

Behold Audhüm!

Audhüm is a land that has just entered the Iron Age, whose races are founding the first great civilizations. Written language for the race of men is less than 300 years old. This is the dawn of history. There are no elder cultures that possessed powerful technology or lore. There are no elder organized cultures at all, just tribes and city states of humans who have only just discovered the most powerful invention since fire; complex social organization.

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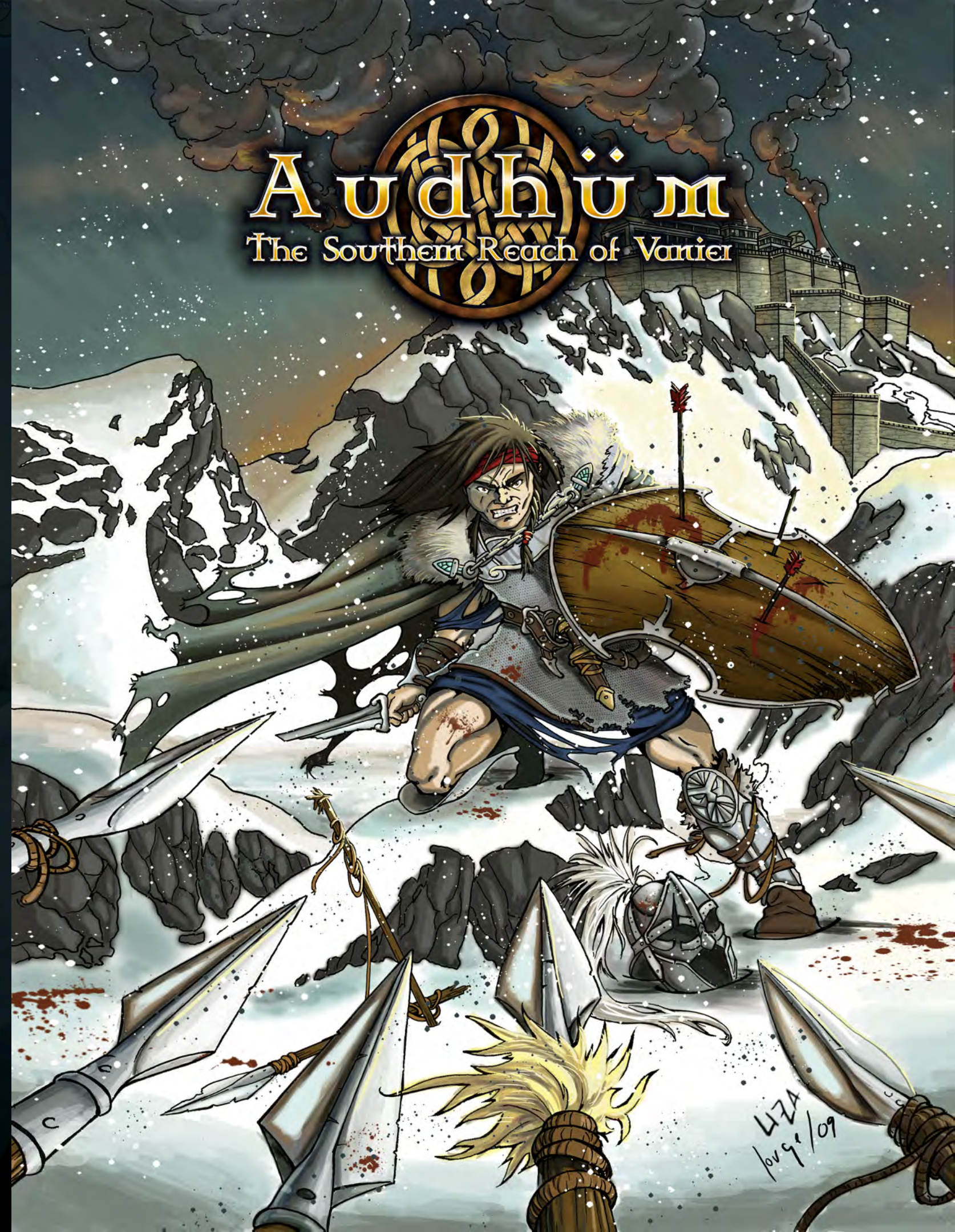
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ATLAS OF AUDHUM



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Audhüm

The Southern Reach of Vanier

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Thanks to those friends back in Bozeman Montana who played through the initial drafts of this campaign setting. Their input and suggestions made this setting broader in scope and richer in content. Sean Faul, Andy Monroe, Tom Brown, Doug Schmidt, Abe Thompson, Soren Kiesel, Clay Hunt, Kara Tyler, and Jesse Mund: thanks!
 ~ Chris Organ and Kent Davis, November, 2009

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Audhûm

The Southern Reach of Vantier

CHAPTER 1

AN INTRODUCTION TO AUDHÛM

Blizzard snorted mighty jets of steam as Vyun pulled the percheron's reins taut. The morning light danced through the stone columns of the Assembly, the massive marble and granite monument now in its 25th year of construction. Marble columns wider than a white pine ascended from the fresh snow; the sca' olds, platforms, and other equipment eerily barren. Freeing two spears and his shield from their saddle-born homes and dropping to the ground, Vyun crept toward the colossal construction site, sable cloak draped over his crouching frame. The tracks of the Consul's assassin led directly into the long rows of cut marble, waiting to be hoisted into place. Relations between the city states of Hälwen were teetering between order and chaos and this murderer held the only clues about the conspiracy afoot in Yollshir.

Lo to the South

Audhüm is the name of the lands in the southern hemisphere of the planet Vanier, in which civilization has only recently blossomed. Residing in these cold and rugged lands are the only seas known to humanity, whose rich waters provide resources of food, salt, and trade routes essential to the burgeoning civilizations of the region. Beyond the boundaries of these seas extend vast wilderness and unknown expanses of snow, vicious beasts, and tribal savages not yet beyond the capacity of primitive cave dwellers.

Audhüm is a land whose civilizations have just entered the Iron Age. Though many races employ Bronze Age technology, iron and steel tool technology has been developed only in the lands of Hälwenor for the past 10 years. It is not widespread, and is, in fact, a tightly guarded secret. Audhüm's races are founding the first great civilizations. It is an age in which the world is building its first great monuments, architecture, and social order. The first republics arose in recent memory in city-states of the south, specifically, the learned city-state Yollshir in Hälwenor. The new political order has spread to Nifelón in an altered form, though the people of Rhiannon still serve their kings. This idea is now repugnant in Hälwen and Nifelón, who celebrate the fall of their kings. While the city-state Hyjilion has perfected the heroic warrior traditions of old, the city-state of Danuspont is developing a professional army, boasting advanced tactics, structure, and weapons (the sarissa and the artillery ballista).

There are no elder cultures that possessed powerful technology, magic, or lore. There are no forgotten relics and races of the distant past or heroes of yore. It is an age of city-states, the first legal codes, and the first written language, which is less than three hundred years old. This is the dawn of history.

A Brief History of Audhüm

Audhüm is not without a past. Ten thousand years ago, when the glaciers overtook the land, humanity was still in the Stone Age. The resulting climate change splintered ecological associations, ushering in a time of great biological upheaval. Most humans were pushed to the northern edges of the Audhüm seas, while the already diverging Phooka race entrenched themselves in the mountainous regions of the western lands. The Alfaran tribes found solace on the high peaks of the eastern mountains, over time adapting to a high altitude life amongst the clouds. Most amazingly, numerous Nibel tribes already dwelling within caves were driven deep underground by immense glaciers that buried their lands and sealed them underground. In the deep dark, many Nibel tribes went extinct, but some adapted to the Icing Deep, a vast network of caverns created by the impossible weight of the ice sheets. Only within recent memory have the receding glaciers exposed the caverns and reunited the now divergent races of humanity.

The World of Vanier

Vanier is a slightly larger planet than Earth, whose current solar orbit is providing relief after a receding ice age that began 500,000 years ago. The planet has three moons, two smaller and one larger. Vanier shares its place in the solar system with six other planets.

Geography

The planet of Vanier is thought to lack world-spanning oceans. In fact, the only known seas are those of Audhüm, the lands in the southern polar region of the planet. It would appear that the majority of the planet is made up of a giant supercontinent. Due in equal measures to its orbit, inclination, and the near polar location of Audhüm, the lands inhabited by the human races undergo four months of winter darkness in which the sun only rises to the horizon, making midday seem like twilight. In the four months of summer, the sun sets at the horizon, making midnight appear as twilight. In the four months of both spring and autumn the daily cycle is more like that of Earth's, except that twilight and dawn last longer. The southern lights, aurora australis, can often be seen on clear nights, or even during the day in the winter dark.

Aelbood



Nastiond

The Chill-Waste

Farskalon



Climate

Audhüm is cold in the wintertime and cool in the summer months. Snow falls year round, but in the summer months it tends to be a mix of rain and snow and there is rarely accumulation. Snow blankets the ground in all seasons to varying degrees except the short summer, which none the less supports massive plant growth because of the extended daylight hours. In the summer months gardens overflow with large and nutritious fruits and vegetables.

Icebergs commonly form in all of the seas during the winter months and in the southern seas icebergs and sheets are permanent. Far to the south, Farskalon and other polar wilds are covered with ice fields leagues thick, and the weather is wickedly cold year round. To the far north, in Phelos and beyond, the weather becomes milder and snow is much less frequent or severe. Glaciers still dwell in many mountainous regions, however, and the large glaciers that once covered the entirety of Audhüm are now only seen in the south.

Some Epic Rule Twists in Audhüm

Audhüm is a campaign setting designed for the Epic Role Playing system. For the most part, the standard rules of the game apply. There are, however, some notable exceptions that give Audhüm its own unique flavor.

1. **Arcane magic** works somewhat differently in the world of Audhüm than in a typical Epic RPG campaign setting. First, priests and augurs - holy men and women - are often regarded as having been magically touched by the gods. To their own cultures these people are important religious figures, but to foreigners, they are sorcerers, wizards and witches. In this sense, sorcerers or magi exist in Audhüm, but their mysterious powers and occult learning always stem from their religious insights and traditions, not from a secular school of wizardry. Some priests and holy men have the abilities of shen and theurgy and can work this power on themselves. In a departure from the Epic RPG rules, they can also inspire others with the power of their shen. Second, bards in Audhüm can learn shen as well, though this craft affects only other people, not themselves. In both cases, unless specified otherwise in the variant, the number of targets is 1 PDL. Third, some Nibelung have discovered the secret arts

of alchemy, a power feared as evil magic by humans. No humans are capable of working alchemy, although legends of strange foreign sorcerers do surface from time to time.

2. Character creation has a few twists on the procedure presented in the *Game Manual* or *Quick Start Guide*. City states and urban centers play a key part in the culture of Audhüm. Pay attention not only to racial and ethnic abilities, but also to the wide range of benefits and penalties conferred by the character's home city. Races or characters without a city do not gain any such benefit.

3. It's a wild, wild world. Audhüm's civilizations are in the early stages of the iron age, which means that standard rules of conduct and universal law and regulation do not exist. In short, the idea of a civilian police force or code of laws is a virtually unknown form of social order. Glory be to the strong!



Audhūm

The Southern Reach of Vantier

CHAPTER 2

REGIONS & RACES

Yet another torch sputtered out. “Curse Vymeth!” hissed Fograd. The Icing Deep was no place for a small band of Håldish warriors, but here they were nonetheless. Lighting another torch, Corandan stepped in front, his fur-lined buskins gliding over the cave floor. His companion’s spears bristled about in all directions, unsure in which directions the Nibelung might attack. An opening just ahead in the ceiling revealed a large cavern filled with strange crystals. Setting his spear on the floor, Corandan found purchase and hoisted himself toward the opening. In a scintillating flash, Corandan screamed in pain and fell back through the air, light blistering through his body as it dissolved into oily gushes of smoke. Corandan’s body exploded into a cloud of soot as it hit the cave floor. Curses burst force from the Håldish warriors and like maggots wriggling out of a carcass, Nibelung poured from the hole in the ceiling, alchemy streams jzzling from their asks, but this time finding only the burnished surface of the Håldish shields as they charged forward.

Shared Culture

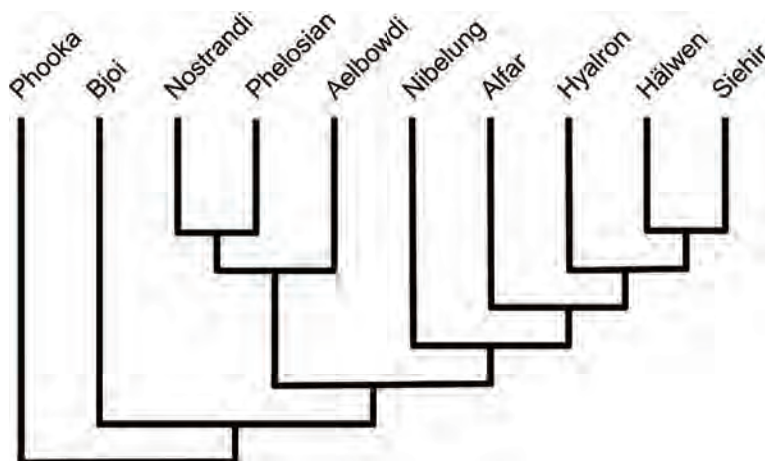
Audhüm is a place where cultural traditions as well as national identities shift from settlement to settlement, and from city to city. Nevertheless, religions and many other societal institutions are shared across the different regions of Audhüm as a result of trade, but more importantly a lack of time in which great differences might evolve.

Money and Economics: Some outlying cultures, such as the barbaric Phelosians, use a system of barter and trade using salt. However, a common system of currency exists throughout much of the human and Alfaran world in the form of standardized (by the Vestal Priesthood of Desvestos in Genevan) ingots of gold, electrum, silver, and copper. A simple system of increasing value (one gold equals two electrum, one electrum equals two silver, one silver equals four copper) makes these blobs of precious metal easy for a culture to adopt and use. In addition to the recent development of a legal code in Yollshir (the only one of its kind), the widening use of ingots has inspired the rise of an increasingly powerful merchant class and the trade caravan known as the Glittering River. It is said by some that what sparked the beginning of civilization in Audhüm was the Glittering River and the resulting birth of intercity commerce.

| | Gold | Hälwen Ingot Exchange | | |
|--|------|-----------------------|--------|--------|
| | | Electrum | Silver | Copper |
| Aelbowdi, Bjoi, and Nostrandi | | | | |
| Hälwen, Alfär, Rhiannon, and Eccani | | | | |
| Gold ingots | - | 2 | 4 | 16 |
| Electrum ingots | 1/2 | - | 2 | 8 |
| Silver ingots | 1/4 | 1/2 | - | 4 |
| Copper ingots | 1/16 | 1/8 | 1/4 | - |
| Nibelung (Nerjelian also use ingots) | | | | |
| Lapis lazuli stones (Nerjelian and Founarian) | 1/4 | 1/2 | 1 | 4 |
| Jasper stones (Ilvantirian) | 1/4 | 1/2 | 1 | 4 |
| Phelosian and Ecanni (in addition to barter/trade and ingots) | | | | |
| Sahdi (small cubes of salt) | 1/8 | 1/4 | 1/2 | 1 |
| Phooka | | | | |
| Jen (monetary notes) | 1/2 | 1 | 2 | 8 |

Military Customs: Often on the open field of war, battles are decided by single combat between heroes. This happens rarely during sieges, when plunder and helots are at stake. Traditionally, all weapons made of quality bronze or steel have names. The city-state of Danuspont employs the Sarissa (a range

5 spear, fifteen feet long) Phalanx and other strategy and tactics during battle, including the devastating use of cavalry and ballista artillery. Hyjilion in the far south boasts many warriors of legendary ability, though collectively they fight in a traditional hero-based way.



Family tree of the Audhüm races. This tree shows how different races (and cultural traditions, such as languages) are related and that all of the races, despite different philosophical or mythical understandings, descended from a shared common stock some ten-thousand years ago.

Technology and Science: Audhüm is a land whose civilizations have just entered the early Iron Age. Iron and steel tool technology has only been developed in the furnaces of the Apotheon in the lands of Hälwenor for the past 10 years, and is still a heavily



Phelos

Endemic Races: Phelosi
Population: ?
Languages: Phelosi
Currency: Barter, Ingors, Salt (Salti)
Dominant Religion: Pheloi
Resources: Horses, sandstone, wheat, slaves, date wine

Nastiond

Endemic Races: Nostiondi
Population: ?
Languages: Nostiondi
Currency: Barter
Dominant Religion: Druusan
Resources: ?

Eccani

Endemic Races: Eccani, Phelosi, and Deurish
Population: ~ 340,000
Languages: Phelosi, some Haldish
Currency: Barter, Ingors, Salt (Salti)
Dominant Religion: Pheloi and Numa Pantheon
Resources: Fruits, winter wheat, linen, slaves

Deuria

Endemic Races: Deurish
Population: ~ 910,000
Languages: Haldish
Currency: Ingors
Dominant Religion: Numa Pantheon
Resources: Winter wheat, horses

Baringia

Endemic Races: Haldish, Kalfaran, and Sibir
Population: ~ 125,000
Languages: Haldish
Currency: Ingors
Dominant Religion: Numa Pantheon
Resources: Foodstuffs, cloth, gold, silver, iron and other ores

Mederon

Endemic Races: Mederish and Kalfaran
Population: ~ 850,000
Languages: Mederish and Haldish
Currency: Ingors
Dominant Religion: Numa Pantheon
Resources: Foodstuffs, timber, paper, spices

Svarend

Endemic Races: Svar-Alfar
Population: ~ 180,000
Languages: Alfar
Currency: Ingors
Dominant Religion: Sibir Pantheon
Resources: Precious metal, gems

Kellmair

Endemic Races: Val-Alfar and Mederish
Population: ~ 650,000
Languages: Alfar and Haldish
Currency: Ingors
Dominant Religion: Numa & Sibir Pantheons
Resources: Lamb, cherries and fruit trees, timber

Halwenor

Endemic Races: Haldish
Population: ~ 1,100,000
Languages: Haldish
Currency: Ingors
Dominant Religion: Numa Pantheon
Resources: Timber, fur, marble, granite, scholarship

Nifelon

Endemic Races: Val-Alfar
Population: ~ 710,000
Languages: Alfar
Currency: Ingors
Dominant Religion: Sibir Pantheon
Resources: Precious metal, angora wool, gems

Rhianon

Endemic Races: Hylaton, some Halven
Population: ~ 621,000
Languages: Hylatense, some Haldish
Currency: Ingors
Dominant Religion: Numa Pantheon
Resources: Timber, fur, books, leather

Malgonend

Endemic Races: Phokha
Population: ~ 374,000
Languages: Svarzi
Currency: Ing
Dominant Religion: Cult of Balgoth
Resources: Timber, fur, precious metal, coal

Phokhan

Endemic Races: Phokha
Population: ~ 507,000
Languages: Svarzi
Currency: Ing
Dominant Religion: Cult of Balgoth
Resources: Timber, fur, precious metal, oil

Helmar

Endemic Races: Haldish, Kalfaran, and Sibir
Population: ~ 580,000
Languages: Fionarian, Norfedian, Bionarian
Currency: Lapis lazuli and Jasper stones
Dominant Religion: Calpurny, Eladarny, Vhimo
Resources: Minerals and crystals, ore, metals, silk, furs

The Wilds (Bjoir)

The Wilds (Bjoir)

The Wilds (Bjoir)

guarded secret. Most races employ Bronze Age technology. The first great monuments in architecture are being built on incredible scales using marble and granite in the south and sandstone to the north. Obelisks, ziggurats, and massive statues to the gods bless the young city-states. The first legal codes and the first philosophical system of ethics and morals are the products of the last two generations, as is the first written language.

Languages: Most Audhüm languages stem from a Stone Age mother tongue. As such, about a quarter of the content can be understood between speakers of different languages, so long as they are related. Below is a brief overview:

Aelbowd: speak their own language, unrelated to other tongues.

Alfar: the Svär-Alfar and Vål-Alfar each speak distinct dialects of Alfar.

Bjoi: The guttural speech of the wild men.

Founarian: is spoken by the Founarian Nibeling, some words are shared with Nerjelian. Written.

Häldish: is spoken by all Hälwen peoples. Written.

Hyalronese: is spoken in the lands of Rhiannon. It is not written.

Ilvantirian: is spoken by the Ilvantirian Nibeling, unrelated to other tongues.

Mederish: the Mederish also speak a distinct dialect of Häldish, but a speaker of Mederish can usually understand basic Häldish and vice versa.

Nerjelian: is spoken by the Nerjelian Nibeling, some words are shared with Founarian. Written.

Nostrandi: speak their own language, unrelated to other tongues.

Phelosi: speak their own language that is distinct from all other human languages.

Skraeli: is spoken by the Phooka race. Written.

A Notes on Formatting: Collective nouns are given in parentheses after the proper name of the city. Some political summaries for regions and cities list “vote.” This is the percentage of free citizens



that voted for the official in the most recent election. In some instances this may be less than 50%, which indicates multiple opponents or possibly corruption (only the GM knows for sure!). The listed populations for city-states include not only the urban inhabitants but also the citizens dwelling immediately outside of the walls (such as farmers, herders, and impoverished hoi polloi). City-states also afford a bonus, which is granted to all characters (main or background) who grew up in the city during the character creation process, regardless of races and class.

The Aelbowd

Aelbowdi

The black men of the warm north live in a land of endless rain and bamboo forests. They have truly black (not brown) skin and straight short cropped black hair that glints blue in the sunlight. Aelbowdi irises are black as well giving them an intense appearance. They dress in light colored linens that contrast their black skin. Nearly all people carry a highly decorated calabash (drinking gourd) passed down from one generation to the next. In many Aelbowdi tribes adults array their entire bodies with intricate white ink tattoos that associate each individual with one of their several hundred gods and goddesses. Each Aelbowdi is seen as a manifestation of divine wholeness, a walking temple. They are known to be a very religious and peace loving people, though the Aelbowdi are deadly archers. They have very little contact with the southern civilizations of Audhüm and are the most northern race known.

Attributes: +1 talent ranged arms skill, -1 talent on all academic skills. Their average life span is 30 years.

Demeanor: Because of their isolation they are superstitious and distrustful of all other races, but are caring and peace loving.

Religion and Mythos: Keloolism (see Religions and Mythos)

Lands of Aelbowd

The Aelbowd is a lush and wet land full of hills and blanketed with bamboo forest and frog-song. A rich ecosystem and vast biodiversity highlight this unique region and provide the Aelbowdi with all the resources needed for a pleasant life.

Population: ?

Endemic Races: Aelbowdi

Resources: Bamboo, exotic species, slaves

Consulates of the Hälwen

There are four regions within the central lands of Hälwen. To the south is the region of Hälwenor, to the east lies the lands of Mederon, to the west the region of Baringia, and to the north the lands of Deuria. Although nations do not exist, the city-states of Hälwen have recently formed a struggling coalition ruled by consuls representing each city-state. In truth each city-state is known as much or more for its warrior heroes as for its political leaders. Each city-state is master of its own destiny, with the benefits of economic, political, and military alliances from the consular system increasingly recognized. The first great technological advances of humanity have only recently taken place in Hälwenor, the Star of the South, with the invention of astronomy, mathematics, writing, and forged bronze and iron. In the war-ridden lands of Audhüm, the consulates are united in their common effort to gain supremacy for the Hälwen collective, but the city-states fight endlessly with one another for riches and resources.

The architecture throughout much of the Hälwenor city-states is based on classical design elements of thick, densely carved timbers, finely formed stone foundations, and angled slate roofs capable of managing vast amounts of snowfall. Villas and small outer communities are still built in this style. Newer construction is based on more developed architectural elements, such as arches, courtyards, columns, and domed cathedral ceilings of vast proportions. These public works, some of which are large enough to hold 50,000 spectators, are constructed of marble and granite, and take the form of obelisk watch towers (which dot the roads outside the larger city-states), temples, aqueducts, stadia, and assemblies (consular senates).

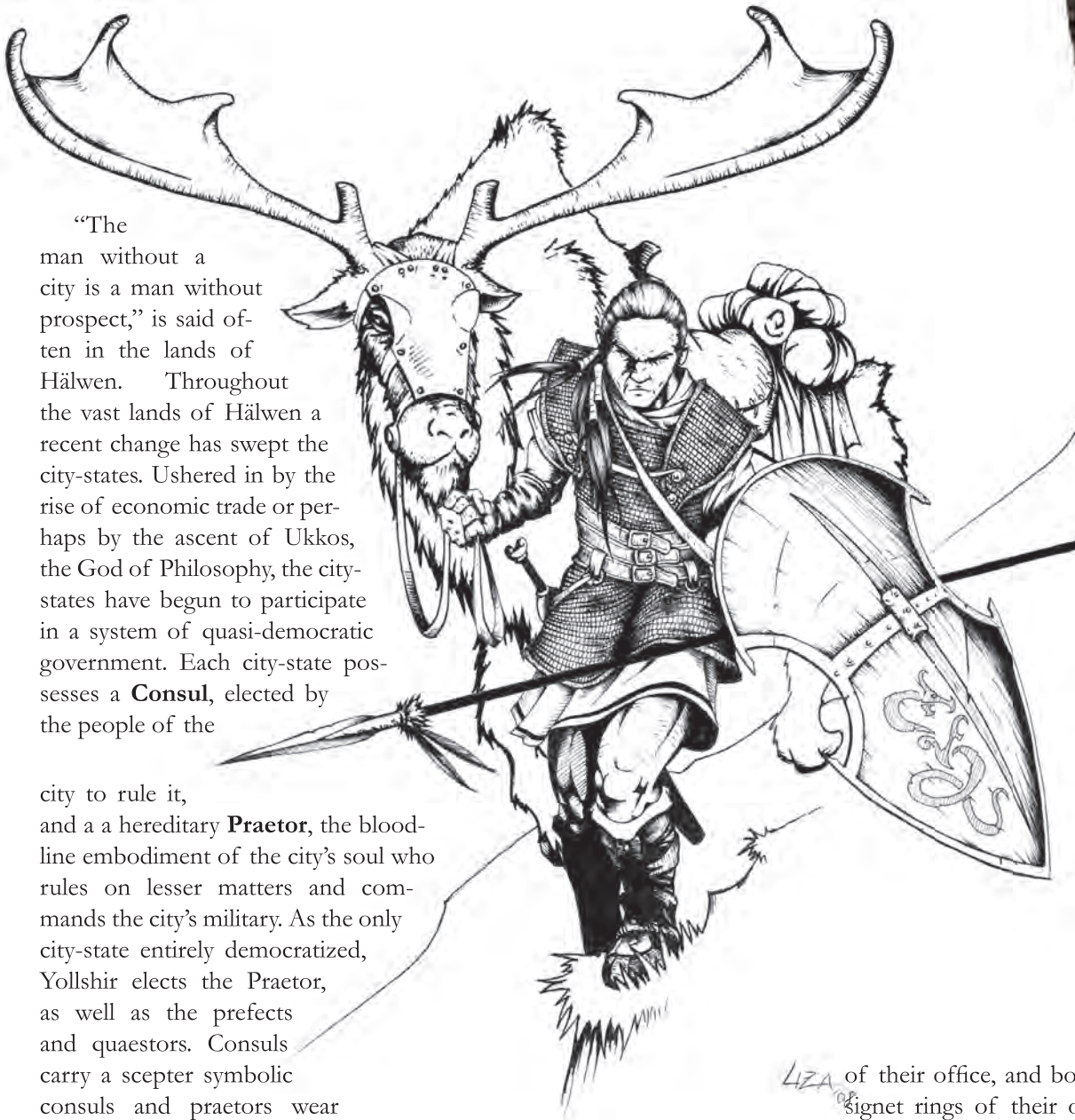
“The man without a city is a man without prospect,” is said often in the lands of Hälwen. Throughout the vast lands of Hälwen a recent change has swept the city-states. Ushered in by the rise of economic trade or perhaps by the ascent of Ukkos, the God of Philosophy, the city-states have begun to participate in a system of quasi-democratic government. Each city-state possesses a **Consul**, elected by the people of the

city to rule it, and a hereditary **Praetor**, the blood-line embodiment of the city’s soul who rules on lesser matters and commands the city’s military. As the only city-state entirely democratized, Yollshir elects the Praetor, as well as the prefects and quaestors. Consuls carry a scepter symbolic of their office. Other governmentally appointed/hereditary posts include the **Prefects** (elected) who perform a variety of official duties, **Quaestors** (elected) who manage the city-state’s treasury and tax system, **Lectors** (appointed) who are advisors to any of the aforementioned ministers, and **Legates** who are assistants, messengers, and attendants to the aforementioned (appointed). Elected terms last for five years. Candidates can be re-elected indefinitely.

Elected officials are also members of the **Pontifex** priesthood, with the Consul as the most important member. This sect of the priesthood is concerned primarily with politics (obviously) and ritual. Elected officials are figureheads of the religion and are seen as favored or in touch with the gods; they perform many rituals and may take residence in the temples. Members of the laity who become elected officials are generally grandfathered into the priesthood.

Elected government officials at a rank below consul also serve as officers within the city’s army. This acts as a division of power, ensuring that hereditary praetors do not gain excessive power and allowing the democratic faction of the government to form allegiances with the city’s soldiers. Most consuls have served many tours as noncommissioned officers while they occupied lower ranking offices. Although most consuls remain at their political post during wartimes, they occasionally serve as the field commander directly under the praetor.

As the city-states of Hälwen have grown in size, nearly all have been organized through the city’s **Assembly** (a large public square where political matters are decided and where voting takes place) and the temple of the city’s patron deity at the center. Huge tents and bonfires are erected to mitigate the cold and dark if there are important city-wide votes during the winter. The Consul is the head



LZA of their office, and both
of signet rings of their of-

of a city's Assembly and its members are made up of the Prefects and Quaestors. The **Consulate Assembly** (also the name of the massive marble and granite building under construction in Yollshir) meets twice a year to discuss diplomacy, treaties, and trade. Both the consul and the praetor represent each city's interests at the Consulate Assembly in Yollshir (though a consul's vote is worth twice as much as a praetor's).

Social Class

In general, there are three social classes in the human lands of Hälwen: the **Helots**, who are slaves from captured cities, foreigners and debtors; **Freemen**, who form the bulk of the population; and the **Patricians**, the wealthy, privileged, and elite members of society. That said, the "might makes right" culture of a Bronze Age world blurs these divisions considerably. Patricians are typically the only citizens that are well traveled and educated, often enjoying summer holidays in vacation homes along the coasts, especially within Mederon.

The title of **Tribune** is an award given to a citizen who gains high merit for deeds and services to the city. Tribunes are often sought-after for advice by the city's official politicians. The title of **Deis** is conferred to the greatest politicians, heros, and thinkers, a recognition that the gods have bestowed semi-divine status to the individual. Decorations for warriors, in addition to the tradition of fully-fledged warriors earning the right to bear shields, include the **Medal of Baelthorn** (a ruby medallion) to the city-state's most accomplished Praetorian Sentinels; the **Corona Aurea**, a solid band of gold awarded to warriors of the city-state's army who killed a significant enemy commander in single combat or defended a strategic asset, allowing victory; and the **Corona Vallaris**, a crown of electrum decorated with amethyst crystals in the form of a palisade, awarded to the first warrior to breach or scale a wall. **Bonuses** of ingots and land are also granted to victorious troops. The **Corona Civica**, a crown of silver dipped oak twigs, acorns, and leaves, awarded to citizens whose actions greatly benefited the city-state, usually reserved for artists, politicians, bards, and philosophers.

Hälwen

This race varies regionally, but usually has light colored skin and is of medium height (5'9"). The Hälwen are generally a proud race that prizes tradition. They love a variety of breads, vegetables, meats, and stews. Especially popular as snacks are mustard snaps and black eggs (pickled eggs). They drink teas, maple mead, whiskey, and vodka (if they can afford it, the famed Furydew label). They do not have surnames as such, but instead adopt designations as the "son of..." or include their birth-place within their title. Monikers based on their attributes (for example, Onvar of the Battle Cry) or a combination of all former appellations are in wide usage. They have a developing legal system, independent of the priesthood, authored by the Preceptor Sorja the Fair, though its adoption is more philosophical than practical given its young age of fifteen years. Legal judgement and punishment can be delivered by a consul, knight, priest, patrician, or anyone else of status, and usually includes imprisonment. A sentence may include lashing, torture, and crucifixion for severe crimes. The strong-backed retainers or helots of the personage will carry out the punishment, as there is no code of laws or police force. It is tradition to strip enemies of their helmet and/or armor after battle to gain plunder but also to reveal the identity of the foe. Owning a shield is often associated with passage into manhood. Freemen bury their dead under communal mounds, though patricians often have private burial grounds.

Attributes: See ethnic groups below. Their average life span is 100 years.

Demeanor: See ethnic groups below.

Religion and Mythos: Numa Pantheon (see Religions and Mythos)

Ethnic groups

Deurish: They have pale skin and auburn hair with brilliant green eyes. The Deurish are an agrarian people closely tied to their horses and dogs, who value family bonds more than any other race. Men grow beards and both sexes generally have short hair. The men dress in tunics and the women in gowns of wool, though many prefer the fine cotton of the Häldish. In combat, they wear mail and employ kite shields and spears tipped with bronze. They have a +1 on talent for the animal handling

skill and are known for their horsemanship, though less so than the Phelosians.

Kälfaran: They have pale skin and dark brown or auburn hair like the Deurish, but have dark brown eyes. They tend to live in small rural communities where they farm and hunt. Men shave their head except for a long braided topknot; women wear their hair long with many braids. They dress in tunics of wool (women wear long skirted tunics) and the men wear mantles of fur. They are master leather workers and wear leather armor, usually employing bronze tipped spears and axes in combat. Kälfaran have a +1 on talent for the clothier skill.

Häldish: People of the south, this race has light nut colored skin with black hair and blue eyes. They view morality rationally, have a quiet thoughtful manner, and display a highly developed appreciation for art, especially sculpture. Men always shave and both sexes generally have long hair. They dress in fine robes of cotton and thick fur trimmed cloaks. In combat, they wear mail and employ kite shields, spears, and swords of bronze. The Häldish ride a special breed of elk called dire stags that retain large horns year round. They also use the newly invented crossbow to great success in battle. Häldish have a +1 on talent for the lore and science skills.

Mederish: They have pale skin and wavy or curly sandy blond hair. They are a very passionate people who love art, romance, and are known for their bards. Men grow beards and both sexes sport a variety of hairstyles. The men dress in wide sleeved tunics of wool and cotton and the women in gowns. In combat they wear composite armor and employ rodela shields and spears. They have a +1 on talent for the performance skill.

Siehir

Long ago, at a time when the southern peoples still used stone tools, a beautiful foreign woman said to be the goddess Sef herself married the chief of a small isolated Hälwen tribe. As time passed, this small village (now the city-state of Aristophia) occasionally gave rise to people capable of magical power, or so the legend goes. What is fact however, is the strange physical appearance of the Siehir, despite their close relatedness to the Hälwen races. The Siehir are tall (6') with black hair and sapphire blue eyes that nearly glow. Their skin is pale with a faint purple hue and they have dark lips, which make their bright eyes and white teeth stand out. Men shave their faces and women ritually shave their entire body. Both sexes enjoy jewelry. The bulk of the Siehir are craftsmen, farmers, helots, warriors and patricians like the other Hälwen races, though a small cadre called the White Sentinels have carved out a role as the warrior knights of Aristophia. The men dress in wide sleeved tunics of wool and cotton and the women in gowns, in style similar to the Mederish, though of much finer quality that often includes fine cotton and even imported Nibelung silk.

The **Ministers of the Common** are believed to be endowed with magic, but are in reality a technocratic cult of preceptors that have guided and ruled the city-state to its present glorious peak. The Ministers keep up the myth of their magic to extend their political power. They spend the lion's share of this power toward the betterment of the citizenry at the cost of a small amount of free thought, speech, and other rights. The goal of the Ministers as philosophers, politicians, and great social experimenters is to create a utopian society characterized by a mixture of communistic social structure and equal rights that is free of poverty and misery. The Siehir clearly do not follow the Hälwen consular system of government and they have eschewed a republican government in the process.

Attributes: +1 talent statecraft. Their average life span is 90 years.

Demeanor: They hold typical Hälwen morals and ethics that are derived from the Numa Pantheon. However, the Siehir also have a strong sense of separation from the other human races.

Religion and Mythos: Numa Pantheon (see Religions and Mythos)

Baringia

A region of meadows, vales, and hills, Baringia lies on the western edge of central Audhüm. Baringian peoples are known for crafts and mining. Baringia is also the bulwark against raids from the Nibelung during the dark winter months.

Population: ~ 925,000

Endemic Races: Hāldish, Kālfaran, and Siehir

Resources: Foodstuffs, cloth, gold, silver, iron and other ores

Aristophia, City-State (Aristophian)

Population: ~ 161,000

Sigil/Banner: Three silver rings on purple

Ministers: Ministers of the Common: Tyceon son of Tyceod, Kellius the Pure, Dynica daughter of Farehd, Ellohad the Cripple, Afindamus the Old, Dreemesh the Dark-Eyed, Damodion of the Loom.

Citizen(s) of Note: Hodia the Soul Scythe, a hero known for her use of the farmer's weapon. Klerkion, son of Malsh, Master of Saw and Lure, a famed ice fisherman.

Sites of Interest: The People's Bow, a great amphitheater with perfect acoustics where important decisions are made. It is said to be able to accommodate the entire city-state. Hyvoesean Hammer, a wide-ranging factory floor equipped with all manner of crafting implements, as well as forges, looms and manufacturing materials, usable by the populace free of charge.

Patron Deity: Sef

City Bonus: Known/fearful for strange politics and arcane insight (+1 statecraft level)

Aristophia is ruled by technocratic and communist ministers. As great social experimenters, the ministers' goal is to create a utopian society characterized by a mixture of communistic social structure and equal rights that is free of poverty and misery. While suffering is certainly mitigated, so is freedom. Citizens, while proud of their city-state, are also ever watchful and fearful of the Frumentarii, the order of secret police that serve the ministers. While the Frumentarii watch the citizenry for social dissenters, they also serve the city-state internationally through espionage and the surveillance of other civilizations. It is said that the Frumentarii keep a massive library of smells (bits of clothing in jars) for all who enter the city-state. The government uses the library, called the Census, to find individuals with specially trained hounds. The official drink of the city-state is called brennivin, a syrupy alcoholic beverage brewed from root pulp and flavored with caraway and fennel seeds. Brennivin is actually the state sanctioned brew, also called "Three Ministers" because of the three towering ministers drawn on the label. Moonshine brennivin can also be found on the black market.

Cercaria, City-State (Cercarian)

Population: ~ 76,000

Sigil/Banner: White bison on umber

Consul (Vote: 50%): Consul Laemar, son of Gidwin. Knight-Regent Forghast, of the Ivory Sword

Praetor: Praetor Roderic, son Theages

Citizen(s) of Note: Subis of Nerjel, a Nibelung emissary; Eakalos, the Mountain Leg, a warrior who claims to be the son of Myd.

Sites of Interest: The Queen's Mug, run by the Nydilach Sisters, Beth & Gena. This inn specializes in spicy boar sausages. They also brew the famous vodka Thane Bane. The Vomitorium, a political lobbying firm, run by a former merchant lord and Lector named Vigates is well-paid to advocate for foreign interests in Cercaria and other city-states as well.

Patron Deity: Myd

City Bonus: Known for their smithing and craftsmanship (+1 craftsman skill)

Cercaria is a strange city, full of hard working freemen and helots operating the Emerald Hill mines and the fishing boats, but also brimming with travelers and traders. The copper and tin mines in the Emerald Hills send equal measure of materiel and men on barges down the Leados River to Cercaria, where both are chewed up and melted down in equal measure.

Dionobel, City-State (Dionobelian)

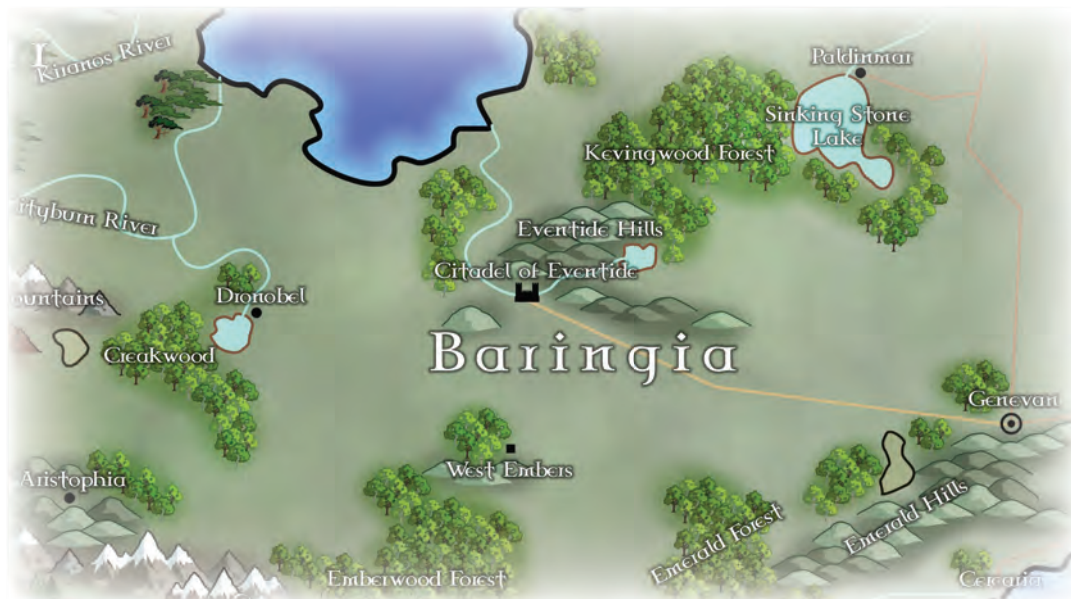
Population: ~ 99,000

Sigil/Banner: Winged polar bear on light gray

Consul (Vote: 57%): Consul Obdus, son of Clent, the Trundle, of the Obsidian Sceptor

Praetor: Praetor Maleos, the Horde Rider

Citizen(s) of Note: Cevan, son of Eleast; Frandilon, Quaestor of Dronobel, who has ties to Vanhilda of Genevan, and is rumored to be one of the richest men in Hāldish lands, due in no small part to the heavy taxes he levies on the populace. Kehtia, daughter of Ral, the Mirror,



who is said to see visions of what is to come.

Sites of Interest: The Virgin's Sword, run by the renowned smith and brew master Cevan son of Eleast and attached to his blacksmith's shop. This inn has numerous small rooms. The smoked nuggets (meat nuggets in gravy) are always popular as are the house brews: Windego Gold (imported Nibelung absinthe), Torch Ale, and Bifor's winter spirits, all served in the traditional Hälwen style on hot rocks. Kothos' Bed, a stone dam connected to the western wall of the city, blocks the Cityburn River and creates a small reservoir. It was constructed after Dronobel was burned to the ground by bandits fifty years ago.

Patron Deity: Ukkos

City Bonus: Known for their spear making (can buy a spear of quality (+1 on att) for regular price)

Dronobel is a success story pointing directly at the merit of the Glittering River. Almost completely destroyed during a bandit raid half a century ago, with the support of Genevan and the River, the city was completely rebuilt. It is a triumph of intentional design, full of symmetrical plazas and rooftop bazaars. It is a strange and quiet place, fueled by odd though lucrative trade with the less ferocious of the Nibelung to the west and the Aristophians to the south. It is equally valued as a defensive redoubt against any Nibelung or Phookan incursions.

Genevan, the Dawn of Roads, City-State (Genevanese)

Population: ~ 565,000

Sigil/Banner: Two-headed raven on red

Consul (Vote: 81%): Consul Norion, Son of Biletus, the Fist of Justice, his Magnificent Consul, the Grand Duke of Travelers, of the Thousand-Jeweled Scepter

Praetor: Praetor Danjanes, son of Balakrin, the Blood-Gold

Citizen(s) of Note: Vanhilda of Genevan, a woman of immense size and power, a crafty merchant and matriarch of the most powerful trading clan in Haldish lands.

Sites of Interest: The Golden Gate, the city-state's eastern gate supported by gigantic sphinxes, is gilded in gold and gives way to the Golden Market. This most famous marketplace in Audhüm is rife with beggars and pickpockets, and nearly any product can be purchased there for exorbitant prices. Balanaci's Zoo holds many foreign and exotic animals, some which are held in climate controlled buildings.

Patron Deity: Desvestos

City Bonus: Known for trade (+1 persuasion skill)

The central temple adjacent to the city's Assembly is devoted to Desvestos, as befits a center of trade and commerce. In the temple, the Vestal Priesthood keeps the standard measures used to create the precious metal ingots used for currency throughout Audhüm. The markets of Genevan are a marvel for the senses and a bane to the coin purse. Nearly any product and service can be pur-



chased in this labyrinthine city-state, that boasts citizens and slaves from every human race.

Deuria

A region of heaths and meadows, Deuria lies on the northern edge of central Audhüm. Deurian peoples are known for their horse riding, their hearty breads, and their abutment to the Azuredance Sea and the Phelosian barbarians. The preceptor Thaelir son of Thaelos hails from Paldinmar.

Population: ~ 910,000

Endemic Races: Deurish

Resources: Winter wheat, horses

Daruspont, City-State (Daruspontian)

Population: ~ 440,000

Sigil/Banner: Black stag on green

Consul (Vote: 63%): Consul Thewon, son of Llew, his Radiant Grace

Praetor: Praetor Hephestion son of Hephesius

Citizen(s) of Note: Hamadrya, a women with Aelbowdi, Phelosian, and Hälwen blood, of such beauty that she brings fame to the city-state; Trolith, Keen Edge, captain of the Shepherds.

Sites of Interest: The Pissing Weasel: the conniving Elmo Draust runs this run-down, but popular inn known for the smoked goat surprise and Elmo's pork stew. They also brew Old Pip's Ale. Chapter house of the Shepherds, a huge compound of stone dormitories and workshops that houses many children sold into indenture by their parents. The Shepherds train them in trade and then sell them as helots for a profit to artisans and merchants.

Patron Deity: Ukkos

City Bonus: Known for horse riding (+1 animal handling skill)

The great city-state of Daruspont is rich in bronze, timber, grain and labor, and is quickly outgrowing its idyllic valley. Building developers and horse breeders are literally at each other's throats over the fate of the level plains to the south, with several blood feuds flaring up. A great stadium, the House of Eld, has recently been built to house the year-round riding contests that culminate in the Games of Speed and Skill. These two weeks of festival, wagering and good-natured insanity coincide with the arrival of the Glittering River each spring. Perhaps most importantly, Praetor Hephestion developed the Sarissa (a range 5 spear, fifteen feet long) Phalanx and has pioneered new military strategy and tactics, including the devastating use of cavalry and a ballista artillery. Under the leadership of Praetor Hephestion, Daruspont now boasts the most professional and well-organized army in all of Audhüm.

Daruspont claims they are capable of besting even Hyjilion, it is said, though that city-state produc-

es many more individual legendary heros. For this reason many eyes gaze upon this city-state of late.

Biford, Bastion of the North, City-State (Bifordian)

Population: ~ 235,000

Sigil/Banner: Four cardinal water drops on orange

Consul (Vote: 48%): Consul Fambor, son of Gliston, Keeper of the North-Mark

Praetor: Praetor Pantares, son of Nomial, the Cracked-Blade; Praetor Eldion, the Crushing Wave, Sword of Ahtos.

Citizen(s) of Note: Odan, son of Whelk, a great spinner of tales of the sea. He lives upstairs at the Kraken's Spew. Mira of the Thirty Deaths, Sailors' Luck, Captains' Doom, a mariner with spectacularly mixed fortunes. Aiklan, son of Vem, of the Red Horizon, leader of expeditions to the far west.

Sites of Interest: Biford Yards, a busy shipbuilding center, rife with dry docks, slipways and the great crane called Junkmother. The Kraken's Spew, a sprawling public house filling up a half-finished oceangoing junk in a bankrupt shipyard. The Tower of the Red Horizon, a lighthouse and home to the Wave Tamers.

Patron Deity: Ahtos

City Bonus: Known for their seamanship (+1 nautical arts skill)

Known as the City of Two Swords, because it has two hereditary Praetors, Biford is abuzz with trade and culture. Its position as the only major port west of the Strait of Suns attracts trade and treasure from the Eccani, Phelosians and even from the far-off Aelbowd. As such it is a city at once brawling and cosmopolitan. The consul and the two praetors are united in their desire to keep the docks open and the goods flowing.

Paldinmar, City-State (Paldinmarian)

Population: ~ 93,000

Sigil/Banner: A stump on green

Consul (Vote: 42%): Consul Regha the Bastard

Praetor: Praetor Leofric, son Ricmaer

Citizen(s) of Note: Thaelir son of Thaelos, preceptor of the arche and ether; Gregia, daughter of Mowrith, a well-beloved and canny Paladin of Faeda in a feud with Thaelir; Rawnios, son of Kortel, Elmshank, a very tall messenger, possessive of his routes between Genevan and Danuspont; Kalinia, a curt and conservative priestess of Ullshae.

Sites of Interest: The Aetherium, Thaelir's laboratory, a massive geode cavern filled with strange gases; Ullshae's Tor, a steep island in the midst of Sinking Stone Lake with a temple holding a drinking cup the goddess once used.

Patron Deity: Ullshae

City Bonus: Known for horse breeding (receives a free amaran horse)

Also, as a city-state with a preceptor as citizen, it benefits from technological and military advances (see Preceptor in Chapter 4). Paldinmar spends much of its time wrapped in fog from the lake, which gives it a mystical feel. Kalinia claims that Thaelir meddles with forces in the Aetherium that are more dangerous than those the other preceptors explore and are cursed by the gods.

Alion, City-State (Alionish)

Population: ~ 85,000

Sigil/Banner: A crowned fox

Consul (Vote: 61%): Consul Berros, son of Costos, Flamekiss

Praetor: Praetor Selepos the Shadow of Alion

Citizen(s) of Note: Valentinus, high priest of Ukkos who endorses an interpretive and gnostic religious tradition, arch rival of Irenaeus in Boden; Gobran, son of Elenus, the White Spear, an Aelbowdi hero; Imral, daughter of Kladius, Breaker of Ovens, a temperamental, experimental and talented restaurateur/baker who often disappears for months at a time.

Sites of Interest: Westingwood Breads, also known as Crust Keep, the large stone bakery that is home to Imral, as well as a rooftop eatery. The Deeping Forest, a massive square lining the harbor and wharfs in which Nibleung marauders are bronzed in positions of submission and placed before a 50 foot tall marble statue of Ahtos.

Patron Deity: Ahtos

City Bonus: Known for excellent breads (+1 stewardship skill)

Alion is a major trade city with the highest concentration of both free and slave Aelbowdi savages. The city's Praetor Selepos is even of mixed Aelbowd blood. Its "frontier" location also assures that mercenaries and sell-swords abound at every step. Though the new architecture and technologies of the south have not been realized in Alion, the city-state has an energy of its own, fed in large part by explorers, traders, and fisherman that dare the waters of the Azure Dance Sea.

Hälwenor, The Southern Star

Hälwenor is the southernmost region of Hälwen. Human philosophy, architecture, and technology were born in these lands, as well as the tradition of democratic election of consuls. People from Hälwenor city-states are proud of their learning and wisdom, which they feel is guiding humanity into a more modern age. The preceptors Sorja the Fair and Pellbrig the Rumpel hail from Yollshir, Kostandes from Elskblade, Empedimon from Daelos, and Eulfast the Wizeden from Mierglade.

Population: ~ 1,100,000 **Endemic Races:** Häldish

Resources: Timber, fur, gems, marble, granite, scholarship

Cauldar, City-State (Cauldarian)

Population: ~ 65,000

Sigil/Banner: A narwhal on silver

Consul (Vote: 67%): Consul Calustan, Son of Embrion, The Isle-Lord

Praetor: Praetor Fedwulf, The Blood-Bronze; Dorlia, Blade Wisdom

Citizen(s) of Note: Damodion, a sagely drunk who lives behind a shed; Vlananna the White, a beautiful Paladin of Faeda who bears a Corinthian style helm that chills the air about her and has long ago turned her hair white.

Sites of Interest: The Cliffs of Relgan, two natural towers guarding the entrance to the main harbor; they have been hollowed out into nigh-impregnable defensive spires. The Temple of Ahtos is in a deep grotto along the rocky, northern shore. The vestals there guard a lock of Ahtos' hair, a holy relic of the sea god.

Patron Deity: Ahtos



City Bonus: Known for sleigh/ship building (+1 craftsman skill)

This small island is a study in contrasts. Cauldarians are hard workers, proud of the work of their hands and the value of home. At the same time, there is a long-standing tradition that young men and women join the White Whalers to travel the world for a year or two before coming back home. This breadth of world knowledge leads to a surprising sophistication.

Consul Calustan and Praetor Fedwulf are very active on the seas against pirates out of Teth, making Calustan's daughter, Dorlia, the de facto consul during the summer season. Having most of the able-bodied warriors out on the water makes it difficult for the young paladin and her two younger brothers (Ektor and Reimdall) to maintain control. They are currently struggling with the powerful Mariners of Ahtos and their leader Golodi, son of Ved.

Daelos, City-State, White Gate (Daelosi)

Population: ~ 72,000

Sigil/Banner: A frosting axe

Consul (Vote: 43%): Consul Ebeth, Mother of Korff

Praetor: Praetor Oldenes, the Sundered Jaw

Citizen(s) of Note: Korff, a crafty hero famed for slaying a Phookan hero, which turned back a besieging army; Empedimon, Preceptor of Medicine and Natural Science; Duros the Ox, wily owner of the Eastshore Works.

Sites of Interest: Eastshore Salt Works, which strips and refines the rock salt, RedBrine, for export to the north. It lies across the ferry on the other side of the Starmelt River. The Somalarium, an old farm converted into hospital, zoo and laboratory by the Preceptor Empedimon. The Kindled Walrus, a hardscrabble pub filled with teamsters and working folk at the docks.

Patron Deity: Ukkos

City Bonus: Known for medicine (+1 medicine skill)

Also known as White Gate, Daelos is the southern-most Haldish city-state, and has a reputation for crime and a rough, frontier spirit. It has long been a rendezvous point for major Intrepidon expeditions into Farsakalon and the Chill-Waste, as its population and resources vastly outclass the small satellite towns of Elmshan and Blizzard's Rest. Recently, rumor has spread out from Daelos of a huge, phenomenally pure RedBrine strike in the Baelthir mountains. The red salt is a rare spice treasured by cooks across Audhüm, and it can also be refined for medicinal and narcotic uses. The news of the strike has fueled an even larger influx of treasure hunters and entrepreneurs, and their companions, crime and corruption. As a city-state with a preceptor as a citizen, it benefits from technological and military advances (see Preceptor in Chapter 4).

Elksblade - Haven of the Brave, City-State (Elksblader)

Population: ~ 125,000

Sigil/Banner: A walrus on light blue

Consul (Vote: 51%): Consul Rhaeus, Son of Rhaeus

Praetor: Praetor Preomos, Son of Holjec

Citizen(s) of Note: Sareghast of Elksblade, a Sable Knight of renowned tactical skill; Kostandes, Preceptor of social morals and ethics; Dorino of the Adze, master architect; Khells the Wide, straightforward rival of Sareghast.

Sites of Interest: The Gloomtree Village, home of the crazed architect, Dorino. This community inside the Gloomtree Forest is filled with wildly inventive structures of all shapes and sizes, some successful, some utter failures. Kostandes the Preceptor takes residence there, tinkering with utopian community design. The Pure Heart, an eatery renowned for its pricey fare and the upright nature of its proprietor, Grolia the Squint.

Patron Deity: Ukkos

City Bonus: Known for their architects (+1 craftsman skill)

The burgeoning Gloomtree Village is displacing progressively larger forms of wildlife. There are old legends of a great beast within the Gloomtree, and Praetor Preomos wishes to stop the building before the beast is awakened. As a city-state with a preceptor as citizen, it benefits from technological and military advances (see Preceptor in Chapter 4).

Mierglade, City-State (Mierglader)**Population:** ~ 102,000**Sigil/Banner:** A stalking wolf**Consul (Vote: 56%):** Consul Korff, Son of Miggot**Praetor:** Praetor Jellendes, The Peerless Rider**Citizen(s) of Note:** Eulfast the Wizen, Preceptor of theology; Holfandus, Sage of the Hoof, an independent breeder of percherons; Luda, daughter of Korff, owner of the Heath.**Sites of Interest:** The Feed Bag, run by the brother and sister team of Rendal the Tooth and Roma the Saddle - typical menu items include seared beaver flank with turnips and milled oat mash. They serve a fortified tea called Steward's Tonic as the house brew. The Heath, a massive horse breeding farm.**Patron Deity:** Ukkos**City Bonus:** Known for breeding percherons (receives a free percheron horse)

Violence has recently broken out in the marketplace between employees of the Heath and the independent breeder Holfandus. The consul is in a difficult position between his daughter and Holfandus, who the people love and who is also married to Kaia, the ranking priestess of Ullshae in the city. Also, as a city-state with a preceptor as citizen, it benefits from technological and military advances (see Preceptor in Chapter 4).

Thaeolon, City-State (Thaeolonian)**Population:** ~ 85,000**Sigil/Banner:** An encircled mountain on brown**Consul (Vote: 92%):** Consul Afeandus, Son of Bjorsen, the Bear**Praetor:** Praetor Baesell, Daughter of Bjorsen, the Fox**Citizen(s) of Note:** Oreamos, a Priest of Kulvangander and deadly huntsman/Ranger Knight.**Sites of Interest:** The Dead Goblet, The Pub of Thaeolon. One-eyed Ovan always serves up good food and a hearty fire; typical menu items include pigeon pie, elk sausage and kraut, gooseberry custard, and the house brews Deadhorn Ale and God's Piss whiskey. Despite its reputation, Thaeolon has more to offer than hardy frontiersmen, it also boasts the Emerald Tower, a large green house where crops and herbs are grown all year long by Bess and Toss, old sisters of the south. In the dark winter special narwhal blubber lamps are lit to provide full spectrum light for the plants.**Patron Deity:** Kulvangander**City Bonus:** Known for hardihood (+1 LP)

The grim home of the Ranger Knights, Thaeolon is a bastion on the western frontier, the shield that protects the rest of the Håldish lands from the savage Phooka. There have been recent visitors to the postern gate in the depths of the night, and Praetor Baesell is planning a massive expedition into the western mountains, though none can say why.

Yollshir, Seat of Illumination, City-State (Yollshiran)**Population:** ~ 500,000**Sigil/Banner:** Twin blue dragons on white**Demographics:** Predominantly Håldish, though immigrants from all of Vanier are common**Economics:** Wealthy, excellent availability of goods & services, imports/exports are high**Consul (Vote: 57%):** Proconsul Molned, Son of Ilfon, Haunt of the Frost-Throne, Keeper of the Gnostic Sceptor**Praetor (Vote: 63%):** Praetor Kedebos, Son of Kedus, Hero of the Storm-Cauldron**Citizen(s) of Note:** The preceptors Sorja the Fair and Pellbrig the Rumped; Gillius Trungd, the richest of the new merchant class and primary visionary of the Glittering River, who lives in a large estate outside of Yollshir**Sites of Interest:** The Consulate Assembly; Halls of Rumination; Ivory Stadium; Walled Gardens of Ahd. The Vat & Crate, run by Gaelom the Small. This new marble and granite inn has many rooms and an extensive menu, but is known for its moose stew with fennel, foie gras hash, and honey snaps. Captain's Challenge, the well-known whiskey, is the house brew, served Hålwen style on a hot rock.**Patron Deity:** Ukkos**City Bonus:** Known for scholarship and full-fledged democracy (+1 on any one academic skill).

As the only city-state entirely democratized, Yollshir elects the Praetor, as well as Prefects and

Quaestors. Also, as a city-state with two preceptors as citizens, it benefits from technological and military advances (see Preceptor in Chapter 4). Yollshir gave birth to the democratic and organized city-state. It is the seat of modernity, and consequentially, it is seen by many other city-states as both model and primary rival.

Mederon

A region of forests, vales, and rivers, Mederon lies on the eastern edge of central Audhüm. Mederon peoples are known for arts and especially for the great bards who hail from this region. Mederon is also the bulwark against advances and raids from the Svär-Alfar. The preceptor Herathind hails from Ceperia.

Population: ~ 850,000

Endemic Races: Mederish and Kälbaran

Resources: Foodstuffs, timber paper, spices

Ashenhold, Citty-Staſte (Ashenholder)

Population: ~ 80,000

Sigil/Banner: Snowflake on silver

Consul (Vote: 34%): Consul Foramod, son of Hullir

Praetor: Praetor Acwald, Son of Aegelric

Citizen(s) of Note: The White Owl, an old famed bard who plays the bass lute

Sites of Interest: The Welcome Staff, an opulent bed and breakfast; the Canterling Stork, a tavern and bar in the new style (marble), and home of the Stork and his Merry Band, a group of beloved entertainers best described as lounge singers; the Stone Gardens; Ashfell Expeditions and Tours, offering supervised and safe adventures to discerning clientele.

Patron Deity: Myd

City Bonus: Known for tourism and vacation homes (+1 stewardship skill)

Several prominent vacationers have disappeared recently, and a group calling itself the Guardians of Ashenhold has presented ransom demands to their families. Some have been returned safely, some never return, some have turned up brutally murdered. Local business owners are demanding the consul deal with the situation, as it threatens the very livelihood of the city-state. Local outcrops are peppered with small, very hard fossil ammonite squid shells, called baculites. These needle tipped fossils are ideal for ballista bolt tips and smaller fossils can even be used to tip arrows, though a composite or long bow is needed to launch the missile. Baculite bolts or arrows cause +1-10 points of damage.

