

The Lands of Yotsear

a worldbook for **Dungeon Fantasy™**

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Figure 1: The Lands of Yotsear before the Third Reaver War



Figure 2: The Lands of Yotsear after the Third Reaver War

CHAPTER 1: HISTORICAL NOTES

The history of the Lands of Yotsear is one of expansion followed by collapse. In the distant past, before the beginning of the common period as calculated by the Celatiern, that expansion involved the elves, followed by humans and fán, expanding across the continent (other groups—notably the dwarves, goblins, orcs, and gnomes—have mostly seen their lands and influence shrink at the hands of the elves and humans).

About 2,000 years before the founding of the Celatier Confederacy (YBC), the elves were the dominant group across the landscape. They were ruled by the sæbloth—pure fae who lived high in the mountains with their dragon companions. It is said by some that the sæbloth ‘created’ the elves, and from them all other peoples were born. Sages have no way of determining the truth of this claim.

The sæbloth influence on Yotsear dwindled over the course of the millennia. By 7,800 years before the founding of Celatier (YBC) there are no recorded sightings of sæbloth by humans. By 7500 YBC even elves no longer interacted with them except perhaps in the isolated Wyrmsteeth Mountains. There are rumors that they have fled this plane, but there are also rumors that they still live in their mountain fastnesses waiting for their rise back to ascendancy. It was during this time that the elven cultures separated. The ice elves rejected magic and focused their skills on perfecting magic resistance as they traveled to their new homes on the Great Northern Glacier. The cultures of the Silverwood and the Gailfen Forest grew apart, with the Gailfen elves taking a more practical approach to life and enjoying their longevity while the elves of the Silverwood focused on magical study and a quest for perfection.

This was also the time period where the fán became a distinct culture, as the human nomads of the northern plains intermarried with elves who were seeking a more peaceful, less perfectionist lifestyle than they experienced in either the Great Northern Glacier or the Silverwood.

At 2,000 YBC we see the growth of human cultures. Notably, the cultural memories of the karn and the celatiern reach back to that date, without the help of elven historians work, in the form of epic poetry and legends.

The influence of the celatiern began to be felt throughout the eastern portion of Yotsear, all the way to the Arnen mountains and south to the Kelanel Ocean. Because of the different needs of each area and the disparity of cultures, these lands were combined into a confederacy, with semi-autonomous regions working together for a common good.

Between the founding of Celatier (CY 0) and CY 500, the confederacy expanded to include all of the lands surrounding the Belvantine sea, as well as the provinces of Alfarnia and Moran, in addition to the original kernel of Celatier.

Peace and prosperity dominated history for thousands of years. When celatiern are consulted regarding their mechanism of achieving this singular goal, they invariably reply that it was through “listening to all the voices to hear their harmonies.”

In CY 6,412, that peace was shattered by the arrival of the Miroganti—the demon-king Kanath and his human and demonic followers from across the eastern sea. They arrived in fleet after fleet of ship, which were able to invade Celatier and gain a foothold. They continued their conquest for 144 years (CY 6412–6556), until the Celatier fell and the celatiern were pushed into the Gailfen Forest, along with the elves who already lived there. This period was known as the War of Foundation within the Mirogant Empire and the Breaking among the celatiern.

Kanath secured his domination of vast areas by forging and enchanting the Reaver Blades and linking them to the people who would become his lieutenants, the Reavers. Once the Reavers had been invested with his power, and linked to the

vast power source of the well of chaos underneath the capitol city of the Mirogant Empire, Daeblon, the first Reaver war began. It spanned from CY 6601 to 6826. By the end of the war, the Mirogant Empire covered all formerly human lands from the eastern sea to the Wyrmsteeth Mountains in the west, including Moran, Alfarnia, the entire Belvantine Sea, and the area east of the Arnen Mountains. Only the lands of the elves—the Silverwood, the Great Northern Glacier, and the Gailfen Forest—as well as the lands of the fán, the Northern Plains, were spared.

This dominion, known in the Mirogant Empire as the Great Empire, lasted until the uprising of CY 7065, when the prophet Orren began to preach a new way, a way without magic. The Reaver Cormangar was expelled from Alfarnia and the Belvantine States. The Mirogant Empire shrunk to the size of pre-confederacy Celatier for the first time since the invasion. At this point, the Kingdom of Alfarnia was founded by Godric I in the name of Orren.

The uprising kicked off what would be known as the Second Reaver War, where the remaining celatiern, along with the alfarnians, belvantines, elves, and fán fought to overthrow the Mirogant Empire. These efforts were so unsuccessful that the Kingdom of Moran broke away from Alfarnia during the course of the war. The overall result of the Second Reaver War was a conversion to a cold war, which lasted from CY 7172 until CY 7500. During this time only the celatiern, from their new home in the Gailfen Forest, along with a few fán who had been touched by chaos, made an effort to fight the Mirogant Empire. This period is known as the Second Empire among the miroganti.

In CY 7516, The celatiern managed to convince their former allies, including the Kingdom of Alfarnia and the elves of the Gailfen Forest, as well as the great mages of the land, the dwarves of the Arnen Mountains, and some belvantines, to again fight the Mirogant Empire in what would be known as the Third Reaver War. This time they were successful in destroying the Reavers and casting Kanath into the pit of chaos.

TIMELINE

Year(s)	Event
cir. 65k–12k YBC	Sæbloth golden age
cir. 14k YBC	Arrival of humans on Yotsear
cir. 7.5k YBC	War of the Gods
cir. 7.5k YBC CY 0	Concord between Mortals and Fae Foundation of Confederacy of Celatier
CY 6412	Foundation of the Mirogant Empire
CY 6412–6556	War of Foundation/The Breaking
CY 6550–6601	Reaver blades forged
CY 6601–6826	First Reaver War
CY 7065	The Uprising
CY 7065 CY 7065–7172	The Kingdom of Alfarnia founded Second Reaver War
CY 7099	Melren I founds the Kingdom of Moran
CY 7516	Third Reaver War/Restoration of Celatier

CHAPTER 2: NATIONS

As with many places real and imagined, Yotsear is broken up into a variety of nations and municipalities.

KINGDOM OF AALAN

This Kingdom, ruled by Kestlan IV, was run as a companion state to the Mirogant Empire and is struggling to find its place in a changed world. Although the Imperial forces marched out of here at the time of the Uprising (CY 7065) and never returned—and the empire itself has been overthrown—these people think of themselves as the last supporting state of the Mirogant Empire. The government is feudal in structure. The capital of the Kingdom of Aalan is the city of Aalan.

KINGDOM OF ALFARNIA

The Kingdom of Alfarnia was founded by Godric I in the name of Orren, wresting power from the Reaver Cormangar in the celatiern year 7066. Its current ruler is King Godric, who has ruled since his ascension in CY 7516, after the death of his elder brother and father. King Godric's ascension was resisted by many members of the Church of Orren (see page 11) because he is a wizard trained in the Illusionists College directly under the Arch Mage Faly Sin. He was also rejected because he is a gay trans man. He was, however, selected by his father to succeed and he was able to retain the throne during the brief (but bloody) war of succession. Historically, laws were in place banning the practice and study of magic in Alfarnia, but those laws are no longer in effect—though the Church, especially the Blades of Light and the Light Bringers, still will enforce them if they are able to.

ARNEN DWARVEN KINGDOM

The Dwarven Kingdom lies deep under the Arnen Mountains. Very few non-dwarves have ever visited the vast gold-filled halls of this kingdom. The crafters of the dwarves are the best in the world at their trades, but their goods do not come cheaply. To say that the dwarves remain strictly neutral in outside politics, would be a tremendous understatement. They closed their vast stone gates centuries ago (during the First Reaver War) to keep the outside world outside. Up until recently, that is. In the Third Reaver War, the dwarves joined the fight against the Reavers, their runemages enchanting the arms and armor of their allies.

The dwarves of the Arnen Mountains are known for their reclusivity, as well as their craftsmanship. The dwarven wares that are still in existence around the nations of the known world are prized possessions. The King of the Dwarves is Halleck.

BELVANTINE STATES

The Belvantine States include the city-states of Belva, Belia, Corta, Esta, Rorn. These independent city-states that ring the Belvantine Sea are ruled by city councils and mayors, who are elected for terms ranging from one to five years. These states are mostly concerned with trade and protecting the interests of their merchants.

In addition to the city states mentioned above, the following nations are also considered Belvantine States.

KINGDOM OF HALAN

This kingdom is situated at the mouth of the River Smilne, controlling the trade between the Belvantine States and the Kingdom of Alfarnia. As the gateway to the Belvantine States, this is a very rich Kingdom. The King, Leonard II rules from the city of Halan.

KINGDOM OF LAR

This island kingdom is an important home to the pirating activity on the Belvantine Sea. There is nothing of value in the world that cannot be stolen by these pirates and in turn sold in their markets. The King is a former pirate and usually takes the crown by killing off the strongest competition.

STORM ISLE

This is the home of the Wind Mages, the only officially sanctioned magical order on the Belvantine Sea. These mages take to the sea on the islander's ships and aid them in their sailing. No outsider's ship may port at Storm Isle, although their boats travel all around the Belvantine Sea. Many outsiders say that the islander's may be the best sailors, but they have all sold their souls to the devils for their sanctioning of magic.

KINGDOM OF CELATIER

The Kingdom of Celatier was founded in CY 7516, after the defeat of the Mirogant Empire at the hands of the unified might of the allied nations and the mages. While the Kingdom itself is young, its history dates back to the Confederacy of Celatier. The Kingdom's laws are based on fairness and compromise. Although tensions exist between the miroganti inhabitants of Celatier and the celatiern, all have equal protection under the law, and pains have been taken to incorporate miroganti into the new government, at least in lower positions. King Wareen has ruled since his ascension in CY 7516.

THE DRY PLAINS (AKA THE BORDERLANDS)

There is no official government in the dry plains, which are known by alfarnians as "the borderlands" or "the frontier." The area is made up of villages of orcs, goblins, and humans of the karn and alfarnian cultures. Among the goblins, orcs, and karn, each village is self-reliant and trade is carried out with neighboring villages of any culture. Alfarnians generally owe allegiance to the King of Alfarnia. Their colonial influence in this area is resisted by the orcs, goblins, and karn.

ESTAVAN HILLS

The Estavan Hills, on the northwest coast of the Belvantine Sea, where the gnomes and halflings live, is an area of about a hundred gnome villages and about half as many halfling towns, villages, and hamlets. Each village is independent of all of the others, although in times of war or stress, they will each send a representative to gather in a great council.

They have a democratic society in which every individual has a voice in the government of their village and each village has a say in regional matters.

Gnomes and halflings are very private and prefer to be left alone, although they do pursue a small amount of trade with the Belvantine States.

FAERIE

Faerie is not actually a nation, nor is it on the same plane as the other nations listed here, but it is worth mentioning it as a land that is both important to history. In the ancient past, the realms of Faerie and Yotsear were once conjoined. The separation of the two realms is shrouded in mystery, and it is said that only the oldest of the fae know the truth of it.

GAILFEN FOREST

This kingdom of elves is nominally an extension of the Silverwood, although communication between the two forests

is so sporadic that there is sometimes a twenty to fifty year gap between messages. These elves are in open alliance with the celatiern, and have offered their forest as a semi-permanent refuge for them. The true rulers of the wood elves of the Gailfen are the nine elves on the council of the oldest and wisest elves in the forest. There are cities and villages built into the canopy of the forest, the chief of which is Menenar.

MORAN

Moran, formerly a colony of Alfarnia, declared its independence in CY 7099. The king of Moran is Hebrar an'Nefary. Moran is known for its technological advancement, especially in the field of gunpowder.

MIROGANT EMPIRE (DEFUNCT)

This is the primary area that is controlled by the forces of Chaos. The ruler of this area is Kanath, who, along with being Emperor, is worshipped as a god. The political structure of this empire is somewhere between feudal and autocracy. Kanath divides his power among his vassals, but he still retains much of the control of the Realm. The Reavers still have quite a bit of power, but they have generally lost their lands outside of the Empire proper, so at this time they are not the powerful world rulers that they were during previous eras. The capital of the Mirogant Empire is the city of Daeblon.

NORTHERN PLAINS

The fán are divided into tribes and clans. They are often in conflict with each other over rights to grazing lands and water sources, but will typically be able to avoid bloodshed in favor of compromise.

SÆBLOTH EMPIRE

Since the decline of the dragon masters' empire, fifteen thousand years ago, the sæbloth have managed to remain, in their strongholds in the Wyrmsteeth Mountains. Humankind seems to have forgotten their existence. The elves remaining in the Wyrmsteeth Mountains are subservient to the sæbloth.

SILVERWOOD

The elves of the Silverwood are ruled by a queen, Kisara, a high elf who has ruled for the past fifteen thousand years, since the fall of the Sæbloth Empire. This forest boasts both high elven cities, built of stone in clearings in the forest, and wood elven cities built in the trees. In fact, the capital, Jakorn, is a combination of the two and is rumored to be the most beautiful place on the planet.

CHAPTER 3: RELIGION

THE CHURCH OF ORREN

The Church of Orren, founded shortly after the reputed ascension of Orren to heaven, is a monotheistic religious institution centered in Alfarnia, but extending throughout the Belvantine States and into Moran. The Church was founded on the concept that *all* magic is dangerous and corrupting.

Orren was born in Lowfort (now the capital of the Kingdom of Alfarnia), while the lands of Alfarnia were under the control of the Mirogant Empire and the Reaver Cormangar. He worked his whole (short) life to end the threat of the miroganti, finally succeeding in what has come to be known as the Great Uprising. His main philosophy was that magic destroys the souls of those who use it.

This philosophy has led the Church to declare a crusade against all 'witches'—those who practice magic of any realm. Needless to say, the clergy of the Church of Orren are *not* spell-users (see page 14 for more information about the Priests of Orren).

DEMONISTS

Among the miroganti (both human and darkspawn), the demon-emperor Kanath may still be worshipped as a god. The cult of Kanath teaches that he was not killed at the end of the war, but merely shoved out of this plane into an infernal plane. They believe that he will come again in glory to resume his rightful place as the leader of the Mirogant Empire. Magic is employed by these people in their everyday lives.

THE OLD GODS

The Old Gods are still worshipped by all of the non-human races as well as the celatiern and some karn. Among these people—with the exception of the ice elves—magic is used in every-day life and spell-users are respected. The Old Gods are numerous, and many have even been forgotten over the ages. Below is a listing of some of the most important:

ARRA

Arra is the earth goddess, and Rhal Sonl's wife. She is called the Earth Mother. She appears as an middle-aged woman who has clearly worked hard throughout her life. Her realms are growth and decay, cooking, and family. Her symbol is a sheaf of grain.

HELMEK

Helmek is the god of storms and the sea. He is called the Storm King. It is common knowledge that he cares not for humans—or any of the other races—but only for chaos and destruction. He is placated by his priests and priestesses through a variety of bloody rights, but no one knows exactly what would make him happy. His symbol is a wave cresting over a ship.

LANANATRET

Lananatret is the primary god of the dwarves and gnomes. Initially, he was a god of craft. He appears as a dwarf (or, sometimes, as a gnome) with a hammer in his hand or belt. He encourages hard work and long hours—in an effort to make the perfect item. His symbol is a hammer.

NEREN

Neren is the celatiern god of death and dying. He is called the Guardian of Souls. Neren appears as a cloaked figure that comes to guide the souls of the dead to the next life. His only concern is making sure that the souls of the dead leave the world. His symbol is a shining lantern held high.

RHAL SONL

Rhal Sonl is the battle god of the celatiern, and now their primary god. His titles include the Protector of Celatier, the Battle-weary, the Invincible, and the Mighty Hand. He appears as a brightly shining knight mounted on a silver or white warhorse. He values ingenuity in war, fearlessness in battle, and loyalty to comrades in arms. His symbol is a kite shield crossed by a sword and arrow.

TORR

Torr, the Trickster, is the god of the impish desire to cause difficulties for others. He appears in a variety of faces—it is said that no two are alike. He enjoys tricks, whether they are playful or serious. In times past, he was worshipped by thieves and charlatans, but now he is respected by warriors and politicians because his methods are so effective. Torr also holds sway over the realm of chance. His symbol is three cups turned down on a plank.

YALOND

The primary goddess of the elves, Yalond is worshipped by almost all elves. Her titles include Elf-mother and the Great Healer. She appears as an extremely beautiful and radiant elven woman. She values heartfelt laughter, artistic endeavors, loyalty to friends and family, and good work. Her symbol is a green tree growing to great heights.

CHAPTER 4: ORGANIZATIONS

Throughout Yotsear there are many organizations pursuing their own interests. These are a few of them.

CRIMINAL ORGANIZATIONS

A thief is only as good as their connections. After all, if they can't sell their goods, what is the point? That's where criminal organizations come in.

BELVANTINE SYNDICATE

The Belvantine Syndicate makes money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels. The leaders of the syndicate, a group of experienced underworld executives, is called the Council. The Council rules the membership with a firm hand, resorting to violence whenever a message needs to be sent.

There are no official records of buildings, land or enterprises owned by the syndicate. All properties are held by lieutenants (or higher) who operate the property for the betterment of the syndicate as a whole, taking a cut of the profit.

The Belvantine Syndicate is the primary Thieves' Guild operating throughout Alfarnia, Moran, and—to some extent—the Belvantine States. From their base of operations in Alfarnia's capital, Lowfort, they control the trade in illegal goods (drugs, magical items, magical creatures, stolen items, and weapons) as well as criminal activity. There are very few fences within the bounds of Alfarnia, Moran, or even in the Borderlands who operate without the sanction of the Syndicate—sanction which comes at a price of a percentage of the final saleable value of the goods traded.

Membership has its perks. Members of the Syndicate always have someone to turn to if they need operating capital (at hefty interest rates, of course) or if they need a safehouse. Members can also use Syndicate ties to attempt to arrange for leniency for many crimes in the unfortunate event that they are caught.

Membership comes at a price. Prospective members, during their probationary period, must surrender 50% of all monies collected from the intentionally vague "Syndicate Interests." This is calculated after any costs associated with doing business, such as using Syndicate fences. After an indeterminate time—often a year or more—a prospect becomes a full member. At this time, their tithe drops to 10% and they are allowed to take on their own prospects (and they can take 70% of their prospects tithes for themselves). Full guild members may never leave the guild. In some cases they are allowed to retire from active membership, but the only way out of the Syndicate is to die—an eventuality that the bosses will gladly assist with in the event that the member crosses Syndicate Interests.

MEMBER: BELVANTINE SYNDICATE

[5 points]

Prerequisite(s): Streetwise-14.

A friend in need: In any town or city (or even in villages at the GM's discretion) in Alfarnia, Moran, the Borderlands, or the Belvantine States you can use your contacts in the Belvantine Syndicate to secure a place to stay that is unlikely to be searched for by the authorities. Additionally, you can find someone to buy your questionably acquired goods using the Black Market rules from Exploits, p 16. Finally, you can obtain loans from the Syndicate for operating capital and/or business interests that align with Syndicate Interests. (The details of these loans are intentionally left up to the GM.)

The usual suspects: law abiding citizens and those who enforce the laws just don't like you. Even without a criminal record, you have a -1 to reaction and influence skill rolls when dealing with those people, if they know about your membership in the syndicate.

KELREW TRADE UNION

The Kelrew Trade Unions exists to serve the interests of ethnic miroganti within the Kingdom of Celatier, as well as throughout the region. In order to do this, they make money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels.

This group was modeled on the Belvantine Syndicate and has many of the same benefits and requirements. The Kelrew Trade Union is very new, however. They were formed by ethnically miroganti people looking for a way to survive in the newly re-formed Celatier. Because of the youth of the organization, it is much less effective at achieving the desired result when seeking leniency or in suppressing competition with Union Interests.

MEMBER: KELREW TRADE UNION

[5 points]

Prerequisite(s): Miroganti or Darkspawn ancestry, Streetwise-14.

A friend in need: This is the same as the trait for Members of the Belvantine Syndicate, except that the locations covered include the Belvantine States, Celatier, and Aalan.

The usual suspects: see above under Member: Belvantine Syndicate.

MAGICAL ORGANIZATIONS

Because of the impact of the Church of Orren and the Mirogant Empire, there are not many organizations devoted to magical pursuits in Yotsear. Most magic is taught from master to apprentice, rather than within an organization. Below are some exceptions.

CRAFT OF THE WISE

The wise, sometimes called witches, warlocks, or wise ones, depending on who is doing the calling, are a group of ritual casters who are scattered in every town and village throughout the lands. This tradition is passed from master to apprentice through years of work and study in mastering the ways of modifying reality. They utilize a form of magic which is more flexible than the magic from **Spells**¹, but also takes more time (under most circumstances). The structure of this magic system tends to slow down play dramatically, so these witches are not suitable Player Characters.

THE ILLUSIONIST COLLEGE

The Illusionist College was founded to share the knowledge of Illusion magic from one generation to the next, and to promote the acceptance of magic by all beings in the world. All who are capable are welcome to learn, no matter where they come from or what their beliefs were beforehand.

¹Incantation Magic from **GURPS Dungeon Fantasy 19: Incantation Magic**.

Located in Lowfort, just blocks away from the head of the Church of Orren, lies the single, impregnable tower that is the College of Illusion—all 80 floors of it. It is at this tower that the High Illusionist, Faly Sin, has taught generations and generations of new illusionists, seemingly since before time began. Wizards and Bards who are members of the College primarily learn Creation and Illusion spells.

Characters who have been trained at the Illusionist College can be made using the standard Bard or Wizard template and choosing spells from **Delvers to Grow** the Mentalist list (for Bards, page 26) or the Illusionist list (for Wizards, page 28).

RUNE MAGES' GUILD

The Rune Mages' Guild was formed to ensure that the practice of rune magic is protected within the Arnen Dwarven Kingdom and that rune mages are treated fairly, as befits their station.

The Rune Mages of the Arnen Dwarven Kingdom are legendary throughout Yotsear. Their labor has produced some of the most legendary magical objects. The Guild operates throughout the Arnen Kingdom. Rune mages are artificers who channel magical power through runes marked on objects. Knowledge of rune magic is kept secret, passed on only to those deemed worthy by the guild.

Because of how magic is handled in *Dungeon Fantasy*, Rune mage is not available as a player profession.

THE MONASTERY OF THE OPEN FLOWER

The Monastery of the Open Flower was created by the Battle Mage (that is, monk) Iona as a place to teach the Way of the Flower, and the secrets of chi-based battle magic, while providing a safe place for members to reach enlightenment.

This mystical monastery is located high in the Arnen Mountains. Here warrior monks are trained in the way of the Open Flower. This monastery was founded very recently, near the end of the Third Reaver War. Little is known about the inner workings of the monastery except by those who have studied there. Once monks are trained they are sent out into the world to defend those who cannot defend themselves.

RELIGIOUS ORGANIZATIONS

In cultures where the old gods are worshipped, there is little need for an overarching organization. Each temple has a priest or priestess, and they can train their own apprentice.

THE CHURCH OF ORREN

The Church of Orren is tasked with spreading Orren's light to all who can hear. The main goal is to follow the teachings of the prophet Orren: improve the lives of humanity by removing magic from the lands of humans. The Church provides social services as well as religious services, working to aid the basic survival of humans.

Within the Church, there are some sub-groups that require special discussion:

THE ORDER OF SHEPHERDS

Members of the Order of Shepherds are the officiating priests of the Church of Orren. They function as the heads of local churches, traveling priests going from village to village, as well as the administration of the Church's considerable holdings. The Church of Orren is hierarchical, with ultimate power resting in the hands of the Hierophant. Priests swear a lifetime vow of poverty, chastity, and obedience to the Church. The priests do not have the ability to cast spells.

Priests of Orren are not well suited to being adventurers, so no professional template is provided for Player Characters.

THE BLADES OF LIGHT

The Blades of Light are the military arm of the Church of Orren. They are tasked with bringing Orren's light to all who can hear, by force if necessary. The main goal is to follow the teachings of the prophet Orren: stamp out magic from the lands of humans.

The Blades of Light are a sworn military order who have vowed to defend the Church of Orren against all threats. The Blades have posts throughout all of the lands touched by the Church, including the Kingdom of Celatier and the Dry Plains. Membership is lifelong, though members may be expelled for misconduct. The headquarters of the Blades is in Lowfort, Alfarnia.

Players who wish to play a member of the Blades of Light should start as a *human* knight, Swashbuckler, or Scout and add the following template:

BLADE OF LIGHT

[0 points]

Prerequisite(s): Human.

Advantages: Higher Purpose (Slay Demons) 1, Rest in Pieces, Hard to Kill 2.

Disadvantages: Disciplines of Faith (Ritualism), Vow (Chastity).

Forbidden Traits: Bardic Talent, Holiness, Magery, and Power Investiture.

THE ORDER OF LIGHT BRINGERS

The Order of Light Bringers is tasked with rooting out magic from the lands of humans, no matter how insidious it is or how deep the roots stretch into the foundations of power. The Order has extra-judicial power to detain, interrogate, and execute heretics and non-believers.

Light Bringers are an order of witch hunters who are devoted to seeking out spellcasters throughout Yotsear and neutralizing them. They are not numerous, but they do have a very powerful reputation. Light Bringers swear a vow of obedience to the church for a term of ten years. Many Light Bringers go on to become officiating priests at the end of this term.

Priests of Orren are not well suited to being adventurers, so no professional template is provided for Player Characters.

THE ORDER OF MAEBEC

The Order of Maebec is a penitent religious order of the Church of Orren, devoted to caring for the sick, orphans, and those who need full time care.

Members swear a vow of poverty, chastity, and obedience for a term of one year to life, depending on their level of devotion. The Order is filled with skilled medical professionals and herbalists. While the herbal effects mimic magical healing, they are allowed by the Church.

Priests of Orren are not well suited to being adventurers, so no professional template is provided for Player Characters.

CHAPTER 5: CHARACTER BACKGROUNDS

Character backgrounds can be conceptualized as having two components: a cultural component and a genetic component. The cultural component includes things like knowing how to behave within a culture as well as languages. The genetic component, known as “race” in **Dungeon Fantasy RPG**, is better understood as species both for historical and etymological reasons. The standard races from **DFRPG** are appropriate for Yotsear, as are the expansions from **Norðlondr Fólk**, with changes noted below.

NEW TRAITS

Truth-sayer: You simply cannot speak or write something that you believe to be false. If you try to do so, the words simply will not come out of your mouth or onto the page. This does not mean you are honest in your intentions or truthful in the entirety of your communications, only that your words are literally or figuratively not false according to your knowledge at the time of speaking or writing them.

PLAYER RACES

BEAST-FOLK

BEAR-FOLK

Bear-folk inhabit the forests and mountains of Yotsear, beyond the last human outpost.

To create a bear-folk character, use the björnhjarta template from **Norðlondr Fólk** (p. 8) and add **Social Stigma (Minority Group)**.

BOAR-FOLK

Boar-folk inhabit the lowland forests of Yotsear, especially in hard-to-reach places. They are few and far-between, preferring to live in small family units for the most part.

To create a boar-folk character, use the gullinálmur template from **Norðlondr Fólk** (p. 9) and add **Social Stigma (Minority Group)**.

CAT-FOLK

Cat-folk in Yotsear are native to the Dry Plains and the Northern Plains. As a culture, they tend to keep to themselves, but those who choose a life of adventure may be significantly more gregarious.

Cat-folk are not welcome in the Church of Orren. They tend to worship the old gods, if they have an organized religion.

To create a Cat-Folk character, use the Cat-Folk template from **Adventurers** and add **Social Stigma (Minority Group)**.

RAVEN-FOLK

Raven-folk can be found along the coast of Moran and on the far Western coast of the continent, though they are known for traveling throughout the lands.

To create a raven-folk character, use the hrafnar template from **Norðlondr Fólk** (p. 11).

WOLF-FOLK

Less common than they were in bygone days, wolf-folk tend to stick to wilderness areas, preferring to avoid humans as much as possible.

To create a wolf-folk character, use the úlfblóðugur template from **Norðlondr Fólk** (p. 10) and add **Social Stigma (Minority Group)**.

DARKSPAWN

Individuals with infernal ancestry—often called Darkspawn, both by themselves and others—can trace their heritage to a mating between a demon and a human. These people are common in the Kingdom of Celatier, as they used to be the

ruling class of the Mirogant Empire. Now, they are just another ethnic group in Yotsear.

Darkspawn are actively persecuted by the Church of Orren, being seen as what they are: the product of a union of a demon and a human. They generally have no use for the gods, but some odd Darkspawn have been known to become devout followers of the old gods.

Use the elduð template from **Norðlondr Fólk** (p. 14) and add **Social Stigma (Minority Group)** if you want a Darkspawn character.

DRAGON-KIN

At some point in the distant past, the sæbloth decided it was a good idea to combine the genetic material of dragons and elves. This led to the first dragon-kin—humanoids with features of dragons and the ability to breathe fire. Throughout the sæbloth golden age, these creatures were used as troops when the sæbloth went to war.

Now, they mostly live in isolated communities in the Wyrmsteeth Mountains. Sometimes an enterprising individual decides to come into the lands of the humans seeking adventure.

To create a dragon-kin character, use the Dragon-Blooded template from **Norðlondr Fólk** (p. 13) and add **Social Stigma (Minority Group)**.

DWARF

Dwarves in Yotsear are only known to live deep under the Arnen Mountains, where they maintain their own kingdom. During the time between the second and third Reaver Wars, they kept their kingdom closed off from all outsiders. Lately, they have been spending more time out in the world—mainly trying to sell their wares.

The dwarves worship the old gods, especially any who protect the miners and smiths. Magic is used by the dwarven runemages and they are not welcome in the Church of Orren.

Dwarven clothing is generally heavy and well decorated with inset metals and gold threads. Every dwarf that is seen by outsiders looks rich.

ELF

Long lived, elves practice a variety of professions throughout their lives. Individuals are judged on character rather than their profession or social status within their society.

Elves in Yotsear live in the Silverwood (Silver Elves), the Gailfen Forest (Wood Elves), the Northern Plains (Fán), and the Great Northern Glacier (Ice Elves). Additionally, half-elves can be found throughout the land.

FÁN

The fán are the product of the first unions between the elves and humans. They have been living in the Northern Plains for several millennia. With the coming of Kanath and the Miroganti, they became some of the fiercest opponents of the Demon-King.

These elf-kin worship the elven goddess Yalond, queen of the quiet.

Clothes are generally made of leather, wool, or linen. Some wealthy fán wear silk clothes imported from far off lands.

Use the half-elf racial template from **DFRPG** without **Social Stigma (Half-Breed)**.

HALF-ELF

Remove **Social Stigma (Half-Breed)** from the half-elf template provided in the game material. They may have been raised in either an elven community or a human one, and their values may incorporate elements of both cultures.

ICE ELF

The ice elves left the elven homeland millenia ago after a terrible magical event caused a mass conversion among a group of wood elves (who later became the ice elves). This conversion prohibited them from using magic or even coming into contact with those who practice magic.

The ice elves live difficult lives on the Great Northern Glacier. They hunt and trade (with the fan of the Northern Plains, see page 10) for their food, and live relatively spartan existences.

The ice elves are divided into independent, although cooperative, villages. These villages are collections of skin tents set up on top of the ice of the glacier, so that they can be moved as necessary. In the heat of summer, the ice elves move south to the tundra on the north coast of the Belvantine Sea, where they trade with the Belvantine States and the fan for their yearly supplies. Each village has a mayor and a council which decides matters according to their customs. It is very rare for a villager to move between villages, except for reasons of marriage.

Ice elves worship the old gods and their religion is an integrated part of the ice elves' lives. Magic is feared (and not used) by these elves—to the point that they have developed a resistance to magic in all forms.

Ice elves prefer clothing of gray or white, with very simple, or no, designs. Typically, clothing is made of fur, leather, or wool.

Use this template, instead of using the Elf template from DFRPG, for these secretive elves who shun magic and live in the frigid north.

ICE ELF

[20 points]

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Basic Move+1 [5].

Advantages: Appearance (Attractive) [4]; Elven Gear [1]; Magic Resistance 6 [12]; Temperature Tolerance (Cold) 3 [3].

Disadvantages: Sense of Duty (Nature) [-15].

Ice Elves cannot take the **Mastery** advantage.

SILVER ELF

These elves, who are also known as "high elves" or "true elves," consider themselves the greatest of the elves. They tend to be haughty and intolerant of non-elves. They also tend to be well educated and devoted to their own niche interests, much like role-playing game enthusiasts.

Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

The elves of the silverwood prefer long, flowing robes of gray, silver, or blue. They prefer intricate designs woven into their clothes in metal threads.

SILVER ELF

[25 points]

Add the following traits to the Elf template from **DFRPG** when making a silver elf delver.

Advantages: Improved Magic Resistance (against Mind Control spells and effects) 2 [6].

Disadvantages: Truth-sayer [-1].

Features: Silver Hair.

Additionally, silver elven characters may purchase Elfard Gifts, as noted in **Nordlondr Fólk** (p. 4).

WOOD ELF

The elves of the Gailfen Forest value justice and honor in all of their dealings. Capability (either intellectual or artistic) in a profession is the most important aspect of status. Status is fluid throughout one's life, except for the royal family. Freedom within elven society is contingent on good behavior. The only punishment exercised by these people is exile.

Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

The elves of the gailfen prefer practical clothes that will not catch on their surroundings as they move through the forest. Typically, these clothes are colored in shades of green and brown.

No changes are necessary from the **DFRPG** Elf template.

GNOME

Both gnomes and halflings generally come from the Estavan Hills, on the northwestern coast of the Belvantine Sea.

Gnomes tend to be curious and gregarious, preferring large families and good food (much like halflings).

Note: Small characters, like gnomes and halflings, should use the DOWNSIZING rules from **Nordlondr Fólk** (p. 7) when determining the weight and DR of armor.

GOBLINOIDS

HALF-OGRE

Replace **Social Stigma (Savage)** with **Social Stigma (Minority Group)** to use the half-ogre template from **Adventurers**.

HALF-ORC

Replace **Social Stigma (Savage)** with **Social Stigma (Minority Group)** to use the half-orc template.

ORC

Orcs are native to the Dry Plains and the Darkwood, in central Celatiel. Historically, they were more numerous, having enclaves across the entire land. They tend to be shunned by more "civilized" cultures, but they do sometimes mix with humans, elves, and other groups.

ORC

[30 points]

Attribute Modifiers: ST+2 [20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+2 [4].

Advantages: Acute Hearing 2 [4]; Acute Taste and Smell 1 [2]; Night Vision 6 [6]; Rapid Healing [5]; Resistant to Disease 5 [5]; Resistant to Poison 5 [5].

Disadvantages: Appearance (Ugly)[-8]; Clueless* [-10]; Illiteracy* [-3]; Social Stigma (Minority Group)[-10].

* May be bought off at character creation or later.

HALFLING

At half the height of a human and, some would argue, twice the personality, halflings make an impression wherever they go. Like gnomes, the vast majority of these diminutive humanoids live in the Estavan Hills, where there are many villages of what appear to humans to be tiny homes with too many inhabitants.

HUMAN

Humans are the newest of the species who live in Yotsear (with the obvious exception of those who only exist because of hybridization with humans like half-elves and darkspawn). They are said by some to have come about as an experiment among the elves. Others say that they came to this world from another plane, one where they were the only people. That said, only the oldest of the elves would know for sure and they are not telling anyone. One thing is clear, however. They became the most populous group in a very short time due to their incredible ability to reproduce.

No template is needed for humans in Yotsear. The following notes are provided for roleplay purposes.

ALFARNIAN

Humans from the lands of Alfarnia and Moran fall under the alfarnian culture.

Alfarnians prefer highly decorative, loose fitting clothing, appropriate to the warm climate of their area.

Orren is worshiped by the majority alfarnians (with the exception of those carrying on the old rites in secret). Many people are distrustful of magic, especially because the position of the church is that all mages are damned and dangerous. Many magic-users are burned as witches Clerics of Orren do not use magic. For more information on the Church of Orren, see page 14. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

BELVANTINE

Humans from the Belvantine States fall under the belvantine culture. Life in the Belvantine States revolves around the sea and trade.

Clothing is typically heavy wools in winter and heavy cotton shorts in summer. Durability and reliability in clothing is key. Tattoos and jewelry are common among sailors.

Belvantines are superstitious to a fault. These people worship Orren (see page 11) with some quirks. Magic is feared, but used, and witches and mages are not persecuted here. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

CELATIERN

Humans from the Kingdom of Celatier fall under the celatiern culture. This culture is currently undergoing a revolution as the remnants of the Mirogant Empire are being merged somewhat under the relatively new, re-formed Kingdom of Celatier.

Clothing varies by environment. That means heavy wools in the northern winter and lighter linen robes in the southern areas. Tattoos are common, on older celatiern they are usually depicting the names of one's greatest foes.

During the occupation, warriors carved the runes from the Darkspawn they have slain on their sheaths. In fact, some went so far as to skin the foreheads of the slain to make patches to sew onto their sheaths.

These people worship the old gods (see page 11), primarily the god of war (Rhal Sonl) and the goddess of nature (Lantimi). Magic is embraced and used as part of their daily lives.

KARN

The Karn, an indigenous group native to the area now known as "the borderlands" or "Western Alfarnia," live on the edges of Alfarnian control, between them and the orcs and goblins of the Dry Plains.

Karn clothing is plain and functional. Decoration is reserved for religious symbols. Many karn worship the old gods. Others are members of the Church of Orren. In their lands, each village would either be dedicated to the Church of Orren or to the old gods.

MIROGANTI

The people of the Mirogant Empire as well as Aalan are known as miroganti. They came from across the eastern ocean many years ago, and colonized the heart of Celatier under the rule of the demon-king Kanath.

The most important aspect of miroganti culture is that everything has a price, and that price must be paid, whether it is paid as a purchase or as an exchange of services, or as revenge.

Long, heavy robes are common among non-warriors. Warriors wear armor and short skirts.

Traditionally, miroganti are demonists, but many have turned to the old gods since the fall of the Mirogant Empire.

LANGUAGES

The following languages are used in Yotsear:

Language	Native to
Common	no one, but used by almost everyone
Alfarnian	Alfarnia
Belvantine	The Belvantine States
Celatiern	Celatier
Demontongue	demons, darkspawn
Draconic	dragons, dragon-kin
Dwarvish	dwarves
Elvish	elves, fán
Faerie	faeries
Gnomish	gnomes, halflings
Miroganti	miroganti
Old Celatiern*	no one
Orcish	goblinoids, etc.

* replaces *Ancient*.

Delvers know Common and one native language for free. Additional languages may be studied and learned under the rules in **Adventurers** on page 9.

APPENDIX A: EXPLOITS

MUNDANE HEALING

Herbal medicine, using the **Diagnosis** and **Pharmacy** skills, can be used to heal just as **Esoteric Medicine** can, only it is not nearly as miraculous in its effect. In order to use this skill, the healer must have a Mundane Healer's kit (\$200, 10 lbs), which acts as basic equipment for **Pharmacy**. **Diagnosis** is used to successfully know what is ailing the patient (unless it is obvious, as in the case of a wound). After a successful diagnosis, the healer can make a **Pharmacy** roll every day that the patient is in their care and doing *nothing* except resting and eating. Success means that the patient gains the benefit of **Very Rapid Healing** for that day. If the patient already has **Very Rapid Healing**, they can multiply their normal HP regained by 2 (that is, a total of 4 for HP score of 1-19, 6 for 20-29, 8 for 30-39, etc.). In order for patients to benefit from mundane medicine, the healer can only oversee the care of up to 10 patients.

APPENDIX B: EQUIPMENT

FIREARMS

In addition to the standard equipment from *Adventurers*, the following items are available:

Weapon	Damage	Acc	Range	Weight	Shots	Cost	ST	Bulk
Blunderbuss	3d pi	2	45/810	11	1(40)	\$165	7†	-6
Arquebus	2d+2 pi+	2	65/660	10	1(60)	\$150	9†	-6
Carbine	3d pi++	2	80/800	6.5	1(40)	\$290	9†	-4
Light Musket	3d+1 pi+	2	85/870	6.5	1(60)	\$135	9†	-5
Dragoon Pistol	2d pi+	1	55/540	3	1(20)	\$145	10	-4

These weapons use the **Guns** (DX/E) skill, which defaults to DX-4. Firearms can be maintained, modified, or created using **Armory (Firearms)** (IQ/A). Ammunition for these weapons, including powder and bullets/shot, can be purchased for \$1 per shot. Each shot weighs 0.05 lb (20/lb). Ammunition is not interchangeable between guns, and typically is made by melting lead and using a bullet press specific to the gun (included in the gun price and weight).

APPENDIX C: WESTLAKE

Westlake is a small town on the western edge of the Kingdom of Alfarnia. Its population is more diverse than most towns and cities in Alfarnia proper, comprised almost equally of Belvantine and Alfarnians, with about 5% of the populous being from some other ethnicity/ancestry. People of mixed heritage are more common than is typical of Alfarnia, though those with Orc and Karn ancestry are socially shunned by the dominant social groups.

The architecture reflects the dry, hot climate, with buildings made of clay bricks with thick walls and large internal courtyards. Most of the buildings in town are part of an *insula*, a grouping of multi-storey buildings built around a central courtyard, with shops and services on the ground floor and living quarters on the upper floors.

1. INSULA BETITA

1A. MICHEL THE BARBER

Michel is a middle-aged Alfarnian man (originally from Moran). He is happy to cut hair or shave people for a modest fee (\$16 for a shave or haircut, \$20 for both). He lives upstairs with his husband Fisco.

1B. JORG THE GREENGROCER

Jorg is a half-orc greengrocer. He is absolutely obsessed with fresh fruits and vegetables and is happy to stock only the best. Any vegetables that are showing the least sign of rotting are donated to the various stables around town.

1C. BREADS BY BECCA

Becca is a half elven baker. She is cheerful and friendly. Her breads are made of the finest flour.

1D. BENJAMIN BUTCHER

Benjamin, his wife Maria, and their three children live upstairs. Benjamin will sell meat and leather, he will also butcher animals for a modest price.

2. INSULA OF BROKEN SWORDS

2A. PLOWSHARES

This blacksmith shop is run by Tori Blackwand, a half-elven woman from Moran. She adamantly refuses to make weapons, but will gladly produce tools and other metalwork. She also has an apprentice (Tick). They live upstairs with Tori's family (her wife Laura and their son Pelicat).

2B. BROKEN SWORDS STABLES

The blacksmith also runs these stables. They can house 3 dozen horses, and have enough hay and straw to last about 4 months.

3. ARTIS CONCLAVIA

3A. MOSAICS BY MOSHE

Moshe is a man who comes from "far away." He speaks with a guttural accent. His only love is producing intricate mosaics (both large and small). He lives upstairs.

3B. LETITIA'S LEATHERCRAFTS

Letitia is a middle-aged woman who produces leathercrafts (including armor and clothing). She used to partner with her husband, Chris, but he passed about ten years ago. They never had children. She lives upstairs.

3C. PORTRAITS AND THINGS

Portia is an attractive alfarnian woman in her late twenties who paints and draws portraits and landscapes. She tends to be booked for months in advance. When the siege begins she cancels all of her appointments and begins to offer locket painting services for \$200, including simple silver jewelry.

4. INSULA FERRARIUS

4A. THE PAIRED AXES

Branmann Firestick is a dwarf warrior and weapon smith who has traveled from the Arnen Dwarven Kingdom on an adventure. He fell in love with Ketta (see below) and decided to settle down in Westlake. He sells weapons which he has forged. Branmann has a pair of matched **fine, dwarven, meteoric** axes (treat as fine weapons). He will gladly sell the pair for \$3,300. He adamantly refuses to sell just one. He also has a number of other weapons available, but no other meteoric iron ones.

4B. THE CAULDRON

Ketta the Healer is a middle-aged human woman. She is married to Branmann Firestick. She offers herbal remedies at reasonable prices and will also provide midwifery and non-magical healing services.

4C. FERRARIUS STABLES

These stables are managed by an ever changing crew of youths under the watchful eye of Megan Driscola, a human of mixed heritage (belvantine and alfarnian). Megan and all of her employees are skilled pickpockets.

5. INSULA MUSICA

5A. LUTES AND LYRES

Lira, an alfarnian bard makes and sells stringed instruments.

5B. DRUMS BY DROGO

Drogo the half orc makes drums that are sold as far away as Aalan. Though he only ever uses ethically sourced materials, there are (false) rumors that he sometimes makes them using elf skin.

5C. THE ORANGE RATTLE

Drogo's daughter, Frog (75% orc, 25% alfarnian) has a small shop where she sells gourd rattles and shakers.

6. DOMUM DE ROSIS

This family home and its associated outbuildings are the property of the de Rosis Family. The patriarch, Baldassare, is one of the major merchants who keeps Westlake on the map. He coordinates the transportation of grain and goods from the borderlands back to Alfarnia proper. He lives here with his wife Capricia, his parents Elmo and Susana, and his son Salvatore.

7. VILLA WESTLAKE

This is the home of Lord Felgin Westlake, as well as his office. The areas that are likely to come up in play are outlined below:

7A. AUDIENCE HALL

The audience hall is a long room where individuals can seek the lord's intercession on their behalf in civil matters.

7B. PRIVATE OFFICE

If the lord wishes, the players can be escorted to a private office to meet with him.

7C. LIBRARY

If the party requests it, and the Lord is willing, they may be granted access to the Library, which takes up much of the second story, and is reachable from a stair in any corner of the ground floor. The library is staffed by a sage, Winslo, who appears to be in his eighties. He is quite intelligent and able to recall facts with some prompting.

Winslo will happily perform research, and is able to check three times per day to see if he has turned up anything.

8. BOS DEVERSORIUM CSERULUS

This inn is the finest in town, with prices to match. The front of the house is the domain of Adelina Pirlo, a matronly alfarinian woman of impeccable taste. She takes care of the guests and balances the books in her spare time. The kitchen is run by her husband Cosimo. They have the help of their son Nico and daughter Franca. Everyone who is anyone dines here often, and the best travelers stay here to be close to Villa Westlake and the Cathedral.

9. INSULA ARTECA

9A. COMMUNITY OVEN

The community oven, where people may bake their own bread or buy loaves is run by Cargone Brightflower, a high elf from the Silverwood of indeterminate gender who defies stereotypes by being strong and burly, with broad shoulders. The Community Oven is a huge affair, spanning an entire side of the insula (roughly 30 yd long by 10 yd deep).

9B. THE SILVERWOOD TEA HOUSE

Cargone's spouse Blossom, a high elven woman, runs a small tea shop next door to the oven.

9C. THE DIVING FALCON BAR

The Diving Falcon is a small dive bar (10 yd by 10 yd) where a pint may be raised with members of the working class. It is run by Carla Rudriga, an alfarinian woman.

10. INSULA ROVEGIA

10A. WAREHOUSE

Part of the ground floor of this insula is a warehouse. If inquiries are made, it becomes clear that this warehouse belongs to the Belvantine Syndicate.

10B. CARPENTER

Joanna Cartwright, a belvantine woman, runs a carpentry shop. She also will connect individuals in need of carpentry work with local workers.

10C. BRICKLAYER'S LOCAL/WAREHOUSE

This is a warehouse full of masonry and masonry supplies. It is also the union hall for the bricklayer's local union.

11. WAREHOUSE DISTRICT

This area is filled with warehouses. Many are on the ground floor, but some have taken over residences on upper floors.

12. GUARD TOWERS

Each of these towers serve as both barracks and defense platforms. Unless there is reason for heightened security, 3 can be found here at any given time during the day. At night 11 guards will be present. In times of heightened security, those numbers will double unless there is an attack in progress, in which case they will be supplemented by an additional 10 warriors from the town. During attacks, an additional 14 warriors will be posted to each of the areas of the walls between the towers as well.

13. THE CROSSED CANDLES INN

This upper class inn serves merchants and well-to-do commoners as well as adventurers who travel through Westlake. It is known for its high quality food and strong ale. The common room is large and there are often musical performances going on in the evenings. The proprietor, Rosa Lyonne, runs the place with her cook, Carol-Anne Plover.

14. TOWN SQUARE

The town square is usually bustling with activity. There are a number of peddlers who set up carts in the square:

- Severino Franco: fruits

- Egidio Girardi: cakes and breads
- Leonella Zanini: vegetables
- Adama Roma: pots and pans, odds and ends, and jewelry
- Virgilia Mazzeo: meat pies
- Sabina Ferrara: pottery and baskets

15. DOMUM DE FORTIS

The Fortis family runs a mercenary band out of Westlake. The patriarch Jeppo (a retired warrior of some reknown), along with his daughter Ophelia (who actively leads the mercenary group), run the family business. This is their manor as well as the base for their mercenaries when they are in town. During the siege they, and their employees, will come to the aid of the town.

16. CATHEDRAL OF ORREN'S LIGHT

This large, domed structure is the center of worship for the entire region. The Bishop of the Border, Guido Cecchi (a Priest of Orren, in the order of shepherds), is in charge. He has a staff of three officiating priests (shepherds), two members of the Order of Maebec, a Light Bringer, and 24 paladins of Orren. The priests (including the shepherds, healers, and light bringer) reside within the Cathedral. The paladins live in a pair of houses near the wall.

17. INSULA BOREQUO

17A. TEMPLE OF THE OLD GODS

This temple is maintained by those in the community who serve the old gods. There is no cleric posted here, though one (the half-elven Mar'icol Fetherwings, a cleric with Power Investiture-4 and Faith Healing [IQ 12] advantages, as well as the spell Greater Healing-20) can be fetched from her quarters above. The interior is an open room with the walls lined with niches. Each niche houses a wooden, ceramic, or marble statue of a god. Each statue is surrounded by candles. As tensions rise, more and more candles are lit throughout the day. A bowl for coins is located near the entrance. The proceeds are used to purchase candles.

17B. BUTCHER

The butchers, Eelswright and Brunhilde, are a married belvantine couple. Before the siege begins, they sell meat at reasonable prices and will purchase animals, slaughter and process animals they have purchased and those brought in by farmers. As the siege progresses, there are fewer and fewer animals available.

17C. BANDO'S WOODWORK

A cluttered woodcarver's workshop, said to be protected by fae creatures. Bando is a 72 year old alfarinian man who is very talkative and often very drunk.

18. FORUM NAUTICUM/SHIPWRIGHT'S SQUARE

Like the town square, there are a number of vendors here.

- Keeley Simpson and Kenny Curry: fish
- Carly Bannister: ice
- Glyn Hopkinson: rope and nets
- Julian Cairns: knife sharpening and tools

19. SHIPWRIGHT

The shipwright in residence in Westlake, Klemens Riedl, has a team of 30 people who build boats that are able to navigate the lake and rivers. Currently they are working on a 50 foot long fishing vessel.

20. BEGGAR'S HILL

A ring of obsidian monoliths stands at the top of this low hill, usually attended by beggars and waifs. Anyone who stands within the ring and tosses aside a gold coin can teleport to any

location within 3 miles. Actually, any amount of gold will do but it *must* be gold.

21. VACCO MANOR

This manor house, located near beggar's hill, is the home of Vacco del Mar, a wealthy merchant with ties to the Belvantine Syndicate. He is garrulous, but dead serious about his business. He has a small team of security guards who live in the manor, along with his servants.

22. THE SMALL CHURCH

Bradley Kirk, a belvantine Priest of Orren, runs this tiny chapel. It caters to the belvantine population who live near the docks. The chapel itself can hold about a dozen worshippers.

23. THE TWISTED SERPENT INN

This modest commoner's tavern is a rowdy place. Most evenings it is packed with working class people eating dinner and enjoying each others' company. The proprietor, Colette Kerr, is friendly with everyone and happy to see new places. This is, by far, the most diverse tavern in Westlake.

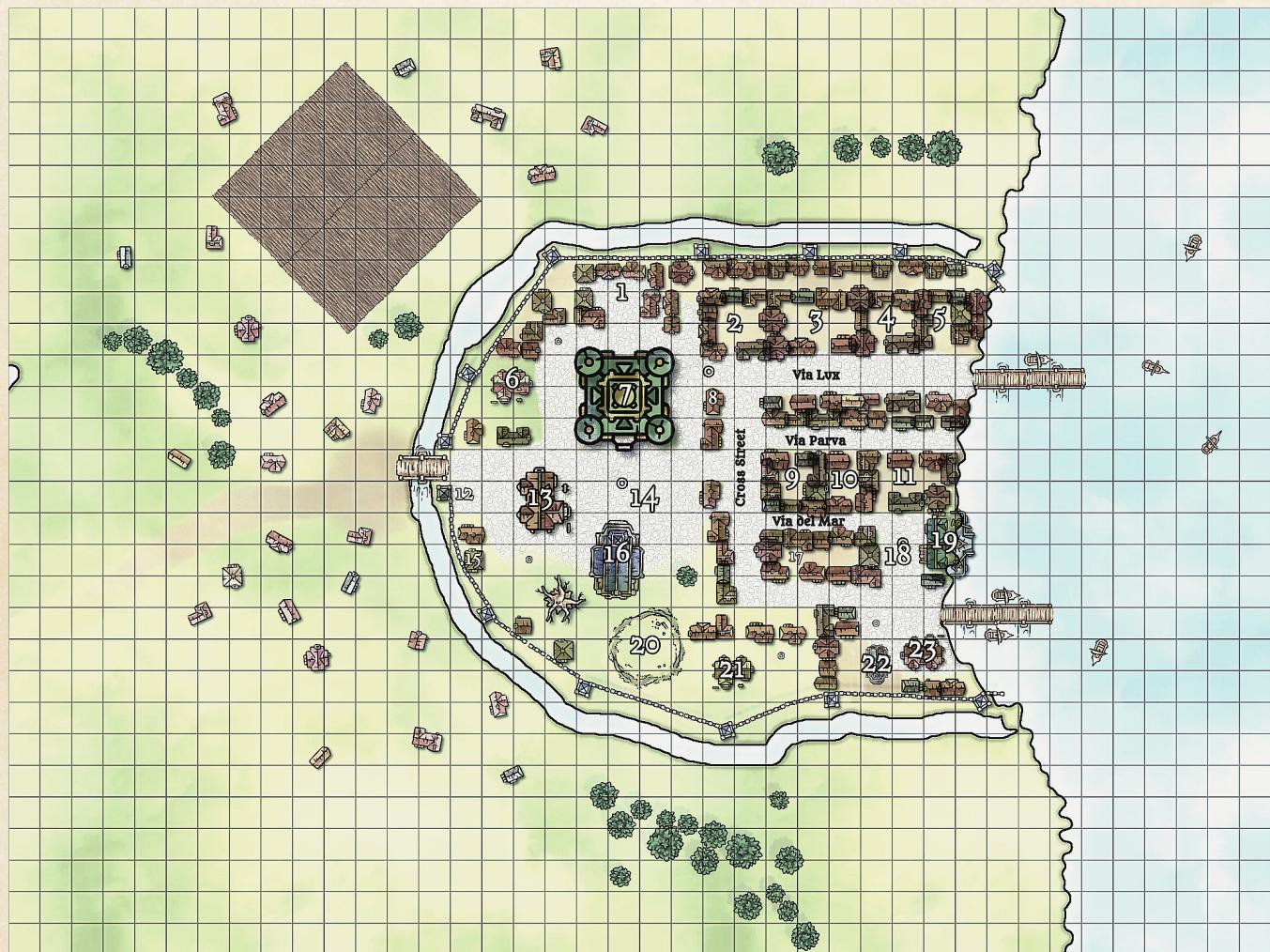


Figure C.1: Westlake