

## Redwall

The Redwall was once an outpost of the Duchy of Selern in the Stilleto Peaks that guarded the northern approach into the nation. It was called Redwall for the amount of blood the Broken Skull hobgoblins and the Bloody Claw gnolls spilled trying to breach it. Now Redwall refers to the entire territory seized from the Duchy when the humanoid finally overran the Redwall. The area is divided in two, with the hobgoblins occupying the towns and cities and the gnolls swarming across the rural areas.

To the south of the gnoll and hobgoblin lands lie the remains of the Duchy of Selern. After the massive humanoid invasion overwhelmed the small kingdom, only the destruction of the bridges that span the canyon that cuts the nation in half saved the fleeing citizens. All attempts by the hobgoblins to construct a bridge between the two lands has so far failed.

## Ecology

Redwall is ruled, if you can call it that, by the Broken Skull hobgoblin tribe and the equally savage Bloody Claw gnoll tribe. Even though the combination of these forces that allowed the humanoids to seize much of the Duchy's territory the bonds that hold these savage forces together has frayed since their victory.

The hobgoblins struggled initially with the loss of their leader in the siege and the gnolls were quick to capitalize on the hobgoblin's weakness. The gnolls expanded throughout the uncivilized areas of Selern, killing farmers and capturing territory. The hobgoblins focused on the towns and cities, capturing humans and enslaving them.

The collapse of order has encouraged the spread of other creatures. Pugwampi now infest the countryside, bringing ruin to any attempts the hobgoblins have made at rebuilding or fortifying their new lands. The gnolls hate the pugwampis as well, but see them as little more than a nuisance to be ignored.

## Sites of Interest

The ruins of the outpost formally known as Redwall may hold many treasures lost in the war. It is said within the ruins of the old Redwall outpost is hidden a legendary shortsword named *Guardian* that was wielded by Arnold Steelwind during the final siege of Redwall. Bulitor, the former capital of Selern was known to hold many arcane secrets and weapons. The trench that divides the Redwall from southern Selern has never been successfully investigated by either human or humanoid forces.



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