

Grand Information

Description:

This kingdom is a beautiful town filled with many happy people that enjoy doing their work. The citizens of the kingdom are much more physically fit than other people due to the jobs in this area being mostly physical work. The town is a bunch of handmade stone huts and bigger immaculate buildings made from all sorts of stones found in their mine. They are located just west of the huge mountainous region home to the overseeing mountain of Minaria, Vacill. Being so close, they have plenty of minerals and ores to trade with their neighbors for other goods. The streets are very busy with many people moving around a lot. With the rather thin streets, it's difficult to get around but with the bustling streets, it is easy to figure out where certain businesses are. The bustling streets slowly diminish the closer you get to the Castle where more of the well-off citizens lie. The town has three different levels of wealth that are clear to those looking at the large kingdom from above. The names of these sections are called rings (Low Ring, Mid Ring, and High Ring) and the population is roughly 70%, 25%, and 5%. The people are not forced to be in these areas it's just the cheaper options and the citizens find it fair. The products are equal throughout the kingdom the only things that can be found moving up in the rings are products that those who are lower would not find to be of use. The town has recently banned all magic being used in the town and anyone found caught using magic in the town is sent to jail immediately. Due to the king recently dying of some unknown magic the queen has banned the use of all magic in her kingdom to ensure another tragic occurrence never happens again.



Buildings:

- **Qrand Castle**

- **Description:** From the outside, the castle is beautifully made with quartz-like material and oversees the entire bustling kingdom. From the inside it is similar surroundings to the outside with quartz but with many paintings and tapestries of gold, blue, and green. With red rugs leading to the different areas in the castle.

- **NPCs:**

- Annette Qrand | High Elf | Queen

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	15 (+2)	13 (+1)	21 (+5)

- Ellis Qrand | Half Elf | Princess

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)	12 (+1)	13 (+1)	15 (+2)

- Simon Boulderdown | Human | Librarian, and Spell Keeper

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	7 (-2)	14 (+2)	13 (+1)	14 (+2)

- Kilmul Brightmaster | Hill Dwarf | Chief of Police and Army Leader

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	7 (-2)	12 (+1)	11 (+0)

- **Gealming Caves**

- **Description:** It has tons of different minerals and ores that are worth tons to the people around Minaria. Shesmont the neighboring kingdom is in control of the majority of the caves but they allow Qrand to have access to the west tunnels due to their close relationship.

It is known that there is at least a Dragon that has killed a few miners in the past. Although the dragon recently has been guarded by some Gem Stalkers to protect the area around their nest. This ends up being a good thing because instead of the miners running from a tyrannical dragon they run from these smaller creatures.

- **NPCs:**

- Thomas Ashglade | Human | Owner

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (-0)	9 (-1)	11 (+0)

- **Greedmials Steel and Iron**

- **Description:** Normally teach business has three different versions for each ring, but this business is located in the Middle Ring and sells its goods for a great price that everyone in the kingdom goes to them. This business has a close relationship with Holdfast Blacksmithing who work together for the Gleaming Caves.

- **NPCs:**

- Marntine Greedmial | Half Elf | Co-Owner

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	11 (+0)	11 (+0)

- Clovis Greedmial | Halfling | Co-Owner

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	8 (-1)	7 (-2)	11 (+0)

- Capucine Greedmial | Half Elf | Daughter of the Greedmials

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	11 (-0)	8 (-1)	13 (+1)

- **Holdfast Blacksmithing**

- **Description:** Found in the middle ring, this blacksmithing business is found for the use of the low and middle rings. They are in a close relationship with Greedmials Steel and Iron who work together for the Gleaming Caves. They can create nearly any sort of equipment possible.

- **NPCs:**

- Vulcan Holdfast | Human | Owner

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	11 (+0)	11 (+0)

- Aria Holdfast | Human | Secretary

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	12 (+1)	11 (+0)	11 (+0)

- **Ales 'n Beds**

- **Description:** This is your run-of-the-mill tavern found in the Low Ring of Qrand. There are very few drinks and meals that can be found here for the average price range found in the Lower Ring. Not many decorations are around the place but this area is always full of people due to the majority of the working class ending up here. The Owner is an elder half-elf woman and is the twin sister to Caltrain.
[Drinking Rules and List of Drinks](#)

- **NPCs:**

- Craine Stonesworn | Half Elf | Owner

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	8 (-1)	12 (+1)	12 (+1)	17 (+3)

- **Drunken Dragon**

- **Description:** This is the tavern with more food and drinks and is found in the Middle Ring. All types of drinks can be found here, this place has more decorations and is much more organized than its Lower Ring counterpart. The owner seems to be the same person from the Ales 'n Beds, it's her twin sister.
[Drinking Rules and List of Drinks](#)

- **NPCs:**

- Catrain Stonesworn | Half Elf | Owner

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	8 (-1)	12 (+1)	12 (+1)	17 (+3)

- Alwel Nallithe | Half Elf | Cook

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

- **The Veiled Mystics**

- **Description:** This a group that is hidden from the majority of the Kingdom this is a group for the majority of those who were impacted by the swift ban on magic in the kingdom.
- **NPCs:**

Story Arc:

Royalty Info:

The king, named Elliot Qrand, was a human with no magical powers and still rather young to die prematurely being 47. He was of little help other than very intellectual with law and order for his kingdom. The queen, named Annette Qrand, was very involved with much of the kingdom and was 45 years. Being an elf she was born with much magical power and charisma that people really follow. She also was in charge of the military power. Many people find her to be the true ruler of the kingdom although she does not want to be seen that way and wants her husband to be that symbol. They have one child a daughter named Ellis Qrand and 22 years old, she loves her family very much and adores the amount of work they both put in for their kingdom. She looks up to her mother and wants to follow in her footsteps.

Kings Death:

Unfortunately, a few nights ago the king was found dead in his personal chambers. His body was taken in for investigation and this is what was found:

The king had no physical injuries on his body, no cuts, bruises, or any sign of elemental damage. He was found in his chair lying on his desk blood pouring out of his eyes and ears. He was found with a few old religious texts, papers, and an empty spell scroll on his desk, he was last seen by his guards in front of the doors where his chambers lie. The king said he was looking for a better way to protect his people by some sort of higher power that he heard from a nearby power. Before the guards went in and found him dead they heard him speaking gibberish, assuming he was losing his mind they went in to ask if he was alright although when entering it was too late. He had a scroll of Contact Other Plane and came into contact with Hadaar but then lost his mind when beginning to talk with him and then took the damage and suffered death.

Shesmont and Hadaar:

The king and queen have a close relationship with the neighboring kingdoms, especially Shesmont. Their queen, named Kera was very young roughly the age of Ellis, and grew up alongside Ellis having the kingdoms grow very close to one another. Recently falling into a new religion, their queen came by and discussed their religious findings with the king, prompting him to learn more about what she taught. She told him of another power that is not one of the normal three (Aboccoba, Talos, or Zehir) this is a power named Hadaar. Their new god promises many things when they follow him. He promises followers unparalleled pleasure and

satisfaction, fulfilling their desires in ways they've never experienced before. He offers a life of constant indulgence and gratification, where all their physical and emotional needs are met. He grants new power-unlocking magic that is untapped in the plane which elevates them to positions of authority and dominance or keeps those they're the ones in charge and allows them to control others and shape the world to their desires. Hadaar claims to possess ancient and forbidden knowledge that is beyond mortal comprehension. He promises to share this knowledge with his followers, granting them insight and understanding of the mysteries of the universe, making them wise beyond measure. He promises a sense of belonging and acceptance to all. He assures his followers that they will be part of a community that embraces them for who they truly are, free from judgment or prejudice. Last, he promises his followers the realization of their deepest dreams and ambitions. He assures them that by embracing their desires, they will find true fulfillment and purpose in life, becoming the best version of themselves.

Ultimately Hadaar found his way to the King and went into his mind and found that he was of very little use although did find true love for his wife. Hadaar killed him to get the queen desperate to do anything for his life and wants her to offer herself to him so he can begin to control more of Minaria.

Once the queen found out about her husband's death she became irrational and a completely changed person, many people do not blame her for this change in personality from this sudden death. From everything that was found she and other investigators could not determine the exact point of his death. They were able to find out that he died from some sort of magical property and is banning magical use from her town, while this hurts a few people in the kingdom since this was a kingdom of mostly engineering and trade this doesn't hurt the economy as much as it would other nations. Those who practice magic were immediately jailed under suspicion of killing the king.