipwood. Spices, silk, exotic paper, inks, and fruit. Deposits of iron, gold, sand silver, as well as precious gemstones. Artisan handiwork: Arms, tapestries, manuscripts, clothing, jewelry, and textiles.

Crime & Punishment*

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Death by beheading			
Assault (armed)	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile**	
Assault (unarmed)	Public shaming	1 week imprisonment per hp of damage dealt	1 month imprisonment per hp of damage dealt	Exile**
Casting Bateful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (value of debt), public shaming	Fines (double value of debt), public shaming	Fines (quadruple value of debt), public shaming	Exile**
Disorderly Conduct	Public shaming	Public flogging	1 month imprisonment plus a public flogging	Exile**
Murder	Death by beheading			
Rape or controlling others through magic	Fines (based on victim's social standing) plus imprisonment based upon the crime's severity	Castration (rape) or loss of one's tongue (mind-control)	Death by beheading	
Raising or Commanding the Undead	Death by fire			
Theft or Fraud/ Destruction of Property	Fines (double value of goods), public shaming	Fines (quadruple value of goods), 1 month imprisonment	As 2 nd offense, with 1 year of imprisonment	Exile**
Treason or Regicide	Death by quartering			
Trespass	Public shaming	1 month imprisonment	1 year imprisonment	Exile**

* These vary from tribe to tribe and from settlement to settlement.

**Those returning from exile are sentenced to death.

THE SAVAGE LANDS: VINNISKLAD

As Narahim is likened to a worldly paradise, so Vinnisklad is this world's frozen hell. Vinnisklad's lands begin within vast pine forests that mark Voruskai's northern frontier and incorporate the taiga, frost-seared tundra and arctic wastelands that lie progressively northward of these forbidding forests.

Long ago, the Tribe of Vors drove the people of these lands out of the Plains of Algur into these inhospitable lands. Like those who drove them northward, the people of Vinnisklad share Yssgelundian and Narahim blood and still retain some of these peoples' customs and physical characteristics.

The Vinnisklad are of average height, with broad shoulders and strong, angular faces. Most have the straight black hair of the Narahim, worn in long braids. Eye color may be blue, grey or yellow. Vinniskur people have little body hair and men rarely have facial hair. Clothing consists of skins taken from caribou, polar bears, seals, musk oxen and whales. Other garments are usually of plant dyed wool, often padded with dried moss for added warmth. Ivory and bone jewelry and weapons are common. Those Vinniskur who interact with the frontiersmen of the Voruskai have access to arms and equipment found in that region, trading furs, wool, whale oil and ivory for such goods.

Chiefs gain their titles by defeating all rivals for their posts and rule the various tribes of this land. Shaman advisors and a group of elite hunter-warriors serve their clan chiefs. Religion in Vinnisklad is animistic, revering the sky, ocean and those animals vital to their survival: bears, musk oxen, caribou, seals and whales. Homes are made of stone, peat and mud, with the northernmost tribes using the snow itself for their homes.

THE PEOPLE OF VINNISKLAD

Vinniskur men are of average height and powerful build, with pale, weathered skin, almond eyes of blue, grey or gold, and straight black hair that is worn long. Bodily and facial hair is sparse. The Vinniskur are a fearless, superstitious people who respect nature's fury and bounty.

The Vinniskur are a grim, warlike people who value strength, honesty and skill at hunting above all. Reverence for one's elders and superiors is ingrained from childhood, as is faith in the natural order and in one's ancestors.

Common Male Names: Aimo, Allio, Alugin, Alurgod, Andagast, Armod, Bidawar, Frawerod, Garrel, Gast, Glaugir, Godag, Hagirad, Hagustad, Haukoth, Held, Horwulf, Horge, Hothwulf, Idring, Ingad, Janke, Kunimund, Leugar, Kolma, Mattis, Rasmus, Saligast, Thal, Unwod, Widgast, Yaith

Common Female Names: Agil, Aina, Alimond, Ais, Aluko, Arina, Bera, Bergin, Bran, Eri, Famke, Hara, Iana, Karisto, Mariling, Ran, Ravna, Saral, Tilarid, Tarina, Valisa, Viena

CHARACTER CLASS NOTES

Assassins: Assassins are not native to Vinnisklad.

Barbarians: Barbaric warriors are common in these brutal lands. They are often found in the service of powerful chieftains or as champions of their clan.

Bards: Bards are rare in the frozen wastes of the north but not unheard of. These priests use song to inspire their people, giving them hope in the bleak climes of their homes and passing down the oral traditions of their people from one generation to the next. Gifted with the knowledge of runes, and used as emissaries to outsiders, bards sometimes know the tongues of foreign lands.

Clerics: While most shamans of the Vinniskur are druids, there are those who deal with the spirits of their ancestors and with the lords of the sky and water they worship. They often are valued as judges, soothsayers or clan elders. They also act as healers and protectors of their people, making sure that the dead go to the spirit world peacefully.

Druids: The shamans of Vinnisklad are often nature priests, praying to the sky and sea. Druids often may lead hunting parties and act as warriors.

Fighters: Vinniskur fighters are almost always hunters for their clan. Elite warriors may serve the clan chieftain. Most Vinniskur fighters are skilled boatmen.

Magic-Users: Arcane spellcasters are exceedingly rare in Vinnisklad and viewed with both awe and dread. Almost all arcane casters found in these lands are viewed as witches or shamans.

Monks: Monks are not found in these lands.

Paladins: Paladins are not seen in these lands.

Psionicists: Psionicists are rarely seen in these lands.

Rangers: Rangers are valued by clans throughout these inhospitable lands.

Thieves: This class is not found in Vinnisklad, except as scouts that are used by locals for hunting and gathering information.

ARMS & ARMOR

Only padded or leather armor and simple weapons, such as spear, axes, slings, bows, clubs, staves, and daggers, are found in these lands. Composite bows are found in southern Vinnisklad. At times traders sell other weapons or armor to wealthier Vinniskur, though such items sell for quadruple their listed price or more.



VINNISKLAD AT A GLANCE

Proper Name: None	Racial Demographics: Humans of Vinnuskur blood (100%)
Government: Clanholds	Allies: None
Ruler(s): Clan chiefs	Enemies: None
Predominant Alignment: Neutral	Academic & Arcane Orders: None
Population: 250,000	Armed Forces/Military Orders: Clan militias

Major Cities

None

Political Bodies

Clan councils made up of shamans and elite warriors

Political & Religious Leaders

Clan chieftains and priests

Clanholds

27 clanholds

State Religion

Animism

Resources

Spruce wood. Seal and walrus meat, animal pelts and furs, wool, livestock (yak and reindeer), whale oil, and both walrus and whale ivory. Artisan handiwork: Boat builders, tapestries

Crime & Punishment*

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Public flogging plus fines	Exile**	-	-
Assault (armed)	Public flogging plus fines based upon the crime's severity	As 1 st offense plus indentured servitude for 1 month	As 2 nd offense plus indentured servitude for 1 year	Exile**
Assault (unarmed)	Fines based upon the crime's severity	Public flogging plus fines based upon the crime's severity	As 2 nd offense plus indentured servitude for 1 month	Exile**
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (double value of debt)	Fines (double value of debt), indentured servitude for 1 month	Fines (quadruple value of debt), indentured servitude for 1 month	Exile**
Disorderly Conduct	Fines based upon the crime's severity	Public flogging plus fines based upon the crime's severity	As 2 nd offense plus indentured servitude for 1 month	As 2 nd offense plus indentured servitude for 1 year
Murder	Fines (based on victim's social standing) plus flogging	Exile**		
Rape or controlling others through magic	Fines (based on victim's social standing) plus flogging	Exile**		
Raising or Commanding the Undead	Death by drowning or exposure			
Theft or Fraud/ Destruction of Property	Fines (double value of loss), indentured servitude for 1 month	Fines (quadruple value of loss), indentured servitude for 1 year	Exile**	
Treason or Regicide	Death by flogging			
Trespass	Flogging	Fines plus a public flogging	Fines plus a public flogging	1 month imprisonment plus a public flogging

*These vary from tribe to tribe and from settlement to settlement.

**Those returning from exile are sentenced to death.

THE SAVAGE LANDS: YSSGELUND

Clan leaders, or jarls, have ruled a largely united Yssgelund for hundreds of years. Every year, at mid-summer, they meet in assemblies before their leader, High King Grauvulf Aethelhere, and his heirs, Prince Froedric and Lady Hafge. These jarls speak for their people and are entrusted by all landholders (karls) of their clan to petition or support the High King. Landless men and women (thralls) have no voice in matters of politics but may appeal to their karls to settle disputes with others of their status. The summer assembly is a time of sport and festivities, when many Yssgelundians meet at Sigestad, the High King's coastal summer court.

Of the 16 clanholds within Yssgelund, ten are situated along coastlands while the other six, including the Aethelhere clan, make their home within the Eidonheim Mountains. The clans along the coast live off of the sea, relying on fishing and the plunder of raiding parties to survive. The clans within the mountains have established numerous towns among the mountain valleys and tarns within the vast Eidonheim Mountain range.

During the spring and fall raiding parties of sailors are sent to harangue neighboring territories, while land campaigns are waged by the High King's elite companions throughout the spring. These men, who are chosen from among the finest of the clans' fyrds (levy forces) and household retainers (huskarls), descend out of the mountains and quickly strike communities in the foothills of Suttegarde's Ostenberg Mountains in search of goods, wealth, and slaves.



THE PEOPLE OF YSSGELUND

Yssgelund's people have all adapted to survive in the mountains and frigid climate of this inhospitable region. Yssgelundian worship mixes animism and worship of The Elemental Lords. All Yssgelundians revere and pray to their ancestors, recounting the deeds of their forefathers with great fervor and deifying the greatest of their heroes, poets, and rulers.

Yssgelundians value strength, guile, and valor above all. Animals such as ravens, salmon, boars, bears, eagles, wolves, and rams are seen as manifestations of these traits, and are represented in their totems, jewelry, and religious icons. Spirits of nature, particularly those responsible for storms, the swell of the waves, and the bounty of the land, are often petitioned through blood sacrifices. Yssgelundians are a tall, powerfully built people. They are fair-skinned, with straight to wavy blonde or red hair and blue eyes. Their men often wear long, braided beards and hair.

Common Male Names: Aelfric, Aldheim, Alfhere, Ashhere, Beastan, Beorn, Bjorn, Bragi, Caedwel, Caewulf, Coelbeorn, Cuthwulf, Eanmund, Eardric, Egil, Edgelaf, Eofor, Eomer, Eric, Fafnir, Finn, Freoder, Freotheric, Gefwulf, Germund, Grimwulf, Grimheld, Gudmund, Gunnar, Guthwulf, Hafgrim, Halgar, Hareth, Healfdene, Hengest, Heoden, Heordred, Heorogar, Hrethel, Hrothgar, Hunlaf, Ingeld, Ivar, Lars, Leif, Oethar, Olaf, Oslaf, Osric, Ottar, Rendwulf, Rolf, Saeferth, Saemund, Scyldane, Sigemund, Sigurd, Skimir, Theoden, Theodric, Thorfinn, Thorir, Unwen, Weodan, Widsith, Wulf, Wulfgar, Wyrmdread

Common Female Names: Aesa, Aedha, Aethelred, Bodwyn, Brecca, Brynhilde, Caedwella, Caewlin, Eadhild, Edda, Edrie, Elga, Eowyn, Essa, Freaja, Gerda, Grimhilde, Helga, Hilde, Ingerd, Kara, Lynde, Olga, Sigrid, Swanhild, Vaetild, Yrsa.

Clan Names:

Coastal Clans: Beornwald, Froeda, Fjorden, Grimhelm, Helmstad, Oswulf, Ohthere, Saeglaf, Unferth, Waeldread

Mountain Clans: Aethelhere, Gergrim, Heordred, Ingdan, Lagwulf, Thrym

High King's Lines: Aethelhere, Saeglaf

CHARACTER CLASS NOTES

Assassins: In a society where prowess at arms and honor are held in highest esteem, assassins are exceedingly rare.

Barbarians: Barbarians are commonly found throughout the clans of the northmen. They make valuable retainers to those karls who reward them richly and heap great honors upon them.

Bards: Bards, called skalds by northmen, function as poets, keepers of lore and storytellers. Bards often have noble patrons, and some have the additional task of recording the daily transactions of their liege in ledgers. To have your deeds recounted by a great bard is to have them immortalized.

Clerics: The people of Yssgelund call priests godsmen. They are often clan elders, and are valued as judges, advisors, diviners, and soothsayers.

Godsmen are expected to pray for good luck at sailing, at harvest-time, in battle, and so on. They also act as the healers and protectors of their people, bringing curses upon the enemies of their clan. The title of godsmen is usually passed down through the bloodline.

Druids: Priests of nature gods are common in these lands, for druids are best able to understand and appease the spirits of nature. Druids are also called godsmen in their communities and little distinction is made between clerics and druids.

Fighters: Fighters are the most common character class in southern Yssgelund. Most are levy soldiers, obligated to fight for their karls, or professional warriors, hearthwardens, in the employ of a karl, jarl or the High King. Elite warriors often serve on longships, as elite raiders or patrolmen, or as the huskarls to powerful nobles. Mounted warriors are very rare, found only as the mounted hearthwardens of powerful nobles.

Magic-Users: The northmen views magic-user with both awe and suspicion. Gifted with the knowledge of magic and of runes, they are said to be the descendants of the elves or giants.

Paladins: Paladins are exceedingly rare in these lands of grim and barbarous warriors.

Rangers: These characters often leaders of Yssgelundian explorers, hunters who aid in the survival of their people, or slayers of giants and other enemies to the Men of the North.

Thieves: These characters are rare in Yssgelund. Such rogues would have limited access to mechanical locks and traps. Thieves are often found with raiding parties, as skirmishers, and as bandits.

ARMS & ARMOR

The favored weapons of Yssgelund are axes, spears, the longsword, the short sword and the warhammer. All "light" and "medium" armor types are available in Yssgelund, while "heavy" armor costs double its listed price or more.

YSSGELUND AT A GLANCE

Proper Name: The Kingdom of Yssgelund

Racial Demographics: Humans of mixed Yssgelundian stock (88%), dwarves (9%), sylvan elves (3%)

Government: Feudal Monarchy

Allies: None

Ruler(s): High King Grauvulf Aethelhere

Enemies: Suttegarde, Caerleon

Predominant Alignment: Neutral (chaotic)

Academic & Arcane Orders: None

Population: 1,200,000

Armed Forces/Military Orders: Clan fyrd (levies), longship crews, mercenary groups, and household retainers, The Free Companies (mercenaries), The Sea Wolves (mercenary sailors), The Boon Companions (mercenaries)

Major Cities

Sigestad, Grimstad, Hammerhall, Holmestrand, Torvik, and Sunneheim

Political Bodies

The Jarls' Assembly

Political & Religious Leaders

High King Grauvulf Rafnsson, Frost-Beard, of Aethelhere

Jarls Bjorri Ericsson of Beornwald, Jarl Sif Froedersdottir of Froeda, Jarl Ingeld Foehammer of Gergrim, Jarl Skirnir the Seawolf of Helmstad, Jarl Bynhilde Leifsdottir of Heordred, Jarl Coel Caedwulfsson of Ingdan, Jarl Frekki Ivarsson of Lagwulf, Jarl Donar the Shipwright of Oswulf, Jarl Ottar Ottarsson of Ohtere, Jarl Eomer Swanhildsson of Saeglaf, Jarl Hareth the Thrice-Slain of Thrym, Jarl Aethelred Logarsdottir of Unferth, and Jarl Torfinn Magnisson of Waeldred

Local godsmen

Jarldoms

Aethelhere, Beornwald, Froeda, Fjorden, Gergrim, Grimhelm, Helmstad, Heordred, Ingdan, Lagwulf, Oswulf, Ohthere, Saeglaf, Thrym, Unferth, Waeldred

State Religion

None, though the bloodlines of Yssgelund's jarls and High King are traced back to the region's great heroes. Religion is a, largely, informal affair in which godsmen are accorded respect but not given positions of true power.

Resources

Spruce, oak, ash, alder, yew, and elm. Deposits of iron, mithril, platinum, and gold. Mead, cheese, livestock, and ale. Animal pelts and furs, wool, livestock (cattle, sheep, and lamb), whale oil, and both walrus and whale ivory. Artisan handiwork: ship builders, tapestries, manuscripts, and textiles.

Crime & Punishment*

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Fines (quadruple value of damage), indentured servitude	Death by fire, or enslavement**	-	-
Assault (armed)	Fines based on the severity of the assault	Fines based on the severity of the assault plus flogging	As 2 nd offense plus imprisonment for 1 month	Death by fire, or enslavement**
Assault (unarmed)	Fines based on the severity of the assault	Fines based on the severity of the assault plus flogging	As 2 nd offense plus indentured servitude for 1 month	As 2 nd offense plus imprisonment for 1 year
Casting Baleful Magic	See Assault &/or Destruction of Property			
Dishonoring a Debt	Fines (double value of debt)	Fines (double value of debt), indentured servitude for 1 month	Fines (quadruple value of debt), indentured servitude for 1 month	Marking (minor disfigurement) plus enslavement**
Disorderly Conduct	Flogging	Public flogging plus fines based upon the crime's severity	As 2 nd offense	As 2 nd offense plus Imprisonment for 1 month
Murder	Fines (based on victim's social standing) plus flogging	Death by drowning, or enslavement**		
Rape or controlling others through magic	Fines (based on victim's social standing)	Fines (based on victim's social standing) plus flogging	Castration (rape) or loss of one's tongue (mind-control)	Death by drowning
Raising or Commanding the Undead	Death by fire			
Theft or Fraud/ Destruction of Property	Fines (double value of goods), loss of one finger	Fines (quadruple value of goods), loss of the disfigured hand	Death by starvation	
Treason or Regicide	Death (various means)			
Trespass	Flogging	Fines plus a public flogging	Fines plus a public flogging	1 month imprisonment plus a public flogging

* These vary from jarldom to jarldom and from settlement to settlement.

** Enslavement involves the offender being sold into slavery in another land. Should the offender return from their exile, they face death.

THE TRIBES OF VORS: CARMASCIA, SARATHIA & VORUSKAI

These lands have been the home to the descendents of Narahim nomads, Kashgari hillmen, and Yssgelundian raiders for over 400 years. At first, the vast Plains of Algur and the steppe land to the north were the hunting grounds and pasture for dozens of migratory tribes from the surrounding lands. After alternating periods of bloodshed and relative peace, seven tribes came to dominate this region. Mightiest of these were the Vors, who held the northwestern plains as their own. During the reign of the Overlord Ceordan the seven tribes of the plains united under the banner of the Vors and became collectively known as the Voruskai. Thus united, the Voruskai became a great horde of mounted lancemen and archers.

As lands were conquered to the south and west, and foreigners were assimilated into Voruskai society, new military methods and equipment became a part of this war-machine. Through the expertise of captured engineers came the use of siege engines to sack cities, from their occupation of northern Kashgar came access to fine steel for weapons and armor, and from all came new tactics that advanced the Voruskai goal of conquering the known world.

Gradually the seat of power shifted to the northeast, into the steppe lands, as Ceordan sought to distance himself from hostile lands. As lands were conquered, large cities became garrison towns, manned by Voruskai troops on a rotating basis.

The main Voruskai force remained, and remains to this day, mobile. Even the Overlord's residence moved with the change of seasons, to the richest seasonal pastureland. Due to the rapid growth of the Voruskai Empire, and due to the fact that occupied cities started to gain cultural and economic independence from the Overlord Ceordan, the united Empire of Vors fragmented into three tribes: the Sarathians, the Voruskai and the Carmascians.

Today Warlord Agillor rules the western Tribe of the Carmascians. Following Sarathia's coup against Voruskai's Overlord, Agillor seized the opportunity before him and warred with "the rebel princes" of Sarathia on behalf of his liege lord, Chernye of Vors. In return for his loyalty, and to ensure his future support, Agillor asked only for those lands he had wrested from the Sarathians, the verdant basin that lie between the Cloudspire Mountains of northern Kashgar and the forests of eastern Caerleon. Grudgingly Chernye of Vors granted these lands to the followers of Agillor, collectively known as the Carmascians. As a demonstration of his loyalty to the Overlord, Agillor still pays annual tribute to the Voruskai ruler, has pledged military support for Chernye, and has taken the lesser title of Warlord for himself.

With Agillor's rise came much treachery against those lords who supported him against the Sarathians. In order to secure his supremacy over the tribes of Carmascia, Agillor granted lands and the title of military governor to those he trusted would or, more likely, could not threaten his authority. Over the past four years, many lords have died at Agillor's bidding; their lands being seized by Agillor and his trusted generals. Because of this internal strife, the lands of Caerleon and Mauridia have had a slight reprieve from raiding Carmascians.

The Sarathian tribes of the Southern Tribe are led by Overlord Anthyrus. Anthyrus rose to power by rallying local princes of this region against the garrison forces of Overlord Chernye in a bid for Sarathian independence. Anthyrus has ensured the prosperity of his tribe through peaceful negotiations and trade with both Kashgar and Mauridia. While small skirmishes into these lands still occur, they are without Anthyrus' sanction, or so it is said. Over the past 5 years communities have developed along Sarathia's southern border and along rivers; prosperous towns that bear increasing resemblance to Mauridian and Kashgari settlements. Anthyrus' detractors say he has fallen under the sway of Mauridia's Empress and that Sorcerers ride among the Sarathian war host.

Those who have witnessed Sarathian raids have described their war hosts as appearing as being of the earth itself; garbed in the pale brown and yellow of their plains, engulfing all in their path,

thundering over the land and raining down torrents of arrows upon those who oppose them. Sarathian forts line their northern frontier, guarding against the hostile riders of Voruskai and Carmascia. As with most garrisons, troops are assigned to this northern watch on a rotating basis.

The Overlord Chernye rules the Voruskai and its vast horde of riders. The once completely nomadic people of the Plains of Algur have, over many years, settled in towns that started as outposts along the rivers and arable lands of the plains. Voruskai warriors are now semi-nomadic defenders of their lands and serve as household warriors to the governors that Chernye appoints to rule the outlying communities of Voruskai. While the Overlord still acts as a warrior-king and is the highest authority in these lands, lesser nobles such as princes or barons hold vast expanses of ancestral lands and command personal retainers. There is often tension between the governors appointed by Chernye, who are often base-born warriors, and the nobly born princes of Voruskai as each vie for the right to rule the lands of Vors.

All warriors from these lands, whether they are Carmascian, Sarathian or Voruskai, are organized into mounted squads of 10, troops of 100, companies of one thousand, and divisions of 10,000. Each squad is highly disciplined; trained to obey silent command signals given by flag bearers and faced with the death of the entire squad if a man is left behind for capture. Though the plains riders' overall discipline is as great as that of western knights, their formations are looser in appearance, making it difficult for opposing armies to accurately gauge their numbers.

Commanders might be anywhere in his formation, directing troops as he sees fit; quite unlike the leaders of Caerleonic or Suttewardian knights who fight alongside their men and are easily identified. While the Western standard of leadership by example makes a certain amount of sense in battles where the object of the contest is honor as well as victory, it does not serve the plainsmen, for whom victory is all that matters. Consequently, their approach is to kill or defeat the enemy as efficiently as possible - that is, with the least cost to themselves. This logical approach was first developed by the Vors tribe, who campaigned thousands of miles from home against opponents who outnumbered them, where they could not afford to lose either men or battles. These tactics resemble those of a hunter, who uses speed, finesse and deception to herd his prey where he will, then kill it with as little risk to himself as possible. A common tactic, utilized by all of the tribes, is one of attacking, affecting a false flight from battle and then ambushing those who follow. This tactic draws mounted units away from their infantry and breaks up formations of knights. Other tricks include the use of smoke; drifted across the battlefield between the infantry and the knights who charge ahead, so that the foot soldiers and horsemen cannot see each other as plainsmen lancers and archers fall upon the knights.

Tribal armies are made up entirely of cavalry, but the mounted warriors of The Plains of Algur, in contrast to knights, depend primarily on the bow, avoiding close-quarters combat on horseback. Protection lies in speed and maneuverability, not in heavy armor, with warriors of the plain often wearing leather armor or scalemail and an open metal helmet. Beneath their armor, warriors wear a silk shirt that follows an arrowhead into a wound and allows it to be withdrawn without tearing the flesh (granting a +1 bonus to Medicine skill checks).

The preferred bow of tribal riders is a recurved composite bow, a lamination of wood, horn and sinew that can cast an arrow more than 300 yards. All warriors are expected to shoot with great accuracy while riding at a fast pace and can even shoot accurately backward at pursuers. Each warrior carries 60 arrows and often carries more than one bow. Whenever riders find that opponent's armor affords effective protection against their arrows, they simply shoot their horses. The dismounted knights are then easy prey for the Voruskai cavalrymen, who run them down with lance or saber (scimitar) with little danger to themselves.

Tribal warriors ride ponies that are considerably smaller than the war chargers of the Western armies. These smaller mounts, however, have superb endurance and survive by grazing in the wild. Each soldier has two, three, or even four ponies so that he can ride each of them on a march and save them from exhaustion. That practice allows the Voruskaiad armies to travel 50 or even 60 miles in a day, several times the distance that a Western army can travel. It also gives them the edge in speed on the battlefield. Occasionally war parties from Carmascia or Sarathia employ heavier mounts, typically Mauridian chargers, though only in short range border skirmishes. Tribesmen towns, not the captured forts and encampments that line enemy borders, are built around a vast town square and protected by ramparts and palisades. The wooden structures that comprise these towns are much like the great halls of Yssgelund, though the influence of many cultures has found its way into the art and architecture of these people. Towns are usually ruled by regional governors (with various titles) or princes; in conjunction with guilds comprised of influential merchants and craftsmen.

THE PEOPLE OF THE THREE TRIBES

The Carmascians are primarily of mixed Yssgelundian and Kashgari blood, though all races of man have interbred with this western tribe. The Carmascian men are slightly taller than average, with sturdy frames made strong through years of training. Women are trained to fight and ride, though they seldom ride with war bands.

Typically, women, children and elderly or infirm men protect the temporary homesteads of their people while war parties are on campaigns. Men have wavy to curly brown hair and thick beards that are usually trimmed neatly and worn without mustaches. Their deep-set eyes are usually brown, grey or hazel and they are olive-skinned. Some Carmascians have paler skin and reddish hair, revealing their strong Yssgelundian heritage.

Clothes are typically cotton or wool tunics that hang to the knee, worn over coarse, woolen leggings. Animal pelts and heavy cloaks are worn in colder months, and are often incorporated into the hide (leather) armor of warriors. Most clothing is dyed in shades of red and brown with knotwork adorning the clothes and jewelry of wealthier men and women. Carmascians are grim warriors, stout of heart and quick to anger. Their boots are of soft skins, strapped about the calf, with rounded toes. Carmascians keep herds of horses, cattle and sheep, live in tent-covered wagons, and are known for their fine metalwork. Smiths from these lands are renowned for their fine weapons and for their intricate golden items. Jewelry is usually in the form of rings or necklaces (torques). Carmascian artisans make ornate tapestries and other items of art. Carmascian towns are little more than forts and crossroad towns, surrounded by the tents of warriors and merchants. Here warriors indulge their pleasures in dens dealing in opiates, strong spirits, and other vices. Carmascians enjoy mead and smoke hemp in excess, having voracious appetites for all of life's pleasures. They worship their dead heroes and are quick to link themselves with fallen leaders of their kind. Clerics are less common than bloody-handed druidic shamans, and their arcane casters are almost always hedge wizards. Carmascians bury their dead, both men and women, in hill-mound tombs.

Warriors are buried in tombs that reflect their renown, with great warriors often being buried with their horses and wives. It is said that a Carmascian's trust is hard to gain and the oath of a Carmascian to a foreigner is seldom kept.

Sarathians are of average height and slight of build, with dark hair (usually black) worn long and braided. Both Narahim and Kashgari blood runs strong in these people, accounting for their wavy hair and dark features. Their skin runs from olive to deeply tan, and their almond eyes are black or brown. Their facial features lack the delicacy of their Narahim forebears, and their eyes are said to betray their cunning. Facial hair, when worn, is kept as a neatly trimmed goatee without a mustache. Clothes are of lighter materials than those of their estranged kin, incorporating Mauridian silks and cotton from their lands. Cloth is usually undyed, with men and women of higher status wearing purple or black robes over their white tunics and leggings. Boots

are often dyed black, with an up-swept toe and slight heel. In combat, all warriors wear robes of earth tones over hide (leather) armor. Golden jewelry is common for men and women, with rings, circlets and necklaces being worn. Rings are often worn through the nostril and the eyebrow. Unlike the other riders of these lands, the Sarathians consider their females to be of near-equal status, with daughters of noble families riding among, and sometimes leading, Sarathian war hosts.

Most Sarathians are migratory, harvesting seasonal crops and following game herds. Sarathian towns have risen along rivers running into the lands of Kashgar and Narahim, and along the borders of these lands. As farming and trade with other lands has become more a part of Sarathian life, they have begun to adopt cultural similarities to their neighbors, and with the people of Mauridia. Though towns fall under the protection of local princes, town business and law fall under the control of guild councils and their hired soldiers. The religion of Sarathia is, primarily, animism, though younger Sarathians have adopted the civilized ways of Kashgar and scoff at the superstitions of their elders. Many young warriors seek employ in the armies of Mauridia or in the city-states of Kashgar. Likewise, other young Sarathians have left their homes to study in the fabled cities of Mauridia. Garrison-towns grow along the northern and western borders to Sarathia's lands, outposts against Voruskai and Carmascian raids. Like the Carmascians, Sarathians build elaborate tombs for their glorious dead, usually burying families in multi-chambered vaults beneath mounds that rise from the grassy plains of their homelands.

The Voruskai are of average height and are often of broad-shouldered. From their Narahim and Yssgelundian descendants, the Voruskai have straight dark hair that they wear in long braids or, occasionally, shave completely before battle. Men of Yssgelundian descent sometimes wear beards. They have the almond eyes, of black or grey-blue, and prominent cheekbones of the Narahim. From their years in northern climes, and their interbreeding with the Vinnisklad to their north, the Voruskai have pale golden skin. Clothes are typically cotton or wool tunics that hang to the calf and coarse, woolen leggings. Animal pelts and heavy cloaks are worn in colder months and are often worn over the hide armor of warriors. Most clothing is undyed, with shades of brown and white being preferred. Wealthier persons have intricate embroidery upon their cloaks, capes, and tunics; wearing finer furs, such as sable or ermine to show their status. Boots are often dyed black, with an up-swept toe and slight heel. While the Voruskai have remained the largely nomadic, large towns and several cities have grown along rivers, trade routes, and along the coastal lands to the north. As with all towns that have developed in these lands, they are primarily mighty fortresses of wood, divided into districts and ruled by nobles or appointed governors. The dead are often cremated atop funeral pyres erected upon the steppe, taking with them great hoards of wealth. Practitioners of ancestor worship, the Voruskai revere their dead and worship the spirits of their lost leaders, as well as the Elemental Lords of wind and earth.

Common Names

Typical Carmascian names are in **bold** type and Sarathian names are in *italics*, though the names of one tribe often are passed on to the children of another.

Male Names: *Abakum*, *Abetur*, *Agarok*, *Aleksei*, **Anagast**, **Ardalion**, **Arian**, *Azarii*, *Baatyr*, *Badach*, *Balaban*, *Baroch*, **Bedogost**, **Belimir**, **Belofost**, *Bleg*, *Bmilosh*, **Boiomir**, **Boris**, **Borovin**, *Bozhida*, *Britva*, **Branimir**, *Budai*, *Chebotai*, *Chegodai*, *Chernye*, *Cirad*, **Dalabor**, **Dalemir**, *Dargorad*, **Denogard**, *Demian*, *Dmitrii*, **Domabor**, *Domarod*, *Dragon*, *Dragorad*, *Drugan*, *Elizar*, *Evagrii*, *Evangel*, **Falimir**, *Falon*, *Feodor*, *Garov*, *Gizdava*, *Gnilitsa*, *Gustov*, **Hereban**, **Hobart**, *lanetor*, *Ieraks*, **Igor**, **Ingelot**, **Ingvar**, *Irodion*, *Iurii*, *Ivan*, **Ivor**, *Kaleka*, *Kanabei*, **Kaspar**, *Kassion*, *Katai*, *Kazarin*, *Kerdei*, *Khamir*, *Khotai*, *Kirei*, *Kolmogor*, *Korotai*, *Ladimir*, *Levent*, *Nadzha*, *Mach*, *Marden*, *Mechlaus*, *Mina*, *Mirognev*, *Mordas*, *Morgun*, *Naidun*, **Ogar**, *Ogarev*, **Olav**, *Ondronik*, *Sinogor*, *Siroslav*, *Siudzín*, *Skorikov*, *Vanin*, *Vasilii*, *Vlad*, *Vorus*

Female Names: *Adalinda*, **Adleida**, *Adviga*, **Aгна**, *Anna*, *Anya*,

Avanasia, Avda, Balemila, Banika, Beleka, Biata, Bolemila, Branislava, Cheslava, Daria, Deva, Dimut, Dinara, Doman, Ekaterina, Elena, Faina, Fedia, Garynia, Genka, **Gerta**, Inkena, Irina, Izmize, **Helga**, Kalisa, Katalena, Katya, Kira, Korina, Lala, **Laila**, Mana, Milesa, Mileva, Mira, Nadezhda, Nadzha, Nastka, **Olga**, Raida, Raisha, Siunbek

CHARACTER CLASS NOTES

Assassins: In the warrior societies of the Three Tribes assassins are sometimes employed to eliminate enemy commanders and leaders in an attempt to demoralize their men. Carmascians rarely use assassins, while Sarathians often go to war with several assassins among their men.

Barbarians: Only the brutal Carmascians have barbarians among their ranks.

Bards: Bards are usually storytellers who travel from town to town, spreading the legends of their people. They are rarely found in the military camps of the tribes.

Clerics: Priests are usually druids in these lands, but may be warrior-priests who worship the Elemental Lords of Earth and Air.

Druids: Shamans are found among all Three Tribes; often being called upon for their wisdom and their powers of divination.

Fighters: Fighters are the most common character class in all of the tribes. Many serve as squad members, mercenaries, or as noble retainers.

Magic-Users: Wizards are rarely found among the Sarathians,

and are usually of Mauridian descent or training. They are valued as advisors and seers, and are shown respect among the Three Tribes. Some self-trained "witches" are also found among the people of the three tribes.

Paladins: Paladins are exceedingly rare upon the Plains of Algur. Those who are encountered among the Voruskai and Sarathians are usually the descendants of a long line of noble warriors. Blackguards, when encountered, are usually Mauridian emissaries to the Sarathian people

Psionicists: Psionicists are rarely seen in these lands.

Rangers: These characters exist, typically serving as outriders, scouts, and couriers. They are well suited to the plainsmen's battle strategies, particularly when wielding bows from the saddle.

Thieves: This class is usually found in cities or is encountered as bandits, renegade warriors, military scouts and spies. Scouts are usually outriders for the hordes, riding ahead of the main force in order to reconnoiter. Those who have fallen on the wrong side of the law are encountered as bandits.

ARMS & ARMOR

The favored weapons of the plainsmen are the composite bow, lance, scimitar and short spear. Carmascians are fond of axes. Heavy armors are exceedingly rare, and cost double their usual market value. The favored armor of the tribes is either leather or studded leather.



THE TRIBES OF VORS AT A GLANCE

Proper Name:

The Carmascian Tribe, The Sarathian Horde, The Tribe of Vors

Government:

Empire (hegemony in Carmascia)

Ruler(s):

Warlord Agillor of Carmascia Overlord Anthyrus of Sarathia Overlord Chenye of Vors

Predominant Alignment:

Neutral

Racial Demographics:

Humans of mixed Kashgari, Narahim, Vinniklad, and Yssgelundian blood (99%), dwarves (1%)

Allies:

None

Enemies:

The Sarathian horde stands in opposition to both the Carmascian and Voruskai hordes. The Carmascians are enemies of both Caerleon and Suttegarde.

Academic & Arcane Orders:

The Sarnhedin have made in-roads with the Sarathian people and have started to instruct some scions of prominent lords.

Armed Forces/Military Orders:

The Carmascian horde, The Sarathian horde, The Voruskaid horde, The Free Companies (mercenaries), The Silent Brotherhood (assassins), The Grim Guard (Carmascian mercenaries), and local conscripts

Major Cities

Aram Beidr, Thyre, and Ulantar (Sarathia)
Caresc, Garodmir, Malovia, and Navestiri (Voruskai)

Political Bodies

Regional governors, princes or barons
Merchant and craft guilds
Local tribal leaders

Political & Religious Leaders

Warlord Agillor of Carmascia Overlord Anthyrus of Sarathia Overlord Chenye of Vors

Tribes

The Carmascian Tribe, the Sarathian Horde, and the Tribe of Vors

State Religion

None

Resources

Wheat, tobacco, hemp, livestock, wool, and rope. Deposits of copper and gold. Slave trade. Artisan handiwork: Tapestries, manuscripts, arms, and textiles. In addition, all of the tribes deal in slave-trading and the Voruskai act as intermediaries for Vinnisklad trade.

Crime & Punishment

Crime	1 st Offense	2 nd Offense	3 rd Offense	Further Offenses
Arson	Death by stoning			
Assault (armed)	Fines based on the severity of the assault	Fines based on the severity of the assault plus flogging	Enslavement**	
Assault (unarmed)	Fines based on the severity of the assault	Fines based on the severity of the assault plus flogging	Enslavement**	
Casting Baleful Magic	See Assault &/or Destruction of property			
Dishonoring a Debt	Fines (double value of debt)	Fines (double value of debt), indentured servitude	Fines (quadruple value of debt), indentured servitude	Marking (minor disfigurement) plus enslavement
Disorderly Conduct	Flogging	Fines plus a public flogging	Fines plus a public flogging	1 month imprisonment plus a public flogging
Murder	Fines (based on victim's social standing) plus flogging	Enslavement**		
Rape or controlling others through magic	Fines (based on victim's social standing)	Fines (based on victim's social standing) plus flogging.	Castration (rape) or loss of one's tongue (mind-control)	Death by stoning
Raising or Commanding the Undead	Death by stoning			
Theft or Fraud/ Destruction of Property	Fines (double value of goods), loss of one finger	Fines (quadruple value of goods), loss of the disfigured hand	Death by stoning	
Treason or Regicide	Death (various means)			
Trespass	Flogging	Fines plus a public flogging	Fines plus a public flogging	1 month imprisonment plus a public flogging

*These vary from tribe to tribe and from settlement to settlement.

**Enslavement involves the offender being sold into slavery in another land. Should the offender return from their exile, they face death.

LANGUAGES OF ESTEGALLE

Aside from the non-human languages, there are five regional dialects and one trade language in Estegalle. Each dialect counts as a separate language.

Regional Languages	Native Regions
Adanae	Caerleon, Suttegarde and Mauridia
Bothi	None in Estegalle. It is the language of the Ebothi from the Lands of Fire.
Calland	None. It is the language of the Callandae people and is an archaic form of Common.
Cant	The language of thieves, fences, and the savvy of the urban poor. It is based on Common.
Common	None. Common is spoken in all regions as a trade language, but is not indigenous to any region
Daegar	Narahim
Khalmiri	Kashgar
Terillec	Voruskai, Carmascia, Sarathia and Vinnisklad
Teug	Yssgelund and Suttegarde
Nonhuman Languages	Races
Dwarven	Dwarves
Elven	Elves, goblinoids, and the Maelnach clans of Suttegarde
Giant	Giants, ogres and trolls
Gnoll	Gnolls
Orudan (The Dark Tongue)	Trolls, goblinoids, and ogres
Ancient Languages	Native Regions, Race, or Order
Aquan	Water-based creatures
Auran	Air-based creatures
Canti	The Callandae people. This language is an archaic form of Common.
Celestial	The gods of The Defiant and their servants
Draconic	Dragons and wizards
Etanir	The ancient tongue of the Avadain, before the cataclysm of 6,000 PCY
Ignan	Fire-based creatures
R'lyehian	Language of aberrations
Sylvan	The ancient tongue of the elves, this language is still the primary tongue of fey creatures
Terran	Earth-based creatures

ESTEGALLE'S CURRENCY

Each of the Great Dominions of Estegalle mints its own coins of the following metals: Copper, Silver, Gold and Platinum. Each Kingdom determines the value of its neighbors' coins by weight, with a 10% exchange fee.

Type of Coin	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/100	1/200	1/1000
Silver	10	1	1/10	1/20	1/100
Electrum	100	10	1	1/2	1/10
Gold	200	20	2	1	1/5
Platinum	1000	100	10	5	1

ESTEGALLE'S CALENDAR

There are 13 months of 28 days, totaling 364 days in a year. This campaign begins in the Gaile Common Year of 575. The calendar of Mauridia rejects the Avadain use of the Gaile Common Year and bases their year, 1610, upon the foundation of Estelline in 1035 Pre-Common Year.

Seasons

There are four seasons in each year. Each season lasts 91 days. The year begins in Midsummer with a new moon.

Months

Each month begins with a new moon and consists of 4, 7-day weeks. Elves and dwarves use the month-names of The Great Dominions while most evil humanoid and giants use the month-names of Carmascia. The months and their corresponding seasons are:

	Month	The Great Dominions & The Island Federation	Narahim, Sarathia & Voruskai	Carmascia, Vinnisklad & Yssgelund
1	Mid-Summer	Highmarket	Dragon	Squirrel
2	Late Summer / Early Fall	Fruitfall	Crane	Hawk
3	Fall	Lateharvest	Tiger	Raven
4	Fall	Turnfield	Mouse	Boar
5	Late Fall / Early Winter	Deepnight	Dog	Elk
6	Winter	Barreearth	Owl	Salmon
7	Mid-Winter	Hearthward	Hare	Hare
8	Late Winter	Windswrath	Wolf	Wolf
9	Spring	Furrowfield	Goose	Goose
10	Mid-Spring	Petalsbloom	Horse	Bear
11	Spring	Stormsend	Sheep	Fox
12	Late Spring / Early Summer	Longday	Rooster	Hart
13	Summer	Goldensun	Snake	Snake

Days

The seven days in each week are: Moonday, Earthday, Waterday, Skyday, Godsdays, Starday, and Sunday

ESTEGALLE'S LUNAR CALENDAR

The following calendar uses the month-names predominantly used by player characters. Gaile's year begins at midnight of Midsummer, on the 1st of Highmarket, beneath the darkness of the new moon. Each 28-day month, in turn, begins with a new moon (which marks the beginning of the 1st lunar phase). The following chart shows the lunar calendar and a running total of the days of the year. Fall begins on Fruitfall the 15th, with the full moon. Winter falls on Deepnight the 22nd, on the night of the waning half-moon. Spring begins on the 1st of Furrowfield and summer begins with the waxing half-moon, on Longday the 8th.

Date	Highmarket	Fruitfall	Lateharvest	Turnfield	Deepnight	Barneearth	Hearthward	Windswrath	Furrowfield	Petalbloom	Stormsend	Longday	Goldensun
1 st	●	●	●	●	●	●	●	●	●	●	●	●	●
2 nd	2	30	58	86	114	142	170	198	226	254	282	310	338
3 rd	3	31	59	87	115	143	171	199	227	255	283	311	339
4 th	4	32	60	88	116	144	172	200	228	256	284	312	340
5 th	5	33	61	89	117	145	173	201	229	257	285	313	341
6 th	6	34	62	90	118	146	174	202	230	258	286	314	342
7 th	7	35	63	91	119	147	175	203	231	259	287	315	343
8 th	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾
9 th	9	37	65	93	121	149	177	205	233	261	289	317	345
10 th	10	38	66	94	122	150	178	206	234	262	290	318	346
11 th	11	39	67	95	123	151	179	207	235	263	291	319	347
12 th	12	40	68	96	124	152	180	208	236	264	292	320	348
13 th	13	41	69	97	125	153	181	209	237	265	293	321	349
14 th	14	42	70	98	126	154	182	210	238	266	294	322	350
15 th	○	○	○	○	○	○	○	○	○	○	○	○	○
16 th	16	44	72	100	128	156	184	212	240	268	296	324	352
17 th	17	45	73	101	129	157	185	213	241	269	297	325	353
18 th	18	46	74	102	130	158	186	214	242	270	298	326	354
19 th	19	47	75	103	131	159	187	215	243	271	299	327	355
20 th	20	48	76	104	132	160	188	216	244	272	300	328	356
21 st	21	49	77	105	133	161	189	217	245	273	301	329	357
22 nd	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾	☾
23 rd	23	51	79	107	135	163	191	219	247	275	303	331	359
24 th	24	52	80	108	136	164	192	220	248	276	304	332	360
25 th	25	53	81	109	137	165	193	221	249	277	305	333	361
26 th	26	54	82	110	138	166	194	222	250	278	306	334	362
27 th	27	55	83	111	139	167	195	223	251	279	307	335	363
28 th	28	56	84	112	140	168	196	224	252	280	308	336	364

RELIGIONS OF ESTEGALLE

The major, organized religions of Estegalle are The Church of The Defiant and The Children of The Enlightened. Other than these organized religions there are various animistic or totemic religions throughout Estegalle. The chart below shows where each religion of Estegalle is prevalent.

The Great Dominions	Religion	Symbol	Ruling Body	Patron Deity
Caerleon, Kashgar, Suttegarde	Polytheism: The Defiant	Seven-pointed star	The Patriarchs	Aeldris
Mauridia	Monotheism: Fallen Lords	Phoenix	The Sarnhedin	Malbon
Independent Lands	Religion	Symbol	Ruling Body	Patron Deity
The Free People	Various	Various	None	Various
The Savage Lands	Religion	Symbol	Ruling Body	Patron Deity
Narahim	Nontheist philosophy	Flower of Life symbol	Elders	Elemental Lords
Vinnisklad	Animism: The Elemental Gods	Ivory totems	Shamans	Elemental Lords
Yssgelund	Animism: The Elemental Gods	Totem animals	Godsmen	Elemental Lords
The Tribes of Vors	Religion	Symbol	Ruling Body	Patron Deity
Carmascia, Sarathia, & Voruskai	Animism: The Elemental Gods	Totems	Shamans (druids)	Elemental Lords
Other Cultural Groups & Races	Religion	Symbol	Ruling Body	Patron Deity
Aberrations	Polytheism: The Great Old Ones	Kraken	High priests	Great Old Ones
The Avadian Exiles of Mauridia	Polytheism: The Defiant	Seven-pointed star	Local prelates	Maedra
The Callandae	Polytheism: The Defiant	Three crowns	Local diviners	The Three Queens
Dark Elves	Polytheism: Fallen Lords	Crown	High priests	Moloth
Dragons, Chromatic	Polytheism: Fallen Lords	Wyrm	High priests	Belgorix
Duergar	Polytheism: Fallen Lords	Salamander	High priests	Moloth
Dwarves	Polytheism: The Defiant	Seven-pointed star	High priests	Ord
Ebothi	Animism: The Elemental Gods	Totem animals	Shamans	Various
Giants, Hill, Frost & Fire	Polytheism: Fallen Lords	Salamander or Wolf	High priests	Moloth or Yssgul
Giants, Stone & Storm	Polytheism: The Defiant	Anvil or Cresting Wave	High priests	Ord or Uldrem
Gnolls	Animism: Fallen Lords	Snarling Dog	Shamans	Vureal
Goblins	Polytheism: Fallen Lords	Bat	High priests	Moloth & Bes
High Elves	Polytheism: The Defiant	Moon	High priests	Illandra
Lizardmen	Animism: Fallen Lords	Salamander	Shamans	Belgorung
Maelnach	Animism: The Defiant	12-branched oak tree	Druidic councils	Caledh
Sylvan Elves	Polytheism: The Defiant	Stag	High priests	Caledh
Trolls	Polytheism: Fallen Lords	Burning tree	High priests	Moloth

ANIMISM

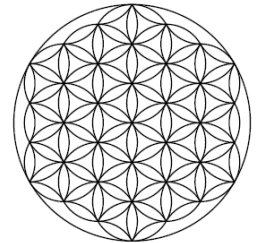
Animism is practiced by the Ebothi, Maelnach, and Callandae people, as well as the people of Yssgelund, Carmascia, Voruskai, Sarathia, and Vinnisklad. Druids and clerics of animistic faiths are often called shamans and call upon the spirits of nature and their ancestors for assistance and guidance. In addition, each clan reveres its legendary ancestors as godlings tied to the land and lifeblood of their people. In most lands, animism is linked to the worship of the Elemental Lords who are the masters of air, earth, water, and fire. Among the Maelnach, animism is tied to the worship of Caledh, who is believed to be the divine progenitor of their people. Gnolls and lizardmen also practice animism but worship the demonic beings known as The Fallen Lords. Yssghul of The Fallen Lords is worshipped in Yssgelund, which derives its name from her.

MONOTHEISM

The worship of a single deity is practiced in The Mauridian Empire. Here the demon Malbon is worshipped in the guise of Shar'edan, Eternal Emperor of the Tribe of Maurid. Most supplicants of this faith have no notion as to the true nature of their patron deity, for such dark wisdom only comes to those who devote themselves utterly to this foul god.

NONTHEIST PHILOSOPHY

The Narahim believe that all creation stems from a force they call Nara (the fountain). To the Narahim, Nara is the font of order, tranquility, creativity, and creation. Birth, life, decay, and death are all part of a natural order that perpetuates further growth and creation. Chaos, manifested through uncontrolled emotion, destruction, and violence, goes against this order and forestalls it... but cannot hope to destroy order and halt creation. Priests of this philosophy draw power from The Elemental Lords, as they are the architects of this world and the progenitors of The Defiant Gods.



POLYTHEISM

Most of the civilized people of Gaile worship the gods of a pantheon. Among the dwarves, elves, the Avadian exiles of Mauridia, the Callandae, and the people of The Great Dominions the pantheon of Defiant Gods is worshipped. Most monstrous races of Gaile tend to worship demonic beings known as The Fallen, while the alien creatures collectively called aberrations worship the Lords of Chaos that they call The Great Old Ones.

PANTHEONS OF GODS

THE DEFIANT

The Defiant Gods are worshipped by the Avadain and of people of Caerleon, Suttegarde and Kashgar. The Cirhedin of Mauridia revile The Defiant Gods. Aeldris is the chief deity of this pantheon, and Churches in Estegalle are typically erected in his honor. They are circular in shape, with the dominant, central cathedral being the main place of worship. Around this are situated smaller chapels dedicated to locally revered gods. In some communities this arrangement varies, depending on what gods are petitioned most by the community. In larger communities two or more churches are often needed to accommodate parishioners' needs.

Bes, daughter of Illandra and Aedhr, was, originally one of The Defiant Gods. Through her actions, she was cast out and now resides among The Fallen Lords.

Ranks of Priesthood

Acolyte

1st through 2nd level clerics. They are called brother, sister or attendant and are responsible for clerical duties and menial labor throughout the church. They also assist servitors working in the community. 60 percent of a parish's clerics are acolytes.

Initiate

3rd through 5th level clerics. They are called servitors. Their duties include serving the community through guidance and labor. Servitors assist in many capacities; as farmers, carpenters, physicians, teachers, counselors and protectors. In smaller communities, servitors perform masses and administer the blessings of Maedra to newborns and the newly married, and call upon Thryd to bless the dead. 30 percent of a parish's priests are initiates.

Adept

6th through 8th level clerics. They are called father, mother, or minister and have authority over lower clergy members. They perform all religious services in most parishes and have the power to ordain new acolytes into the clergy. Additionally, adepts provide religious counseling and act as the political body of the church. They often act as emissaries with government officials and other church branches. Only 8 percent of the church body consists of adepts.

Prelate

9th through 12th level clerics. They are called highfather or mother, or overseer and have authority over a group of parishes in a kingdom. Each duchy or county has 1 or 2 prelates assigned to it. Their role is that of regional organizer and overseer to the area's adepts. They ordain adepts and elect the Kingdom's patriarch or matriarch. Two percent of the clergy are prelates.

Patriarch

13th level clerics and higher. The high priests of Caerleon and Suttegarde hold the post of patriarch, with the title of matriarch used for female heads of the church. In Suttegarde and Caerleon, one patriarch rules the priesthood throughout each realm and has the final say in all religious matters. Furthermore, the patriarch of each Kingdom has the duty of blessing the new king or queen upon their ascension to the throne. These leaders, to effectively rule, must meet with the approval of the patriarch. Those priests of 17th level and higher who are not elected patriarch remain prelates.

Greater Deities

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Aeldris	Male	Lawful Neutral	Eagle	Heavy Mace	Fatherhood, sovereignty, wisdom
Caledh	Male	Chaotic Good	Stag	Longbow	Hunting, the wilderness, beasts
Illandra	Female	Neutral	Moon	Sickle	Nighttime, dreams, the arts
Maedra	Female	Lawful Good	Chalice	Light Mace	Motherhood, protection, the hearth
Thryd	Female	Lawful Neutral	Loom	Scythe	Death, rest, fate
Tyros	Male	Neutral Good	Acorn	Light Flail	Plant life, farming, brewing
Uldrem	Male	Chaotic Neutral	Cresting Wave	Trident	The ocean, storms

Lesser Deities

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Aedhr	Male	Lawful Neutral	Rising Sun	Spear	Knowledge, the sciences
Hespa	Female	Neutral	Dice	Short sword	Luck, chance
Iddyn	Female	Neutral Good	Crow	Quarterstaff	Journeys, paths, hospitality
Maredon	Male	Lawful Neutral	Hawk	Longsword	War, mercenaries, contracts
Medral	Male	Neutral	Scales	Quarterstaff	Merchants, wealth, opulence
Ord	Male	Lawful Neutral	Anvil	Warhammer	Stone & metalwork, oaths
Bes (fallen)	Female	Neutral Evil	Crescent Moon	Dagger	Shadows, deception, betrayal

THE ELEMENTAL LORDS

The Elemental Lords are responsible for the creation of Gaile, and have shielded this world from the notice of The Great Old Ones for untold ages. At the same time, they have no interest in the lives and actions of those who inhabit Gaile, so long as those actions do not draw the attention of The Great Old Ones or open gates to worlds that house their supplicants.

Despite their impassive, detached existence from the lives of men, there are those who indirectly worship them. Though the true names of these powerful beings are unknown, those who revere the lords of fire, sky, water, and earth pay homage to them and their intermediaries by many names.

Because The Elemental Lords do not directly intercede of behalf of their worshippers, there are no set tenets nor common practices associated with their worship. Animism is most frequently tied to the worship of The Elemental Lords and, as such, these beings are often connected with cultural icons or landmarks. It is common for animistic worshippers to claim ancestral bonds to The Elemental Lords.

The following table lists the two, chief Elemental Lords worshipped by the tribesmen of Vors. All of the aspects listed are those ascribed to the lords of earth and air by the tribesmen:

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Khargan	Male	Neutral	Stallion	Scimitar	The plains, horses, fertility, the harvest
Raizhul	Male	Chaotic Neutral	Falcon	Composite Bow	Wind, storms, luck in battle, archery

The following table lists some of The Elemental Lords worshipped by the people of Vinnisklad and Yssgelund. All of the aspects listed are those attributed to these lords by Vinniskur and Yssgelundians:

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Bori	Male	Lawful Neutral	Ram	Longsword	Law, wisdom, mountains, steel, the north
Eidon	Female	Neutral	Eagle	Bow	Skies, hunting, vigilance, knowledge
Finnar	Male	Neutral (good)	Otter	Dagger	Guile, flirting, games, friendship, laughter
Hrimir	Male	Chaotic Neutral (good)	Bear	Warhammer	Forests, strength, battle fury, mead
Trunde	Male	Neutral	Boar	Spear	Solitude, prosperity, tenacity, dark moods
Vigrid	Male	Chaotic Neutral	Sea Serpent	Sword	Sailing, storms, luck, wealth, reaving
Yss*	Female	Neutral Evil	Winter Wolf	Spear	Frost, cruelty, death, night

* Yss is Ysghul of the Fallen Lords, who was cast out by The Elemental Lords long ago. Yssgelund derives its name from her.

The Ebothi worship the Elemental Lords of fire, earth, and water by names and, often, with dual aspects (the gods of the Ebothi tend to be neutral, vacillating between good and evil). The following are some of the more commonly worshipped beings, as seen by the Ebothi:

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Assem	Male	Neutral	Jaguar	Spear	Fire, destruction, war, inspiration
Burumbe	Male	Neutral	Ram	Club	Thunder, storms, drums, dance, renewal
Dengal	Female	Chaotic neutral	Frog	Quarterstaff	Earth, death, fertility, wealth, lotus flowers
Ise	Female	Neutral Good	Egret	Sickle	Moon, water, life, birth, floods, agriculture
Madenga	Male	Chaotic evil (neutral)	Salamander	Hand axe	Fire, hunger, greed, ambition, lust
Sembir	Male	Lawful Neutral (neutral)	Lion	Bow	Plains, virility, war, rulership
Ungwe	Female	Neutral evil (neutral)	Panther	Javelin	Jungles, darkness, hunting, stealth
Zimbu	Male	Chaotic good (neutral)	Monkey	Sling	Humor, pranks, thievery, luck, drunkenness

THE FALLEN LORDS

The earliest members of this pantheon are former Elemental Lords who, like The Defiant Gods, rebelled against their masters and sought their own path to power. Unlike The Elemental Lords, who created Gaile as a refuge from The Old Ones, and The Defiant Gods, who brought life to this world, The Fallen Lords are agents of destruction and corruption, who seek dominance over the creatures of Gaile. It is their corrupting influence that perverted the races of elves, giant eagles, and treants to create the races of goblins, dragons, and trolls. It is also their foul machinations that brought about the Sundering of The Elves and The Wasting. Chief among this pantheon are Moloth and Vureal.

The Enlightened



Worshippers of The Enlightened worship their Eternal Emperor as their savior. The worship of Shar'edan (Malbon) and the acceptance of his teachings led the Mauridian people to revile The Defiant Gods as the "Enemies of Man" and as "Bringers of the Apocalypse." Despite their revulsion to The Defiant Gods, the hierarchy of The Enlightened mirrors that of The Defiant exactly, except that the familial titles, such as brother, father and patriarch, are never used.

Within the lands of Mauridia, each district has 2 prelates assigned to it, while the lord stewards assigned to each of the three provinces of Mauridia are actually equivalent to patriarchs. Members of the Sarnhedin are usually adepts, though major cities often have a prelate within the council.

Due to deceptive nature of Malbon, lawful good clerics and members of the paladin class may worship him. These characters will be closely watched by their superiors and will, eventually, be "brought to the Wisdom of Shar'edan," led toward damnation or death. Paladins who worship Malbon find that they are unable to detect evil at will. Instead, their ability manifests when enemies of Shar'edan, usually of good alignment, are nearby. Because Malbon grants this power, it is his to manipulate. Likewise, paladins' smite evil abilities are corrupted to work only against good-aligned creatures.

Name	Gender	Alignment	Symbol	Favored Weapon	Spheres
Belgorix	Male	Chaotic Evil	Wyrn	Dagger	Volcanoes, dragons, greed, gluttony
Bes	Female	Neutral Evil	Crescent Moon	Dagger	Shadows, deception, betrayal
Braeghane	Female	Chaotic Evil	Calla Lilies	Whip	Obsession, lust, debauchery, disease
Kharec	Male	Neutral Evil	Fist	Longsword	Vengeance, wrath
Malbon	Male	Lawful Evil	Phoenix	Scimitar	Deception, domination, tyranny
Moloth	Male	Neutral Evil	Salamander	Footman's flail	Fire, ambition, envy, domination
Pelcior	Male	Neutral Evil	Goat	Sickle	Sludge, ichors, sloth, degeneracy
Vurael	Female	Chaotic Evil	Snarling Dog	Battle Axe	Earthquakes, battle frenzy, destruction
Yssghul	Female	Neutral Evil	Winter Wolf	Spear	Frost, cruelty, death, night

Ranks of Priesthood

Acolyte

1st through 2nd level clerics. They are called attendants and are responsible for clerical duties and menial labor throughout the church. They also assist servitors working in the community. 60 percent of a parish's clerics are acolytes.

Initiate

3rd through 5th level clerics. They are called servitors. Their duties include serving the community through guidance and labor. Servitors assist in many capacities; as physicians, teachers, counselors and protectors. In smaller communities, servitors perform masses and administer the blessings of the empress to newborns and the newly married, and call upon her to bless the dead. 30 percent of a parish's priests are initiates.

Adept

6th through 8th level clerics. They are called ministers and have authority over lower clergy members. They perform all religious services in most parishes and have the power to ordain new acolytes into the clergy. Additionally, adepts provide religious counseling and act as the political body of the church. Only 8 percent of the church body consists of adepts.

Prelate

9th through 12th level clerics. They are called overseers and have authority over a group of parishes in a kingdom. Each district 2 prelates assigned to it. Their role is that of regional organizer and overseer to the area's adepts. They ordain adepts. Two percent of the clergy are prelates.

Legate

13th level clerics and higher. The high priests of Mauridia hold the post of legate. Each of Mauridia's three provinces is ruled by a legate who acts in the name of the empress and answer directly to her. Those priests of 17th level and higher who are not promoted to the rank of legate by their empress remain prelates.

THE GREAT OLD ONES



The Great Old Ones are the oldest living beings in the cosmos, ancient creatures of immense power and colossal size. Born amid swirling vortices of destruction The Great Old Ones are terrible creatures; monstrosities that have battled among the stars for eons, destroying planets in their wake.

When the Elemental Lords came into being, their first thought was to shelter themselves from the wanton destruction of The Great Old Ones. As such, they created their worlds in the far reaches of the cosmos as they sought to avoid the notice of their forebears. The world of Gaile is one of many "hidden" worlds, a place kept shielded from The Great Old Ones' notice through the constant efforts of The Elemental Lords. Still, gates to other worlds have been opened in the past and it is speculated that some still exist, though their exact locations are unknown.

On Gaile, The Great Old Ones are worshipped by the aberrant descendants of those who came through these "elseworld" gates in the days before the cataclysm. In addition, deranged cultists and those who are touched by madness worship these Lords of Chaos.

Greater Deities

Name	Gender	Alignment*	Symbol	Favored Weapon	Spheres
A'bhurai	Male	Chaotic evil*	Toad	Bardiche	Slaughter, fertility, prosperity
Illanthir'u	Female	Lawful evil*	Kraken	Scourge	Domination, knowledge, tyranny

* The alignment of these beings is unfathomable, as their minds are totally alien to human comprehension. It is held by scholars that these being are Chaos embodied, but it does not necessarily hold that they are of chaotic alignment.

