



ELDERBRAIN

# CROWN OF THE OATHBREAKER



KINGDOM OF  
AGLARION  
GAZETTEER





# CREDITS

First and foremost, a very special thanks to all of the backers who believed in us and made Crown of the Oathbreaker become a reality. You know who you are. Thank you for your kind and generous pledges, for contributing your ideas, likenesses, and for all the invaluable input you provided. Your constant feedback formed us into a community and wove this story to become rich and entertaining role-playing game content, of which we can all be proud and enjoy.

The Kingdom of Aglarion Gazetteer contains a detailed description of the Kingdom of Aglarion and its capital city of Onadbyr, for use with the Crown of the Oathbreaker adventure.

The over 900-page Crown of the Oathbreaker book is available at [Elderbrain.com](http://Elderbrain.com).



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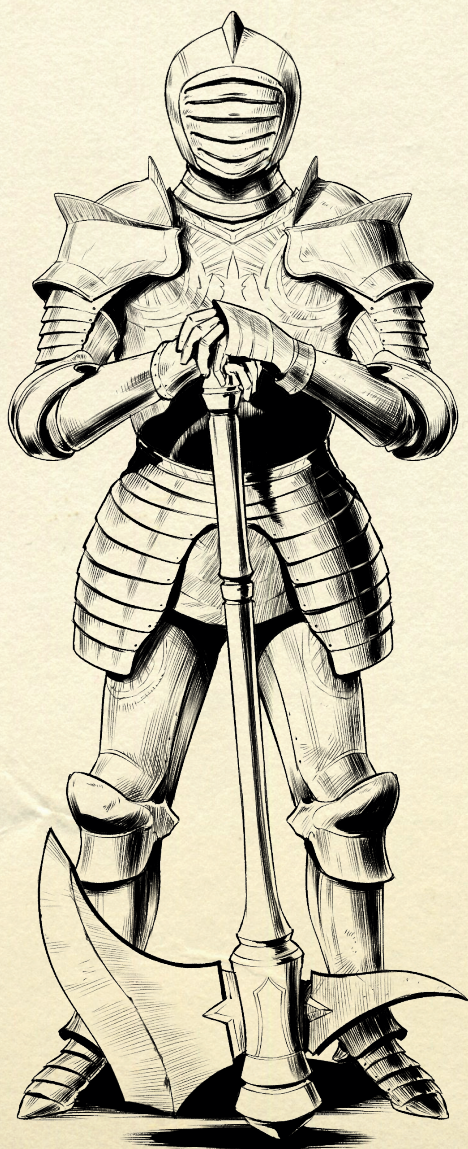
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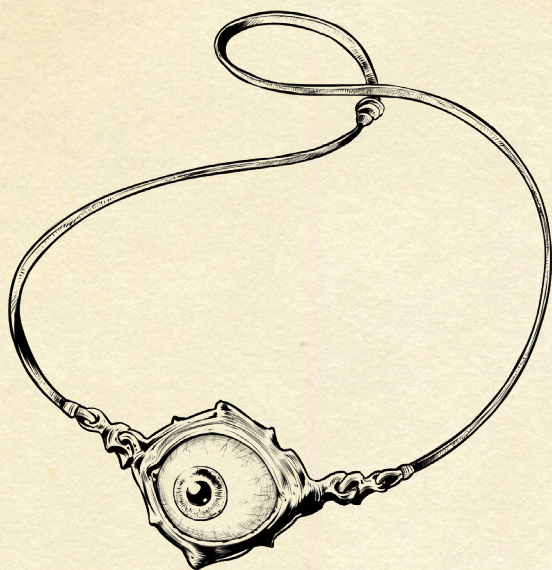
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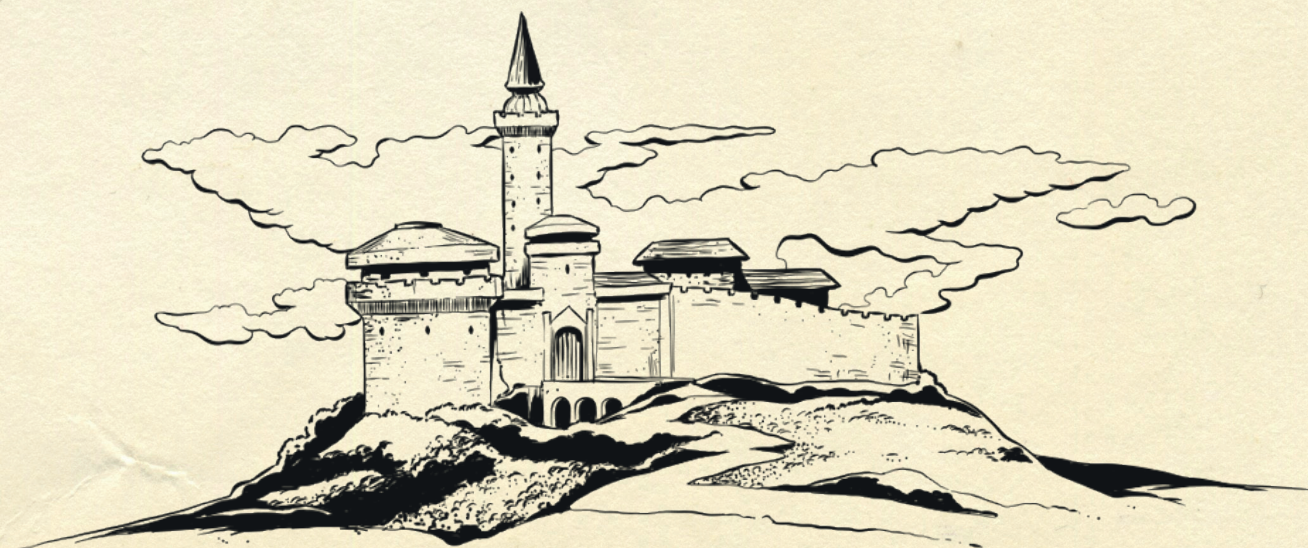
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## **a LAND OF ANCIENT ROOTS**

The land known today as the Kingdom of Aglarion has a rich past spanning thousands of years, influenced by cataclysmic events that involved multiple planes of existence. Since the dawn of time and prehistory, all the way up to its current state as a monarchy, the land and its rulership has changed many times. Several key events have shaped its past, namely the descent of the Dark Star and its dark angels during the Mountainfall, the rise of Sarath of the Shining Light and a cruel theocracy, and the establishment of the Kingdom of Aglarion by King Razmyrel Melkar and Master Arlen the Constructor, the first archmage of the land. These events have all left deep marks on the history of the realm and the legacies of these dark times can still be felt in the fabric of society.



The Kingdom of Aglarion is known as a thriving realm. Times of plenty and an open-minded philosophy have resulted in a level of tolerance for beings of all types rarely encountered in other settings. The Kingdom is rich, its armies strong and well-equipped, and the rule of law is paramount under a popular king. But even in these tranquil times, the Kingdom of Aglarion is a realm filled with adventure and dangers that lurk behind the veil of peace, reaching into other planes and deep into its history.





# KINGDOM OF AGLARION







# history

## THE AGE OF THE DARK ANGELS (YEAR -2000)

In the beginning, the gods created the world, the immortals, and the mortals, then agreed to let their creation play out without their direct intervention. For eons, the mortals lived in prehistoric tribal societies, waging deadly battles against monsters and other humanoids and fighting for the survival of their various species. Few legends remain from this time, as most traces of these precursor civilizations had vanished long ago.

The first legends that are corroborated by written records recount the Age of the Dark Angels, whose reign was terrifying, brutal, and long-lasting, and one that brought some level of civilization, magic use, and cultural advancement. All the gods of Aglarion encompass varying interpretations of their dogmas and portfolios, but the god of Light and Darkness embodied the most substantial polarity. Its positive aspect, the Shining Light, wished to see the world's mortals flourish with hope and opportunity, and it fought eternally with its other side, the Darkness Within. This darker aspect wanted power over the other gods, to rule and

torment mortals, not believing them worthy of the gift of life given by the other gods. The continuous struggle between them resulted in the rebellion of the Darkness Within. It broke away from its other half and channeled its will into a solar of immense power, the Dark Star, who led an army of angels that descended upon the mortal realms.

Engravings and runes left from this time recall the "Mountain-fall," when the Dark Star and its dark angelic army crashed into the land from their plane of existence, encased in boulders the size of mountains that formed the mountains known by this name. The Dark Star's landing is said to have created the tallest mountain at the very center of Aglarion, now called Cloud Peak. Then, as its first act of defiance of the gods, the Dark Star magically pulled the moon in front of the Sun, shrouding everything in an unending solar eclipse and allowing the Dark Star to draw enormous power from the darkness.



**DARK STAR SYMBOL**





The angels set out to dominate all mortal beings, enslaving and torturing them for thousands of years. They aimed to cut off all the other gods from their followers, so they banned every religion and murdered everyone who wouldn't comply. They built a society based on fear, pain, and hopelessness. The shape-changing angels almost always found out if someone was plotting against them, could see through all lies, and ruthlessly crushed any seeds of rebellion. Those select mortals who devoted themselves to the evil angels were rewarded with wealth, knowledge, magic, and in some cases even unnaturally long lives and half-celestial heirs. The rest served as slaves and toys for the powerful outsiders. The three planetary generals of the Dark Star were called Tannur (Sorrow), Morkiel (Fear), and Zaphaos (Hopelessness). The dark planetars conquered and ruled the lands by blood, fire, and steel in the name of the Dark Star, continuously expecting their ruthless leader to turn on them. Their names spread across the world and became known in all languages for the dark emotions they personified.

After millennia, Sarath, the first real foe of the Dark Star, was born into a family of mortals who served the Dark Star, working in the Library of Skins. This legendary library housed copies of all the books from around the world, kept in seclusion from everyone not initiated to the library, each book bound in the skin of its writer or their family members. She read for years, devouring the endless knowledge she found in the legendary library. Soon, she started to manifest clerical powers from the Shining Light and used the magical knowledge she learned to keep her faith secret. She hatched a plan to end the rule of the Dark Angels.



Over decades, she built a network of followers called the Order of the Eternal Light. They secretly conducted magical rituals that could turn stone into a light-reflecting crystal while Sarath crafted the Radiant Globe of Annihilation to shatter the moon covering the sun. When the time was right, the suffering slaves of the dark angels rebelled against their cruel masters and fought them with only hope in their hearts and trust in the clerics of the Shining Light. In the final battle, the fallen angels covered the seat of their power, now Onadbyr, in a dome of shadow force that trapped the mass of the rebellion inside and allowed the angels to focus their vengeance on the clerics. Sarath and her closest devotees could now use the Radiant Globe of Annihilation to shatter the moon and restore sunlight. They thus broke the power of the Dark Star, whose armies of angels were immediately banished back to the planes they came from by the power of the Shining Light itself. Balance was restored, and the remains of the torn moon still rise every night as a constant reminder of the cataclysmic events.







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## THE AGE OF BRIGHTNESS (YEAR -300)

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After the Dark Star's demise and the banishment of its army of angels, Sarath and her followers quickly stepped into the power vacuum, but they first had to oppose the remaining devotees of the Darkness Within. In this campaign, they had the help of the members of the rebellion, all who suffered from the dark angels. Sarath's first initiate was Rodnar, a cunning priest whose role was to isolate and eradicate the remaining dark angel devotees, a task he performed for decades. Rodnar was ruthless, so much so that he allowed the sacrifice of his whole family in the war to take down the Dark Star. After the demise of the angels, Rodnar led the Fists of the Sun, a militant group whose job was to find and eradicate every living being who supported the fallen angels. The priest allied himself and converted Arzatraxos, the red dragon, to the faith of the Shining Light, who assisted in the inquisition that turned many of the followers of the fallen angels into ashes. Rodnar was highly ambitious, and as Sarath got older and more fragile, he slowly acquired more and more power. After Sarath's death, he renamed the church to the Order of the Eternal Light and took the title of Archpriest. As his power grew, Rodnar slowly agitated the populace to religious fervor and turned the Order into a force of inquisition that supported the

removal of all of his real and potential enemies, or whoever spoke out against the theocracy. These people were deemed collaborators or believers of the Dark Star and executed.





In less than a decade, Rodnar “the All-Seeing” crowned himself Priest-King. The Order of the Eternal Light became the only organization that governed his theocracy, with priests of the Order serving as judges, governors, historians, and military leaders. The Order viciously suppressed all free thought and other religions. They built magical lights that continuously bore down on every population center in shining sunlight, even at night. The Order also strictly regulated magic use and cataloged all magic users, who could only work as part of the

Order. As time went on, the Order became more and more entrenched in society and increasingly bureaucratic, with a long line of Priest-Kings who were always chosen from within the ranks of the clergy by fierce and deadly competition. For over three hundred years, the Order of the Eternal Light ruled supreme. Many times did parts of the realms revolt, trying to shake off the grip of the Order, and many times did the Order crush these rebellions, quickly eradicating the voices of opposition from history by erasing all traces of their existence.



ORDER OF THE  
ETERNAL LIGHT  
HOLY TORCH







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## THE AGE OF THE KINGS (YEAR 0-631)

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Razmyrel Valsyr Melkar the True and Arlen the Constructor led the single successful revolution against the Order of the Eternal Light. Razmyrel was a noble with a distinguished lineage, an inheritor of vast landholdings and large wealth. As a small child, he had to watch as his family was executed for heresy by a local cleric who coveted their lands. Razmyrel escaped through the assistance of the benevolent house priest of the family, who hid him and lied to the Order that everyone had died in a fire in the house. Razmyrel was then sent to an orphanage under an assumed name, Valsyr. Arlen was also an orphan, but one who didn't know his parents and was raised and taught by the Order of the Eternal Light. He knew from an early age that he couldn't prescribe to the tenets of the theocracy. Both Razmyrel and Arlen grew up in the Orphanage of the Light, becoming lifelong friends.

Arlen's quick wits and magical aptitude were apparent early on, and he was sent to one of the school's training wizards to support the Order. As an initiate of the Order, he was able to access obscure and prohibited tomes and spent a long time secretly researching the origins of the Order. Razmyrel became a warrior of no equal, secretly vowing

to take down those who murdered his family and create balance in the realm. The two spent long years traveling and trying to find a way to overthrow the Order.

Arlen started to secretly build an army of golems to be ready to fight the might of the Order.



MASTER  
ARLEN

Razmyrel first set out to build support from the populace and the nobles of the realm. Together with Arlen, he worked tirelessly to create divisions between the multiple sub-sects of the Order, either by mind-controlling high-level priests or via well-planned murders framing prominent Order members. He joined forces with the Drayl City-States, who





were in rare agreement within their fragmented politics, compelled by their enmity of the Order. He also received a large sum of gold from the Wyltamers to support payoffs to Order officials and build clandestine forces. This ancient elven family was under the scrutiny of the Order due to reportedly using suspicious magic and loathed the oversight.



At the right time, when the in-fighting was at its peak, Arlen and Razmyrel led a rebellion, aided by their allies and the golem army, and confronted the Priest-King in triumph. Arzatraxos, the red dragon inquisitor who became a priest of the Shining Light over the centuries, fled to the south to escape the ire of the heroes. After a short and bloody war to root out all remnants of the previous establishment, Razmyrel was crowned Razmyrel Valsyr Melkar I, King of Aglarion.

The new king outlawed the Order of the Eternal Light and expedited the dissolution of the church into multiple sects. He reinstated all other religions, with the one rule that no sect and viewpoint of any religion can overshadow the others. Arlen returned to Samkiel, and studied the fallen angel's knowledge of lost places to find ancient lore and magical secrets, which helped him build wonders across Aglarion. His works include the Arcane Tower, modeled after the magical runes of the Ziggurat of the New Moon, the Azure Bridge, and parts of Onadbyr. He disassembled the majority of his golem army, lest it fall into the hands of an enemy, and from the harvested material began building a legendary Colossus to create the ultimate protector of the realm. The people of Aglarion quickly started to call him Arlen the Constructor. King Razmyrel Melkar established a group of Lawgivers to carry out his laws in the Kingdom, even in far-away places. These agents of the crown took up the name "Red Cloaks" out of respect for King Razmyrel and his fight for justice and pledged always to remember the pain and suffering caused by unjust laws.



KING  
RAZMYREL  
VALSYR  
MELKAR





## The Melkar Dynasty (year 0–142)



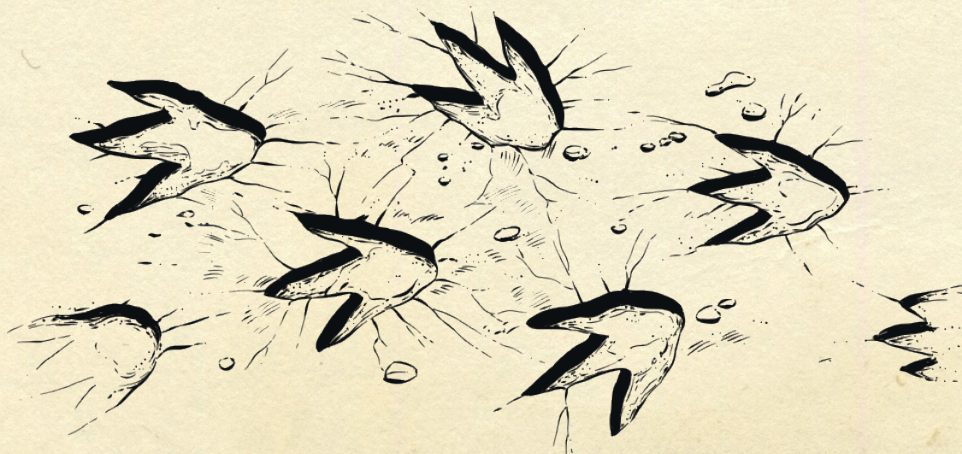
**King Razmyrel Melkar (year 0–42).** It took a decade for the Founder of Aglarion to stabilize his realm, enact the new laws, and build an army to control the young kingdom. In this endeavor, he had a lot of assistance from the Wyltammers, who sought the elimination of the Order. They supported Razmyrel's claim to the throne both with human resources and gold, and in exchange, received high noble rank, lands, and a long period of freedom to pursue their own agenda. In the meantime, Razmyrel and Arlen focused on rebuilding and forming a lasting and legendary kingdom.

**Queen Myrel (year 42–75).** Razmyrel's firstborn daughter, was said to have been tutored by Arlen the Constructor himself and was an accomplished wizard in her own right and a kind and

fair queen. However, her main focus was to keep her father's legacy and laws in place. She is known to have been instrumental in finding the cure for the Laughing Plague which hit Onadbyr in the early years of her reign, and repelling an invasion of giant fire beetles unleashed on the city by a small group of Order of the Eternal Light cultists.

**King Grankar the Brash (year 91–112).** The seventh monarch of the Melkar line was the great-grandson of King Razmyrel, widely known to be bored with the burden of the crown. Many stories and legends relate to his life, recounting his wild adventures when he snuck out of the Palace. He was also well known for lavish spending, commissioning an array of building projects for Onadbyr to expand outside the old city. Not having the gold to pay for all of this, he offered land and title to the wealthy dwarven trading family, the Monders, who delivered most of the stone and workforce needed for the projects.

**King Bidlar I (year 119–142).** The last Melkar king was more of a bureaucrat than anything else, and his strongest trait was his indecisiveness. He was unable to sire an heir. His wife left him for Drayl, a scandal that facilitated the end of the Melkar line and their right to rule. Unknown to all, his unfortunate fate was plotted step-by-step by his closest advisors, the Wyltammers. When King Bidlar died of a suspicious heart attack, they reluctantly became the Stewards of Aglarion in the absence of a Melkar heir, according to King Bidlar's last will and testament.





## The Wyltammer Period (year 142–215)

The Wyltammer first promised to find the proper heir and hand the throne to that person, but they stalled the process. For unknown reasons, after a century of regency, they installed King Orlon Ebrin as their puppet, claiming to have found a tertiary lineage connection to the Melkar dynasty. The act of handing power back was unheard of, and soon the name of the Wyltammer became legendary, synonymous with loyalty, wisdom, generosity, and valorous servitude to the Kingdom. From this year on, they started to organize an annual ball commemorating this act.

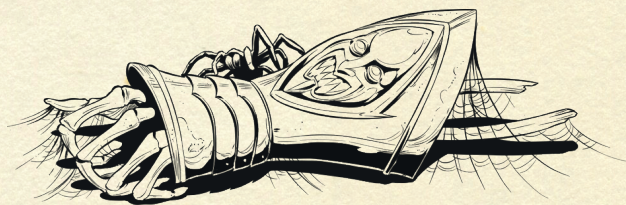
## The Ebrin Dynasty (year 215–354)



**King Orlon Ebrin (year 215–261).** The first puppet monarch was the son of a minor noble and a drunkard. He could never live up to his elevated position as king, but he also didn't really try too hard either, pampered by the wealth that surrounded him. Stories abound about his drunken fits in the Royal Court, as well as his slow wit.

**Queen Wedmor I (year 261–277).** The young queen was the only daughter of Orlon Ebrin and an intelligent scholar who despised her father. When the old King Orlon died, she ascended the throne and made

sure to cut all ties that might have bound it to the will of others. During her reign, the Wyltammer lost most of their influence on the crown. The wise queen focused on building schools and was committed to remedying her father's inconsistent laws.



**King Talanar I (year 289–314).** King Talanar, the first of his name, was the grandson of Queen Wedmor. As a youth, he met a Vordani slave and became convinced throughout his reign that the Vordani tribes were the greatest threat to the realm, so he spent heavily in fortifying the northern border with fortresses and watchtower chains that still bear his name. However, due to his singular focus on building those fortifications, his time as a king was somewhat stained. The projects accumulated debt and initiated a high level of corruption, allowing noble houses and wealthy merchants to take advantage of the crown and make the lower classes live in miserable conditions while working on these projects. Early on, King Talanar stripped the Red Cloak Lawgivers of most of their authority, to get his way in every deal, making the organization more of a title than anything else. The most well-known family that got rich on the backs of these construction projects were the Karramosa, whose lands were along the northern border and who charged extraordinary fees for their local support.

**King Zaxamlyn (year 326–354).** King Zaxamlyn was the last of the Ebrin line and reigned when corruption was most rampant, and the power of the wealthy went completely unchecked. He was challenged in power-politics by Vacrilos Azennar, the head of an old but minor noble house. Vacrilos was a Red Cloak Lawgiver who always acted in accordance with the original vows of the organization. As such, Vacrilos was considered





a hero of the people, taking up cases where the corruption of the nobility was involved and forcing court hearings. He was famous for reminding everyone why the Red Cloak Lawgivers were originally founded and of the responsibility of the courts. He wore his red cloak as a symbol, the same way as King Razmyrel Melkar, to signify the blood of the innocents. He helped countless families, and eventually, the series of protests he led against King Zaxamlyn resulted in the marriage of the Ebrin king's only daughter, Imliya, to him. As soon as their first son was born, King Zaxamlyn abdicated the throne to his son-in-law, effectively ending the Ebrin dynasty.

## The Azennar Dynasty (year 354–631)

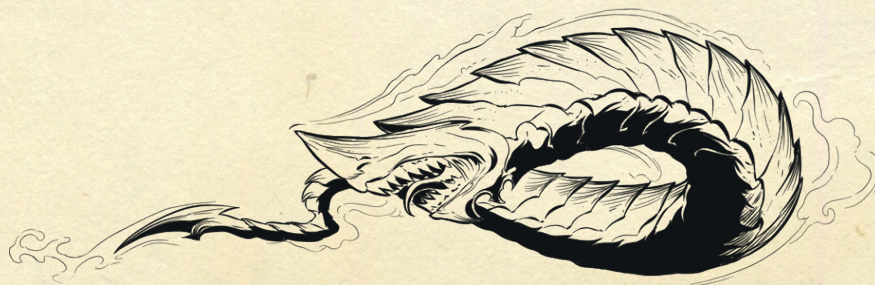


**King Vacrilos I, The Regent (year 354–396).** Famous for being the champion of the common folk and a true Red Cloak Lawgiver, King Vacrilos created the majority of the laws that carried on and made Aglarion a stable kingdom in these realms. He was

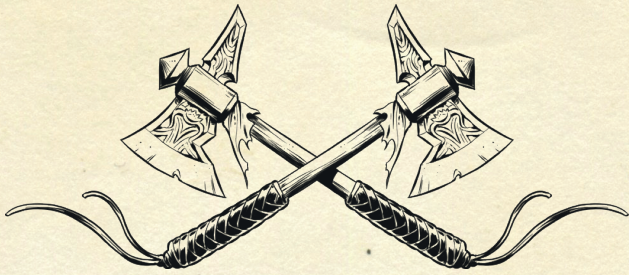
the one to install the Court of Voices, so everyone's voice could be heard, regardless of class. He also rooted out corruption from most organizations tied to the Palace and reinstated the Red Cloak Lawgivers to their original sphere of influence and power.

**King Vacrilos II (year 396–453).** The son of King Vacrilos I and grandson of King Zaxamlyn, also called the "Grandfather of the Realm" King Vacrilos II lived a long and full life to the ripe age of 99 and was well known to be a rake – so much that his epithet was really meant to imply that he could be anyone's grandfather in the Kingdom.

**Queen Linolu, the Peaceful (year 453–482).** A real granddaughter of King Vacrilos II, whose reign was characterized by significant clashes with the kobold tribes fleeing from clan wars in the west, from the Mountainfall. Out of fear of the unknown, nobles began amassing soldiers and demanding the king make war on the "monsters." After several large-scale battles, Queen Linolu arrived to lead the effort, but instead of attacking the kobolds, she offered to hear their story during a parlay. She saw cultural differences as the driving force behind the enmity towards the newcomers and offered a truce and a place in her kingdom to the refugees. Legends speak of the kobold bard, Skerg Nethercrest, whose song about his tribe's journey warmed the hearts of even the most heartless nobles. Queen Linolu also realized the opportunities provided by her new subjects and started to work on offering a haven for other non-humanoids, who were free to settle as long as they kept to the laws of the land. The first to take up his offer after the kobolds was the Goldtooth goblin clan, who established its village in the far western reaches of the realm and were soon granted noble titles.







**King Boldizzar (year 498–521).** King Boldizzar was known as the Defeater of Vordan. Finally, after over 200 years, the fears of King Talanar I of the Ebrin dynasty became a reality. Due to internal strife and a growing and hungry populace, the Vordani confederacy of tribes led by the White Mammoth Clan's Chief Jonarr, descended upon northern Aglarion in a fury of blood, testing the strength of the old and poorly maintained northern fortifications. In the bloody conflict, King Boldizzar Azennar proved to be a military mastermind, triumphing over the Vordani hordes and their war machines drawn by giant beasts, decimating the White Mammoth clan, and killing Grand Chief Jonarr in single combat. The Doomhammer clan stepped up to fill the ensuing power vacuum and agreed to a truce that is still enforced between the two nations.

**Queen Eirammar (year 529–564).** Known for craving fame like her uncle King Boldizzar, Queen Eirammar's main accomplishment was defending the realm from the sea against incursions by the slave fleets of the Isles of Xantharos. The returning Almeiro Ronul, keeping it secret that the reason for the attacks was due to his own pirating acts, offered his help against the threat and received land and title upon claiming victory.

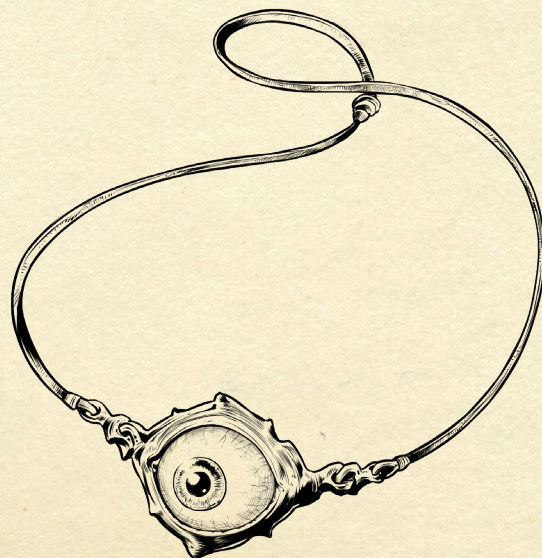
**King Daerios (year 581–603).** King Daerios was a legendary warrior, the epitome of the knight in shining armor. However, he was also a restless soul, utterly bored with the court and the responsibilities of rulership. His rebellious tendencies got him involved in all manner of dangerous situations, which eventually led to the legendary hunt he organized for Malzdreziret, a huge shapeshifting dragon. The hunt culminated in the dragon's

attack on Onadbyr, laying waste to a large part of the city. In the end, King Daerios defeated and drove away the legendary monster, bringing peace to the realm again.



KING  
WALDRANN  
AZENNAR

**King Waldrann (year 603–present).** King Waldrann is a famed adventurer who some say bears a close resemblance to the Grandfather of the Realm, King Vacrilos II. The king has ruled a land of prosperity from a young age, even more so after the unfortunate death of his first wife Queen Elyssa, and later his son, Prince Krasnar. The king and his second wife, a former maid named and soon crowned Queen Lyrencia, rule over a land that is blessed with wealth.





# ECOLOGY

## CLIMATE, FLORA, FAUNA

The kingdom of Aglarion has a temperate coastal climate with mild to warm summers and cool to cold winters. Cloudy conditions and moderate rainfalls are common, and the country also usually experiences snowfall at least once a year. The broken moon cycles the night sky and is full once per week.

The kingdom has extensive forests that contain three layers of vegetation with a great variety of plant species. Lichen, mosses, ferns, wildflowers, and other small plants cover the forest floor. Shrubs fill the middle layer, and hardwood trees like maple, oak, birch, magnolia, sweet gum, and beech compose the top-most layer. The mountains surrounding Aglarion are dominated by grasses, low shrubs, and deciduous plants and trees.

Insects, spiders, slugs, frogs, turtles, and salamanders are common, as are birds like broad-winged hawks, chaffinches, blackbirds, sparrows, starlings, cardinals, owls, and pileated woodpeckers that can be found in this biome. The most common mammals include white-tailed deer, boar, raccoons, opossums, porcupines, and red foxes. Onadbyr and the rest of the towns are the habitats of vermin like rodents, foxes, and pigeons that are drawn by the byproducts of the settlements. The mountain areas are home to numerous rodents, birds, mountain goats, brown, black, grizzly bears, and mountain lions. One can also rarely encounter huge dire animals from many species.

## RACES

All humanoid races are treated as equals in the kingdom of Aglarion. It has become home to all who wish

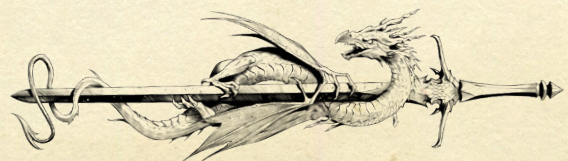
to live together in peace. Every race includes members who find this hard, but these individuals are mostly rejected because of their deeds and not their heritages. Each race fits into society slightly differently due to their natural capabilities and traits, and most of them can be found in all levels of society.

Some are fewer in number like elves, some appear only in tales or mysteries like the grimlocks, some simply live deep underground like the duergar, or are water-bound like the sahuagin, but none of them are predestined by their alignment at birth.

There are dominantly evil or good races or some communities organized around a single ancestry, but most beings live mixed in the kingdom, especially in the capital city of Onadbyr. This level of tolerance has always been so, but it has been even more pronounced since Queen Linolu and for the past decade, as the kingdom has started to flourish under King Waldrann and his new wife Queen Lyrencia.

## LANGUAGES

Most inhabitants of Aglarion and the surrounding regions speak the Common tongue. In Aglarion people speak Aglarionian, and some of the neighboring countries also have their own languages, namely Vordani, or Draylish, which is spoken in many dialects. In Xantharos the half-dragons speak Draconic. Racial languages are also commonly spoken throughout the land, many of them used only within a family or in a closed community.





# RELIGIONS

Those who follow a specific faith in Aglarion and the neighboring regions pray to a deity that represents a sum of its corresponding ideologies. These religions are not race- or region-specific, but instead represent generic powers and values present in life. Their followers consider them as the representations of the most valued aspect of their lives, which they believe to be the source of their success and the driving force of their destinies. Gods might be venerated under different names and through variant rituals by each race and in each region throughout the lands.

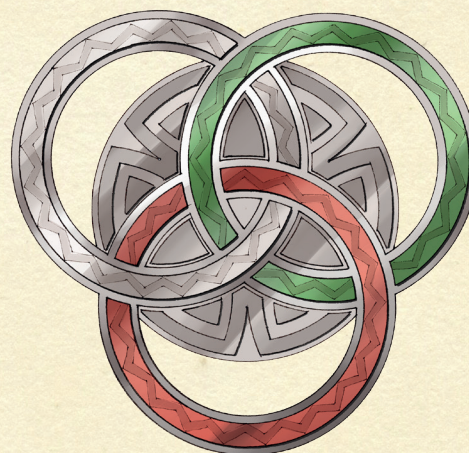
The followers of these deities might differ in their viewpoints on the same divine power, one feeling more closely related to a particular aspect of that deity than the other. This might result in differences in the alignments among religious groups of the same faith. As a result, many religions are segmented into smaller sects that don't mix well, and the more radically different one's view, the more they become separated from the other arms of the faith. All deities have their good, neutral, or evil followers whose views might ultimately oppose one another's.

Many consider themselves devotees to just one of the gods, praising their chosen dogma and ideology over everything else. Those who are not so dedicated to a single faith still believe in and know of the power of the divine, but they pray to these powers or invoke their names only in certain situations when they hope for assistance. Many only pay lip service to these religions and churches, making minor sacrifices or short prayers exclusively at their home shrines decorated with multiple holy symbols, or only when needed.

There are no specific, universally recognized holy symbols for the gods. Instead, believers and clerics fashion their own focuses on which they con-

centrate when trying to communicate with their patrons. Some sects and groups of faithful might have a commonly agreed-upon symbolism shared by their members. Still, it is not uncommon to see certain variations of holy symbols within one organization. The symbols below are just some of the most frequent representations of the divine.

## LIFE



The church of the God of Life, the Redeemer, as it is widely called in Aglarion, is mainly devoted to helping others and protecting life. Clerics consider everything living as the bearer of their deity's essence. They live simple lives, sharing everything they have with those in need. Their main temple in Onadbyr is open to anyone, providing food and a place to sleep for as long as needed. The fare and the cots are simple but seemingly abundant. The Redeemer's sprawling temple can house and care for hundreds of people in times of need. The clergy uses its resources and magic to heal and remove illnesses for free but under one small condition, that the recipient helps out around the temple with any task assigned to them.



There are those few wicked followers of the faith who see the creation of life as a form of a divine act made available to them by their deity. These clerics breed new lifeforms in the most twisted ways, experimenting with creating creatures to achieve perfection without moral boundaries. Yet other fanatics of the faith consider the importance of their own life essence as the most valuable above all others. They practice their faith by stealing the life force of others to achieve eternal life without needing to continue their existence in undeath.

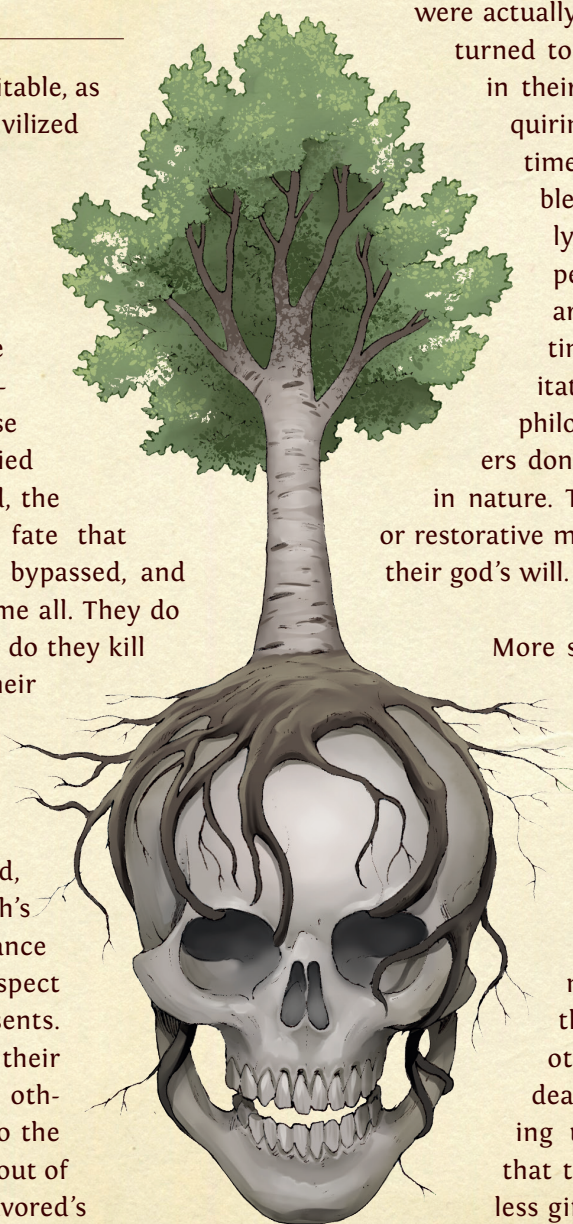
## DEATH

The God of Death, or the Inevitable, as it is widely called in the civilized parts of Aglarion, is venerated by only a handful of ardent worshippers throughout the kingdom. It is an emotionless, pitiless, stern religion, and devotees of the faith carry the same demeanor. They are usually morose people whose thoughts are tied up around the inevitable end, the passing of everything, the fate that can't be argued with or be bypassed, and which will eventually consume all. They do not promote death itself, nor do they kill to collect more souls for their master, for they believe in the natural process of death and would not dare to interfere with the workings of their deity. Instead, they spread the idea of death's inevitability and the irrelevance of its timing, demanding respect towards the force it represents. They are patiently awaiting their own demise while preparing others for its arrival and tend to the dead after their passing, not out of sorrow, but to honor their favored's

power with each tree they plant over the graves of the departed.

Clerics of the Inevitable in Aglarion dress in simple black robes and paint their faces white. They pray for spells at sundown, which they consider the death of each passing day. They rarely accept new acolytes, and only on the condition that the applicant understands the true meaning and concept of death and sees the inevitable passing in everything that surrounds them, giving up their worldly belongings to the families of the deceased. Those in the clergy who have had a near-death experience or were actually dead at one time and then returned to life with magic see this event in their life as cheating their god, requiring them to repent until their time comes. Clerics of the Inevitable live a simple life without family, friends, or attachments to any personal belongings. When they aren't engaged in their daily routines and tasks, they tend to meditate or discuss the more profound philosophy of death and how others don't understand its true meaning in nature. They refuse to use any healing or restorative magic as they consider it against their god's will.

More sinister clerics who follow the religion of the god of Death sacrifice sentient beings regularly to promote the power with which they are allied. They consider these acts of murder as a way to make peace with their own mortality and also as a divine moment where they can glimpse their god's true nature. Some other vile believers of the faith of death seek eternal life by achieving undeath, a form of existence that they consider the perfect timeless gift from their god.





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## KNOWLEDGE

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Followers of the Wise One, as the God of Knowledge is known in Aglarion, live to learn and experience as many things as possible during their lifetimes and strive to share them with anyone they can. Clerics of the faith are versed in a wide spectrum of knowledge on general studies, like nature, history, geography, and algebra, but they each try to specialize in a unique field of study, usually one that none of their brethren have yet taken up. The clergy organizes regular free classes that are open for anyone to attend, and many of the priests teach at the College of Minstrels and the Walhem Boarding School for Young Masters in Onadbyr. They encourage their pupils to pass on the knowledge they have accumulated, so it is usual even for acolytes to hold lectures to the senior members of the clergy. Clerics of the faith see keeping information to themselves as a sin, and as a result, they usually refrain from lying, withholding, or obscuring information and knowledge. Many seek out the Wise One's temples to find wisdom and knowledge, which the clerics transfer with great patience and sometimes in more detail than necessary. They are respected and are considered as one of the main pillars of Aglarion's society.

Clerics of the Wise One don't dress in special garments during their everyday activities. However, there are occasions, like the graduation of the acolytes, or the master's degree ceremony, where they put on a special colorful robe that represents the varied knowledge they have acquired. Clerics of the faith tend to have charismatic, outgoing, and talkative personalities. Some might be more reserved or introverted, but they also force themselves to excel at teaching, even if their subject delivery is a bit dull. They are people who respect skill and knowledge or a good story with a moral lesson. Members of the clergy are adept at using divination spells, but they also act as healers and devote their time as physiotherapists to teach the wounded and sick how to recover quicker from their injuries or illnesses.

Some clerics of the Wise One, usually forming small sects or acting alone, would like to keep their god's gifts to themselves. They seek obscure, hidden, forgotten, and powerful knowledge, which gives them advantages over others in life. They never teach or share their secrets with anyone but rather take them to the grave, believing in a race of souls, in which those who know the most are elevated to their god's side where they can learn the rarest and most powerful secrets.




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## NATURE

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The God of Nature, or the Eternal Mother, as it known by most in Aglarion, is dedicated to the forces of nature, the elements it encompasses, and the flora and fauna it creates. They believe that their god's essence is the building block of everything in existence and sustains everyone and everything. They venerate the elemental forces as the purest form of the particles of nature. At the same time, they look at all complex natural formations in nature as the artful creation of the Eternal Mother. Therefore, they nurture and preserve nature, never interfering with its ways, or acting against its will.

Most clerics, many of them druids of the faith, are patient and humble, acting more as observant caretakers rather than active promoters of the expansion of Creation. They teach people to live in harmony with





nature, to protect it, and though they are usually not supported in this idea by civilized folk, they teach that none should interfere with Nature's workings. Clerics of the deity of nature are most welcomed by those who make a living from agriculture as divine blessings can assist in their everyday tasks. The same clerics see hunting as a part of nature when the hunter feeds on its prey.



Some worship the more destructive forces of nature. These fanatics of the faith focus their thoughts on the powerful forces of nature and the elements they can evoke. They see them as powers to be used and served, while achieving their goals. Some other radical sects of the faith fight anything that comes into conflict with nature, including those who call themselves civilized. They try to protect everything in Creation, even if it means the death of those who think they are above it.

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## COMPETENCE

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The following of the God of Competence is made up of those who believe in themselves to the highest degree. The faithful worship the Efficient Master, as it is known throughout the land, for the gift of self-preservation and skillfulness that it has given them. Clerics of the faith encourage others to train and use their skills to accomplish great works, to create, and excel in something. They strongly oppose using magic to ad-

vance in life, seeing it as something that makes people and civilizations lazy and careless. They thus seldomly use their own magic, resorting to it only in the direst situations if nothing else can be done through one's learned skills. They consider the vast number of achievable competencies as an infinite number of paths one can and should take to advance oneself to achieve perfection and to further the will of the Efficient Master.

Clerics of the Efficient Master encourage practicing new skills, specializing in one's chosen path, but they do not judge the use of such skills depending on its outcome, should it be used for good or evil. They are highly skilled in a chosen field, while some of them are experts in more than one competence. Their outfits don't speak of their religion, except for the little pendant they wear with their chosen symbol of the Efficient Master, a sign of their primary profession. They can be solitary experts who don't exhibit their priestly natures or famous masters of a particular discipline known by many to be followers of the faith.

Some clerics of the faith believe in mastering specific skills to advance their agendas. These clerics of trickery and deceit are masters of manipulation, lies, stealth, and all forms of tricks through which they can gain power, wealth, and influence. Another known cult of the faith believes in altogether abandoning magic and relying only on personal endeavor. These fanatics don't cast spells and see all magic-users as their most hated enemies in the world.

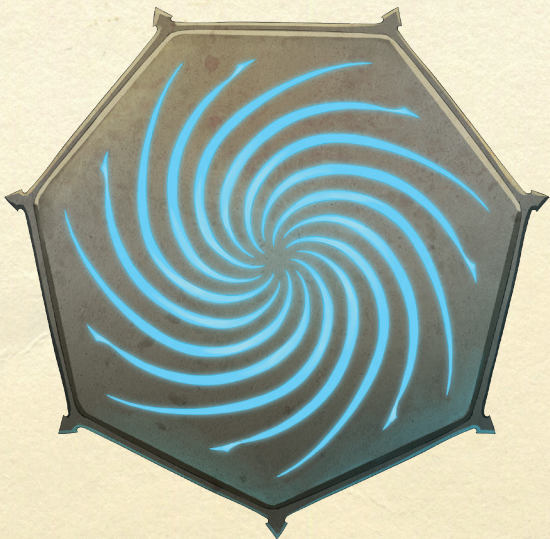




## MAGIC

Priests of the God of Magic, known as the Wondermaker by most in Aglarion, are scholarly people. They venerate the true force of magic and consider it a gift from their god. They believe that magic was gifted to the world to help with its problems and advance its well-being. Clerics of the faith don't distinguish between the sources of magic. Divine, arcane, innate, or even psionic are all seen as sacred powers originating from the one true source that is the Wondermaker. Priests of the faith try to use as many forms of magic as possible on all occasions and for every aspect of life. They encourage people to practice and learn spellcasting and look upon those who hold innate magical abilities as carriers of a holy blessing.

Clerics of the Wondermaker are usually brilliant individuals with a broad knowledge of the universe and its structure. They support those adept at the art of magic and encourage them to display their powers openly to awe people and demonstrate their god's magnificence. Most priests of the Wondermaker are adept at some form of arcane arts themselves. Some of them who lack empathy look down on those that are not gifted by such powers and consider them weak.



## STRENGTH

The god of strength, the Relentless, as it is known by most in Aglarion, is venerated by those who believe that suffering and hardships are an indispensable component of success. Clerics of the Relentless train themselves to withstand and overcome both physical and emotional hardships. Those blessed with compassion encourage others to train and harden themselves, while some use their gifted strength to oppress them.



Clerics of the faith are usually brave and direct individuals who face challenges with great confidence. Most of them engage in some form of self-inflicted sacrifice or penance to prove their dedication and endurance. They train and live hard and celebrate their successes loudly, declaring their achievements as the glory of their god. Priests of the Relentless display their strength whenever they can by showing off their muscular physiques as well as their scars. They usually wear heavy armor and carry large weapons, adding to their imposing figures.

There are some clerics of the faith who are restricted less by their morals and are devoted more to the forces of destruction their god represents. They venerate destructive powers and stoke the dread that they evoke in others. They seek to harness forces that are hard to dominate and use





them to instill fear and achieve standing in the world around them. Some others see strength as a way to dominate others. These clerics demand subjugation and teach about the dominance of their god, who, according to their belief, is more powerful than any other force in the multiverse as it is power itself, raw and unforgiving.

## LIGHT AND DARKNESS

The God of Light and Darkness encompasses both the light and the darkness of the world in one of the strongest dualities in existence - that of the Shining Light and the Darkness Within.



Some of the clerics of the Shining Light preach about the warmth and the happiness brought on by light and wear bright colors with reflecting patterns woven into them. They maintain the night lights in all cities and towns and all lighthouses along the coastline. They believe that the sun's power can help expel any malign influence from one's soul and are called upon when people fear external effects of gloom that plague their loved ones. Some believe that light is to be shone to uncover misgivings and punish those who act against the law. The infamous sect of the faith, the Order of the Eternal Light, took this doctrine to the extreme with its inquisition against all other religions and free thinkers, but the theocracy was toppled over 300 years ago and outlawed as a result.

Some others of the faith believe in the ultimate balance between the two poles, taking it as a dogma that one does not exist without the other. They comfort others with the fact that light will always come back after the darkness, while some believe in just observing the world and accepting this duality. Some take this belief to the extreme and are compelled to preach about the balance of existence.

Finally, some clerics of this primordial duality are only focused on the Darkness Within. They believe in the importance of darkness in people's lives - a restful sleep, an evening talk, a starry night, and the other benefits that darkness can grant. Others of this interpretation of the faith believe that darkness is necessary to keep important secrets and things that need to be hidden. Even more extreme adherents to the Darkness Within sometimes willfully blind themselves never to see light again and to be able to contemplate the power of darkness. There are a few who secretly worship the legend of the Dark Star and the eternal night that it once brought to the Material Plane. They hope to claim power from this ancient avatar of the Darkness Within to further their dark goals and once again bring forth the all-encompassing darkness.

Aglarion has had a long and complicated relationship with the god of Light and Darkness. Although Sarath the Bright is revered for ending the Dark Star's oppression, the Order of the Eternal Light ruled Aglarion with an iron hand, and the memories of the evil deeds of the Priest-Kings are still bitter even after 600 years.







# SOCIAL STRUCTURE

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## ROYALTY

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The royal family represents the stability and consistency of the Kingdom. Royal families change from time to time, but the institution of royalty has a longstanding tradition in Aglarion. The king or queen rules over the realm and his or her family has absolute power over the law and the resources in their kingdom. The king or queen gives land and title only on rare occasions and in turn demands eternal loyalty from these subjects. No armed forces over twenty strong can exist in Aglarion without the approval of the king or queen. Even then, these armed units and their commanding nobles must accept the royal family as their supreme commander.

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## NOBLES

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Titles of nobility have rarely been bestowed by the rulers of Aglarion over the past centuries. Those who have received this highest form of honor have always aided the ruler in their most dire conflicts in times of war or other significant events. Many noble families have risen and fallen over the centuries since the monarchy was established, and only a few have remained who have survived feuds and challenges. Many of the noble houses vanished with the death of their last descendant or the loss of their wealth, and only a few new ones arose due to their services to the monarch of their times. Noble families usually own wealth and resources and are recognized by almost everyone in the kingdom, proudly wearing their heraldry. The lineages of the most successful noble houses have been able to expand their fortunes and influence with each new

generation. Only the nobility has the right to raise an army with the approval of the ruling monarch, and even though they vow fealty to the ruler and the crown, they represent significant power individually as well.

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## GUILDS

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There are three official guilds in Aglarion, namely the Crafters', the Providers', and the Merchants' guilds that have formed their associations over the past centuries to share information, regulate their trade, and set standards of quality for their professions. Members of the Crafters' Guild include every business that creates something for sale to make a living. The Providers' Guild consists of those businesses that provide services to anyone in any form, including taverns and inns. The Merchants' Guild collects all those who buy goods and resell them.

Guilds collect guild fees and taxes from their members, the latter being paid to the Royal Treasury every month. One must show expertise and a solid background and funding for their operation to be accepted as a member of a guild. Each guild has its own rules and leaders who are taken very seriously within their ranks and respected by the kingdom's citizens. They can set rules to be followed and demands that need to be fulfilled by the members, who reelect them every five years. The head of the Crafters' Guild is Jovas Paltran, owner of the Nail and Beam Carpentry, the leader of the Merchants' Guild is Zirtan Moorwalker of the Dragon's Hoard Trading House, while the master of the Providers' Guild is Omric Laronzo, who owns and operates the Golden Nectar Inn.





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## CLERGY

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Priests are considered important pillars of society in Aglarion. They are mostly seen as sources of support, aid in everyday troubles, and guides in times of need. Still, some consider them to be overly dangerous because of the powers they hold, primarily due to the terrible historical heritage left by the legacy of the theocracy. Since the kingdom's birth, monarchs have always been cautious to balance churches' powers and curtail their respective social statuses. Clerics of every faith, except for the faith of Light and Darkness, whose religion is not of fashion lately, are treated with respect and are honored as powerful individuals who are direct channellers of their gods' divinity.

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## COMMONERS

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Everyone who is not a noble, a guild member, or a spell-caster of a specific organization or temple is considered a commoner. Commoners in Aglarion are the proud masses who take on all the tasks at hand. They provide all the resources and the basic services that keep the realm prosperous and are aware of this fact. King Waldrann Azennar emphasizes the fundamental significance of the commoner class in all of his public speeches and demands the same respect for them from all of his subjects as those shown to the nobility. Commoners in Aglarion have many rights, and the law protects them with all of its might, enforced by the crown and the Red Cloak Lawgivers. And so, most commoners live modest lives in a safe environment. The only exceptions are the few marginalized groups that have fallen between the cracks. The clergy of the Redeemer support these poor and sometimes even desperate individuals and families on a daily basis.







# ECONOMY

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## RESOURCES

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Most of Aglarion's raw resources are owned by the kingdom's monarchs, though some have been gifted to noble families over the past centuries. However, these cases are sporadic and considered the highest form of gratitude from the royal family. Those nobles who have been granted lands have also always been mandated to provide the kingdom with armed forces. The peasants, miners, foresters, and any workforce on locations owned by the crown are paid directly by the kingdom on a regular basis through the Royal Army, which also serves as armed protection. The kingdom's most important resources are its ore deposits, precious metal mines, fertile lands, and lush forests.

Livestock, dairy products, many types of grains, vegetables, fruits, and other food resources are produced on farms of various sizes throughout the plains and hills of Aglarion. Two of the larger, most productive farming communities are Harveston and Willow Creek. The kingdom's best horses are bred and trained at the Royal Stud Farm in the south, where one can also find Aglarion's most famous brewery, the Monastery of the Spirited Leaf. Seafood is abundant by the shores of the Calhay Sea, but the rivers and lakes of the realm also provide plenty of fresh-water fish and crabs. The legs of the giant toads that live near the North Bay Lighthouse are considered a culinary delicacy by the nobility of Onadbyr.

Clay and marble, which are mined at the Sobruz quarry and penitentiary, are the most abundant resources of the kingdom. Iron and copper from the deep veins of the Smokestone Mine flows into Onadbyr steadily. Timber is cut mostly at Willow

Creek village, but Nangrath, Gorso, and Harveston also provide plenty of wood from the surrounding forests. The unique, sound-proof darkwood can be found in shadowy Blackwood Valley, but its location is shrouded in mystery.

The most scarce and precious resources of Aglarion are actually in the hands of two noble families. Pearls recovered from the North Bay by the pearl hunters of Ronul's End are owned and processed by the Ronul family and then sold in Onadbyr at an incredible profit. Gemstones of every variety are brought to the surface in the greatest secrecy by the Karramosa family through the Monastery of Past Lives at Talanar's Pond.

Aglarion imports many of the resources that it needs and can't produce itself. The Royal Treasury and Aglarion's many independent merchants trade with any foreign entity that offers a fair deal. The most significant volume and variety of goods are shipped in and out of the east through the Royal Docks or through southern routes via the Drayl City-States. These are relatively safe passages where more serious incidents such as monster attacks, pirate raids, or bandit assaults rarely happen.

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## TAXES

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One of the most significant forms of income for the Royal Treasury is from taxes. There are many petty taxes in place, and they are regularly collected with meticulous precision by the Royal Army and the guilds. However, King Waldrann has lowered most of the taxes and even eliminated many of the smaller ones due to the great prosperity of the Kingdom. The highest taxes currently are the ones related to







COPPER PIECE



GOLD PIECE



SILVER PIECE



PLATINUM PIECE

export and import of goods through the borders of the kingdom, as well as guild, property, and harbor taxes, a wagon tax on wagons large enough to be drawn by two large animals, a tax on temples, and one on all permanent shops. Citizens usually encounter only the gate tax of Onadbyr, which costs 1 copper piece for each passing through its gates, or 1 silver piece of bridge tax collected when crossing the Azure bridge and the Overpass of the Giants. Guilds take about ten percent from the income of their members every month in the form of fixed and calculated taxes, keep some for expenses and forward the rest to the Royal Treasury. Those who don't pay their taxes to the guild representatives are reported to the Red Cloak Lawgivers, who swiftly investigate and settle the case.

## COINAGE

All coins are minted with a delicate embroidered edge to make the chipping and scraping of the coin easily recognizable. The smallest of the coins, the copper piece, is round and easy to thread thanks to its hole. The silver piece is worth ten copper pieces, and it is square and easily distinguishable from the copper and gold coins even by touch. It bears the image of the Royal Palace and river Nenock. The gold piece is worth ten silver pieces and significantly larger than the other two coins of lesser value. Both sides of the gold piece bear the image of King Waldrann Azennar. Shortly after his disastrous death in the adventure, it is changed to the depiction of Queen Aphinah Azennar. The platinum bar is the largest coinage, worth one hundred gold pieces. It is rarely used and mostly only for more significant transactions, meaning that many of the realm's less wealthy subjects have never seen one in their lives. The platinum bar bears the image of Aglarion's first king, Razmyrel Valsyr Melkar I.





# LAWS

The streets of Onadbyr and every other town in Aglarion are more or less frequently patrolled by the soldiers of the Royal Army, the Royal Swords as they are known, (use the **guard** monster entry) or the forces of local nobles. Their presence ensures that the streets remain safe. They confront any criminal activity they encounter and will try to ensure that it is stopped. They have the right to restrain anyone and alert the Red Cloak Lawgivers to act as judges or investigators if the culprit is missing. In Onadbyr, a Red Cloak Lawgiver usually arrives at a scene in  $2d4 + 2$  minutes after a soldier leaves to call them. They also immediately embark to any remote location and travel by fast horse.

Sheathed weapons can be carried anywhere in Aglarion except for the Royal Palace, where only the Royal Guards, the members of the Knights of the Crown, and the royal family can have weapons on their person. Weapons carried openly are usually considered a form of assault everywhere in Aglarion, and soldiers or Red Cloak Lawgivers intervene immediately.

Magic can be wielded freely in Aglarion until used as an instrument for criminal activity.

Only noble families can upkeep and command a group of over twenty armed combatants, and only if they and their army swear an oath of fealty to the monarch of the kingdom. The king or queen can command or disband these armed groups at any time, and rulers usually demand services in exchange for the right to form armed units.

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## THE COURT OF VOICES

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Established by King Vacrilos Azennar I, the first of the Azennar line, the Court of Voices was created to bring the will of the people in front of the throne in such a way that no single class would have greater influence than the others. It is traditionally composed of twelve elected representatives, each delegated by different social groups. The Twelve, as they are called, has three members from the noble houses, three from the clergy, three from the three guilds, and three from the commoners. Each social class chooses its representatives every five years by voting.

They meet the monarch on the first day of each month to raise problems, suggest solutions, and voice their concerns. The king or queen is free to discuss or neglect their issues and has the final say in the matters brought in front of their royal person.

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## ALERTING THE AUTHORITIES

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The Royal Swords can be called to a location in Onadbyr by shouting or contacting their patrols of two. They can be found or arrive at a location if called within  $2d4+2$  minutes. The Royal Swords assess the situation and handle it as required, including alerting the Red Cloak Lawgivers who arrive at the scene in another  $2d4+2$  minutes. This is true for most settlements. However, the farther away from Onadbyr, the less likely a Red Cloak is readily available.







## PUNISHMENT FOR CRIMES

Sentences for crimes are pronounced and carried out by the Red Cloak Lawgiver at the time of arrest for lesser crimes or after consulting other Red Cloaks in cases of more complex, serious, or obscure crimes, while the suspect is held in custody at the Halls of the Lawgiver. There is no place for appeal once a sentence has been made and filed with a Red Cloak Lawgiver's signature.

Fines must be paid to the arresting Red Cloak within one day, and the officer will order the subject to collect the money as soon as possible, following them everywhere until it is collected. If the fine is not paid, the individual is imprisoned for one day for every 5 gold pieces outstanding from the fine.

Short imprisonment can last from days to months, and sentences of hard labor can be for up to five years, depending on the severity of the crime committed. Long imprisonment means over five years, sometimes decades, or even up to life, depending on the severity of the crime committed. At least three Red Cloaks must approve and validate the sentence.

Imprisoned individuals are locked up at the Dungeon of Tears, while hard labor time is spent at the Sobruz Quarry.

Executions are done by hanging from any of the bridges designated by the Red Cloak Lawgiver who was assigned to the case. They also carry out the sentence, but at least three Red Cloak Lawgivers first must approve and validate it.

<b>Disturbing the peace</b>	A fine starting from 3 gold pieces up to 500 gold pieces
<b>Obstructing justice</b>	A fine starting from 50 gold pieces and/or imprisonment
<b>Property damage</b>	A fine that is double the value of the damage caused and/or from short to long imprisonment or hard labor
<b>Impersonation</b>	From short to long imprisonment
<b>Forgery</b>	A fine that is double the value of the forged money and/or short to long imprisonment or hard labor
<b>Bribery</b>	A fine that is double the value of the bribe and/or short to long imprisonment or hard labor
<b>Theft</b>	A fine that is double the value of the stolen goods and/or from short to long imprisonment or hard labor
<b>Assault</b>	A fine starting from 3 gold pieces up to 500 gold pieces or short to long imprisonment.
<b>Murder</b>	Execution or long imprisonment or hard labor
<b>Treason</b>	Execution or long imprisonment or hard labor
<b>Blasphemy</b>	Short to long imprisonment or hard labor
<b>Slavery</b>	Long imprisonment or hard labor





# NOBLE HOUSES

## HOUSE RONUL



The Ronul family is a relatively new addition to the major noble houses of Aglarion. The family's first patron was Almeiro Ronul, who served in the Royal Navy as a young cadet until taken captive by pirates near the Isles of Xantharos. He grew to be a fearless and infamous pirate, amassing great wealth from raiding Xantharosian traders. Meeting a beautiful refugee merfolk princess named Innizar, Almeiro fell in love and decided to give up piracy to help Innizar reclaim her home, close to the Aglarion coastline. Almeiro sailed to Aglarion with his fleet, the Xantharosians at his heels. Describing the Xantharosians as threats to the kingdom, he struck a deal with Queen Eirammar. He generously donated to the Queen's treasury and joined his fleet with the royal navy in return for land, title, and the northern bay's fishing rights. He then triumphed with Eirammar over the Xantharosian armada in a monumental naval battle involving hundreds of ships. Eventually, Almeiro settled on the coast with his crew and their families. He named the town Ronul's End to signify concluding the life he once led. Not able to resist the call of the sea, he started his pearl fishing business and

made a fortune on it. As a famed and legendary pirate, rumors and gossip still abound about his treasures, said to be hidden somewhere in Aglarion. Rumors also say clues to the treasure's whereabouts have been hidden in his house in Onadbyr.

The family's current head is Lord Dyzag Ronul, an elderly businessman whose sole focus is building more wealth. Together with his only living brother, he runs the house and tries to earn and get more favor with the royal family. These days, some people in Onadbyr are spreading gossip about Premil Ronul, Dyzag's only son, and the young lord's romantic involvement with Odryk Nangrath, Lord Arenbar Nangrath's younger son.

## HOUSE NANGRATH



The Nangrath family prides itself on a long lineage of dwarves who made their home in the northern part of the country for centuries. They served as master builders for the fortresses and border fort systems. The family has always resided in the town named after their noble house. They are warriors, head to toe, and are expected to become master



architects of fortifications. Their family tradition is firm and strict, where all sons of Nangrath are to serve the crown and be the epitome of a dwarf. Lord Arenbar Nangrath, the elder, is a venerable dwarf who has lost his belief in this world and is slowly withering away in his fort in the town of Nangrath. His older son, Yarik lives in Nangrath and takes care of the town's actual leadership, aided by the expertise of Captain Ick Forge-n-hammer, the town's military officer and the Lord's private guard. The younger Nangrath heir, Odryk, lives in Onadbyr and has been associated in rumors with Premil Ronul, dreaming about escaping the kingdom to see other wondrous places and live through adventures with his love.

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## HOUSE MONDER

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The Monders were a wealthy dwarven trading family who amassed their fortunes over centuries, eventually buying their lands and title with copious amounts of gold when King Grankar the Brash needed funding to expand the city outside the Old Wall. They invested heavily into ships and armed soldiers with their newfound standing and access to the right to raise a noble army. Their secret plan was to conquer the neighboring Isles of Xantharos and carve out their kingdom. Lord Gronjyph Monder led his formidable armada of hastily recruited mercenaries and adventurous locals against the many-colored half-dragon inhabitants of the Isles of Xantharos. However, he greatly miscalculated by thinking that his gold

would be enough to win a war. The draconic onslaught of the righteously inflamed warriors of the Isles of Xantharos swept his fleet and army away, most of which deserted the noble's side. Returning home beaten and his traitorous plans revealed, the king confiscated Lord Gronjyph's lands and bound his only son and all of his heirs to serve as part of the paladin order of the Knights of the Crown in perpetuity to make up for their ancestor's sin.

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## HOUSE GORSO

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The late Highlady Urmissa Gorso was a proud Knight of the Crown from a bloodline of loyal paladins who served the kings and queens of the kingdom for generations. Her sudden and unexplainable death took her whole family by surprise. It had an especially harsh effect on her devastated husband, Lord Ziademos Gorso, who could not get used to the changes in his family's domestic life, which he found hard to handle. The count locked himself up in his chambers for several years, refusing to accept food, help, or aid from anyone, including his daughter and sons. It was a mystery how he sustained himself, but one day he emerged from his room stinking, naked, covered in strange sigils, and a crazed look in his eyes. The lord's mad contemplations led him to the service of the entity he refers to as the Elemental Chaos. The crazed noble struck a pact with this patron, which gave him warlock talents and the ability to sire a bloodline with sorcerous powers of cha-





os. His numerous children and grandchildren are all born with these magical gifts that help them spread chaos in the world. As a result, the family took on strange, socially unacceptable, and foul habits, which caused half of their household to flee, while the other half reveled in their new powers. Gorsos are considered weird and eccentric by most people, a mad bunch, and most try to stay away from them due to their erratic, unpredictable, and often murderous natures. The village is filled with the children of the Gorsos, who all bear the chaotic bloodline of their progenitors.

## HOUSE KARRAMOSA



The Karramosa noble family is an ancient one dating back to the early years of Aglarion. They own the northeastern Talanar Hills and the lands around the Talanar Pond, where they support the meditating monks of the Monastery of Past Lives. Their primary source of income comes from selling their swords to the king to protect the border, from farming and animals, and a small gem mine under the island monastery. The family's current head is Lord Dyrin Karramosa, a reserved and well-trained noble in his fifties who discreetly manages the family and their business.

## HOUSE DOMIREN



The Domiren are a loud bunch, but they were not always so. The latest generation of Domirens has lost the family's conservative roots mainly due to the marriage that brought the now venerable Lady Zainda, a once-renowned prostitute, to the house. As her sons call her based on her "artist" name, Lady Zaza inherited her late husband's wealth in gold. Before sickness took him, the aged lord sold all his landholdings to King Waldrann's father. He knew that his lands would be more efficiently managed, if managed at all, by the crown rather than by his lewd wife. Lady Zaza spends her unimaginable wealth on herself, her three fat and arrogant sons, and nine small silkhair dogs, each of a distinctively different color. Lady Zaza is a control freak, overseeing every tiny detail of her household, handling the expenses that are eating away at her treasury that steadily diminishes each year, and having the final, very loud, and usually foul-mouthed say in all matters. Her three unmarried, lazy, overweight, drunkard sons - Zajeer, Malo, and Korzen - still live with Lady Zaza and always argue with her and each other over how to enjoy their family's wealth to the fullest. They hate her dogs as much as they hate each other but act according to her will and cooperate for their own survival and out of fear of their mother. Many have tried to take the Domirens for fools and soon learned through personal experience about the hedonistic and often sadistic nature of the Domiren brothers during orgies held in the cellars of their wine shop, the Hill's Nectar.





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## HOUSE GOLDTOOTH

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The Goldtooth tribe of goblins was always a witty and lucky bunch. Several centuries ago, their ancestor Bilakk Goldtooth acquired noble status from Queen Linolu the Peaceful by saving her from the grasp of a giant constrictor snake during one of her hunts deep in the Arden Forest. The grateful queen gifted the goblin and his very extended family with title, gold, and an estate in Onadbyr. Through the generations that followed, the Goldtooths, originally from the village of Gonshar, have either been tolerated or just frowned upon in the capital, depending on the social openness of the city. Some Goldtooths have even attended Walhem Boarding School for Young Masters, but there were times when larger mobs marched on their villa and threatened to pull out their golden teeth. Nowadays, Kabok Goldtooth, the head of the noble family, does not visit the capital too often,

but his younger brother and his wife have moved into the Onadbyrian villa with their twelve children. The family has no real wealth or any particular source of income, but Kabok is a capable illusionist who is more than efficient in finding ways to earn gold for his whole village.

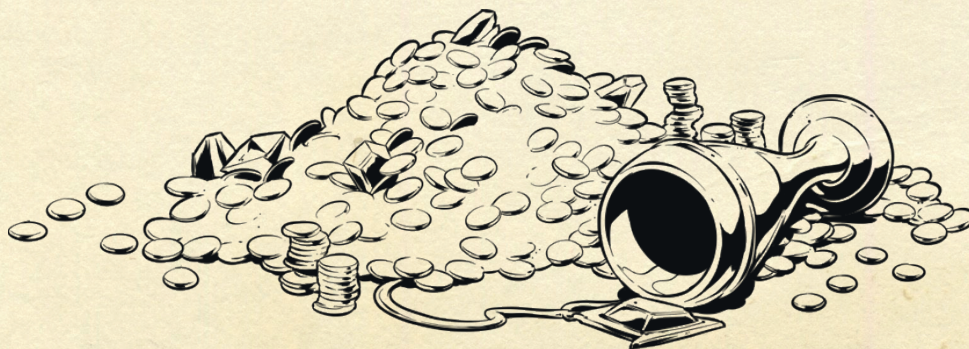
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## HOUSE WYLTAMMER

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The Wyltammer family is an ancient one whose banners have been flying in the kingdom since its very foundation. The current heads of the family, a middle-aged elf named Yram and his elven wife Taya, are at the center of the capital's social scene. They are charismatic and well-connected, liked by almost everyone in the realm, even the common folk, for the donations they raise for the city at their annual charity fundraising ball. The Wyltammer Ball is a grand event where noble and common folk are invited as equals, and everyone can enjoy the hospitality of their noble hosts.





# ORGANIZATIONS

## ROYAL ARMY



The Royal Army is a well-organized and structured military force, one of the realm's main pillars. It is a thousand strong, consisting of several smaller and larger specialized branches that are tightly hierarchic. The largest of these units is the Royal Swords, the regular soldiers of the army who up-keep order in times of peace throughout the kingdom and form the ranks of foot soldiers during times of war. These men and women are mostly loyal and rule-abiding warriors who are proud to be considered the first line of the Royal Army and respected members of society. Units of twenty soldiers (use the **guard** monster entry) are led by higher ranking lieutenants (use the **knight** monster entry), who are commanded by captains (use the **veteran** monster entry). All captains report to three generals under the monarch's leadership. General Sundamar Stormbreaker is a studied paladin of the Wondermaker, General Malictus Crast is a wise and reserved male hobgoblin, oldest of the generals, and General Brennur Starsmit is a charismatic dwarf of high honor, a devoted monk of the Efficient Master.

The army also has smaller specialized units responsible for tasks requiring special training: The Royal Fists is a small group of soldiers who patrol, maintain, and occasionally operate the siege engines in the bastions of the Fists of Azennar. The Royal Harpoons are stationed on the vessels of the Royal Navy and are seasoned sailors. The Royal Riders is a mobile cavalry unit composed of experts at reconnaissance and fast travel on horseback. And the Royal Arrows is a fairly large unit of archers guarding the walls of the capital and providing ranged support to other troops.

The Royal Army relies on healing magic from all of the faiths publicly worshipped in the kingdom and from the divine powers of the Knights of the Crown. In addition, the temples are bound to send as many clerics to aid the monarch's troops as required in time of need.

Some arcane spellcasters can be found in the army's ranks, but no formal unit is dedicated to them due to the low number of capable arcane spellcasters. However, in times of dire need, the wizards of the Arcane Tower provide organized arcane magical support.

## KNIGHTS OF THE CROWN

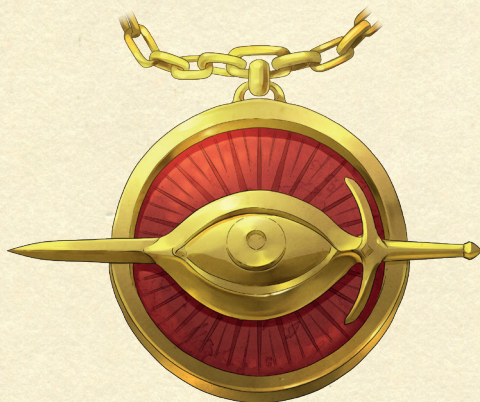




Founded by King Razmyrel Valsyr Melkar I, the True, these pious paladin champions of the realm, currently numbering only several dozen, swear a lifelong oath to protect the crown and the kingdom. Their training starts at a very young age, and it is considered a privilege to be selected as a member of the order. During their strenuous training, aspiring squires are taught several different combat techniques and introduced to the religious doctrines of the Oath of Protection. They are free to choose their specialized weapons and maintain the faith closest to their hearts if they are loyal and fearless. Knights of the Crown are held in the highest esteem throughout the realm. They serve in the front lines in times of war and act as personal guards to the royal family and the royal palace. The current high commander of the knights is Crownwarden Cyne Monder, an aging noble paladin of great renown who is doing his best to rebuild the reputation of his house.



## RED CLOAK LAWGIVERS



The history of the Red Cloaks is closely connected with the Melkar dynasty. The first king, King Razmyrel Melkar, who laid down the laws that brought prosperity and equitable treatment to the Kingdom's subjects, was also known to wear a red cloak – to remind him of blood spilled and anguish caused if laws are unjust and unenforced. He organized the first Lawgivers, who took the title of Red Cloak to remember this teaching and carried on for centuries.

Leading members of the organization opposed the disadvantageous deals made by King Talanar Ebrin I in his quest to build the northern fortifications as they saw it created corruption. In response, King Talanar forcefully removed their power and imprisoned the most vocal members. Red Cloak Lawgiver then became more of a title than anything else until King Vacrilos Azennar I, himself a Red Cloak, reinstated and strengthened their power and responsibilities.

Today, the Red Cloak Lawgivers are some of the most highly regarded individuals in Aglarion, usually selected from high-ranking soldiers who have been in the kingdom's service for over a decade. Some come from arcane or divine spellcasting backgrounds or have served as highly esteemed students of the College of Minstrels, while others are trusted hunters or specialized combatants. Still, the organ-





ization has monitored all of them for years before being selected for the title. At least three Red Cloak Lawgivers must approve the nominee by measuring their personality, loyalty, trustworthiness, and their skills in making fair judgments, as well as their effectiveness in investigation and combat. Selected nominees for the title are trained and tested for three years before being given the prestigious gold-trimmed red cloak and the “Eye and Sword” amulet engraved with their names, representing their authority and title.

There are about fifty Red Cloaks in Aglarion, and though their methods and approach to solving situations might differ, their word is the law. They might work alone, in pairs, or form smaller groups and can command the Royal Swords freely if needed, making their own judgment on how many soldiers they want to commandeer until a case is solved. They can use all resources available at the Halls of the Lawgiver, which serves as their base of operations, record hall, and training grounds. As the capital does not bind their jurisdiction, Red Cloaks regularly travel to locations outside of Onadbyr to handle cases. Members are paid a reasonably high wage by the Royal Treasury every week for their highly regarded services.

A Red Cloak Lawgiver who breaks the law, which happens only on the rarest of occasions, faces much harsher consequences and more severe sentences than usual, starting from long hard labor up to execution by the organization’s own members. There is no formal leader of the Red Lawgiver as they are all considered equally influential within their ranks and in the kingdom.

**Red Cloak Lawgiver.** Use the **veteran** monster entry with high Intelligence, Wisdom, and Charisma scores and a minimum +10 Perception, Investigation, and Insight skills. In addition to their fighter training, many might have additional spellcasting or class abilities from bard, cleric, paladin, ranger, sorcerer, or wizard backgrounds.

## BLACK FLAG MERCENARY COMPANY

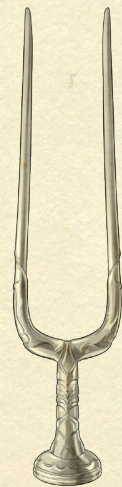
Founded by Trazz the Cruel, a rough orc bounty hunter of ill repute, this business provides mercenaries to anyone who needs protection inside or outside of the city. His prices are steep, but his dozen or so mercenaries are some of the most skilled combatants in the capital. Trazz selects the individuals he employs carefully and tests his mercenaries meticulously. He rarely accompanies



them on jobs and prefers to allocate a magic-user or two to each group sent on a mission. These groups rarely number more than five mercenaries. He has no moral qualms about the commissions he takes but always makes sure to avoid confrontations with the authorities. Trazz has a special hatred for those who underperform in his company and mar his company’s reputation. Anyone who fails on a mission can consider themselves fired and disdained by the mercenary captain.

## COLLEGE OF MINSTRELS

Master Conductor Fabrian Ethlairn, the college’s half-elven headmaster has gathered some of the best instructors and virtuosos of the realm to teach the selected few he accepts as pupils. A couple of dozen aspiring bards are taught at the college at a single time, and even though





they live outside the school, they still spend most of their time there, practicing and performing their art. The college is famous for its open and liberal approach to teaching. It welcomes anyone to listen in on the pupils' performances, who are usually also busy building their reputations in the city. As one of the few spots for higher education and magical training in the realm, many consider graduate minstrels powerful individuals. The most talented graduates gain access to noble houses and even the royal court, where they are welcomed to perform regularly.

## WIZARDS OF THE ARCANE TOWER

Established centuries ago by Master Arlen the Constructor, the Arcane Tower is the only wizard academy in the kingdom. There are smaller schools or individual masters in the realm. Still, anyone who seeks to truly master the arcane arts and is accepted for their acute understanding must relocate to the secluded tower, located far from the capital. Applicants must be trained wizards, thoroughly tested before being judged and accepted by the archmage. They then must serve the Arcane Tower as apprentices for a minimum period of twelve years, when they can take additional tests to become academicians. Wizards of the Arcane Tower must pledge to protect the kingdom and be available for summons to serve as part of the Royal Army anytime in Aglarion. The wizards are trained in all forms of magic within the academy's walls and are taken on dangerous, exotic, and sometimes even planar excursions to prove their mettle. The current archmage of the tower is Master Zaophas, a morose middle-aged human evoker who excels in spell combat and coaches his stu-



dents to withstand all hardships. The somewhat militaristic approach and the spartan conditions of the wizard school are not fit for everyone, so from time to time, apprentices are expelled from the institution for misbehavior or for not advancing quickly enough.

## UNCANNY VAGABONDS



This group of traveling carnies and outlaws is an extended family with some outsiders mingled within its ranks with around a hundred members, most young and spirited. Many Vagabonds are expert musicians, which is their only legal form of income. They make a living mainly by thieving and illicit practices like scams, counterfeiting, drug





trade, and illegal hunting and fishing. As they travel the countryside on their caravan of wagons, or when they spend some time in the capital, they prey on the rich. However, they rarely keep their colorful tents up at one place for longer than a season and prefer to be on the move. The Uncanny Vagabonds is a very tight-knit organization, not just because of their family bonds but also because of the survival code they follow. No Vagabond will steal from another member of the group or snitch on them, even if this means giving up personal freedoms or even their lives. They are beholden to their own rules and laws and not those of the

general society, living according to the rulings of the elders of the closed community.

The Vagabonds speak their own secret language, which they never teach outsiders. True family members are trained to awaken mystical innate magical abilities that run through their bloodline, enabling them to cast a single, carefully practiced cantrip once per day, chosen from the bard class spell list. The leader of the Uncanny Vagabonds is always the most successful member of the family who has proven his intellectual and physical skills through example.



## NEIGHBORING REALMS

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### VORDAN

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When the Dark Star and its fallen angels were defeated, a confederacy of hardy mountain tribes was formed in the northern mountains to resist the theocratic oppression of the forces of the Order of the Eternal Light. These tribes, only a handful of family clans at that time, fled higher into the mountains on the north to escape their zealous pursuers, who used divine and arcane magic to track and combat them. The tribes used the mountainous environment with which they were so familiar to gain the advantage. Combined with their ferocious fighting prowess, they kept the armies of the cultists of the Order of the Eternal Light at bay for centuries. Exposed to external threats from otherworldly beings and later being continuously assaulted by the spell-wielding theocracy, Vordanis have become hateful towards magic users and magic in general. The only magic they tolerate is the one that helps destroy magic.

The people of Vordan grew in numbers over the centuries. They became an atheistic, somewhat barbaric society, where the use of any form of magic is despised and seen as an unreliable, untrustworthy power. The Vordani are hard-working people who rely on their skills and personal prowess, brandishing strength, wits, and endurance over all else. They don't consider the afterlife as something esoteric and face death knowing that they simply cease to exist. Death is seen as a natural end of life. They live every day as it would be their last, trying to fill their days with meaningful tasks and challenges. Vordani society is composed of clans based on family ties, led by the most fitting member of the tribe who has already proven their value in a significant way.

Lacking the comfort of magic use, the Vordani have advanced in technology, especially in building complex mechanical traps, war-gear, and war-machines. One of their most dreaded war-machines,





drawn by beasts, is a massive rolling battle tower, which can carry a crew of a dozen fighters and features numerous smaller and larger ballistae, as well as flame throwers. Their other famously fearsome tool of war is a hydraulic torso-mounted support with two arms, which allows its wearer to wield extra-large weapons with great agility.



The tribes of Vordan have always excelled in the domestication of various mountain beasts that they use for labor, travel, and war. Their most common mounts are giant goats and lizards, which they ride in breathtaking angles up and down the rocky mountain slopes, but they also breed massive warhorses, used for military campaigns and long-distance travel on the mountain roads. The Vordani also keep mountain panthers as their hunting pets and guardians.

Owning slaves in the Vordani lands is considered a luxury that only a few can maintain in their lifestyles. The number of slaves a Vordani holds measures their wealth to the outside world. Slaves are rarely used outside of the house of their owners, where they act as servants, guards, pleasure slaves, or work on menial tasks saving time for the wealthy Vordanis to concentrate on other endeavors. Slaves are either captured outlanders or prisoners of war from raids. All Vordani slaves are marked with the tattoo of their owner on their foreheads.

The current king of Vordan is Ralukkar Doomhammer VI, a descendant of the long lineage of the most powerful clan, the Doomhammers. King Ralukkar and his family have defended their position for over a century now, which they gained after the power vacuum created during the failed invasion of Aglarion. King Ralukkar's last famous act, which had significant repercussions within many Vordani tribes, was settling non-spellcasting priests of the Efficient Master, the god of competence, within his borders. These priests, who call themselves "The Pure" and who are deemed radicals even within their own religion, vowed to teach and encourage manual skills and assured the king that they would not cast any spells as it is against their religious beliefs to rely on the use of magic. Under the leadership of a soft-spoken half-orc cleric named Proctor Zacchaeus Bael, a considerate man of great wisdom, the Pure don't want to heighten tensions caused by his cult's presence at Fort Stormbreaker, near the Vordani border.

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## DRAYL CITY-STATES

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After the defeat of the fallen angels, the separatist community of the southern people refused to accept the rulership of the Order of the Eternal Light and resisted the Order's expansionism in the region. The armed conflict took decades to settle and forged the southerners into unity. They elected as their first general Kalaman Drayl, a human with sorcerous powers, as their first king long before Aglarion became a monarchy. King Kalaman the First fought two major wars against the theocracy and successfully protected his kingdom throughout his long reign. He was a devout promoter of personal freedom and ruled according to his libertarian views, interfering in the least possible manner in his subjects' lives. During his long reign, he sired sixteen children from various wives, and he gave each of them land and title. One day, the old king mysteriously disappeared from his private quarters, and his heirs could not agree on the inheritance of the country. They blamed each other for their



father's disappearance, even though none of them had any real evidence or even the slightest idea where their king had vanished. Each heir already amassed a smaller or larger military force within their own settlements, and none of them wanted to move against the others without the consent and support of the majority of the other cities.

Small wars were inevitable between the more blooded heirs, and some even conquered a few other cities, which they rule even today. However, they soon realized that none of them were large enough to conquer the whole realm, and none of them were willing to give up their freedom without a fight. So the Drayl heirs decided to hold a grand council to solve their issues and avoid bloodshed. They gathered in a mass rally of their forces, over twenty thousand soldiers in a hill in the center of the realm, and the eleven heirs that remained on the council decided that it was time to end the war and to form an alliance of city-states where every heir rules over their own city. The Council of the Heirs is still held every year on top of Ancestor Hill. This is where all of the heads of the city-states, descendants of the Drayl dynasty, meet to discuss their issues and plans. The incursions from the armies of the theocracy intensified after the disappearance of King Drayl, but the forces of the Drayl heirs fought in unity every time. The war with their northern neighbors continued until the fall of the Order of the Eternal Light, which was partly achieved with the aid and intervention of the descendants of the Drayl dynasty, who discovered the resistance growing within the ranks of their enemies and supported Razmyrel Valsyr Melkar I, the True, in his successful rebellion against the oppressive church.

Each Drayl City-State has its own traditions and unique style. Their accents, customs, foods, fashion, and architecture differ slightly but also combine the elements of their shared culture. Some city-states are more prosperous or populous than others and some are specialized in specific trades or activities depending on their geographic location. Most Drayl City-States have about five to ten

thousand citizens, while Highmoor, the largest, is home to twenty thousand residents. Current life in Drayl doesn't differ much from life in Aglarion, with whom the city-states each trade separately. Drayl is a colorful, orderly realm with happy residents who usually seem stubborn at first, keeping to themselves, but are mostly good-hearted if they open up to someone.



**Eldorn** is a sizable river-side city, best known for its well-stocked tradehouses. Jorar Drayl, a seasoned half-orc adventurer and monster-hunter, taxes his subjects heavily and spends much of the revenues on innovation, infrastructure, and services.

**Seven Gates** is a large cross-town in the junction of many roads that has become a regular spot for large fairs once in every season of the year. Arusta Drayl, an elderly human noblewoman of ill reputation, runs the city with the help of her numerous sons and daughters.

**Kostryl** is a small city founded on precious stoneworking and mining. Over the years, it has developed a large population of deep gnomes mixed with the human and half-human Drayl locals. Pattoonina Drayl, a brash young noblewoman with a love for gems, runs the traditional family business, taking great care of the deep gnomes and their underground operations.

**Brinecoast** is the largest coastal city with a sizable shipyard, which hosts mainly fishing boats and a





small fleet of sailing ships. The city is famous for its skilled sailors and captains and its abundant resources of seafood. Lord Captain Samiel Drayl, the soft-speaking middle-aged human who rules over the city, is rumored to have merfolk blood running through his veins.

**Highmoor** is the largest city-state of the Drayl region, a vibrant city with flourishing trade and agriculture in the surrounding valleys. The city also has an ill reputation from the past when it annexed two other nearby towns by force during the War of the Heirs. Residents of these two smaller settlements, Aesthor and Willowpark, have mostly migrated to Highmoor over the centuries, leaving them as abandoned ghost towns with few residents. Bareon Rudd Drayl, the current ruler of the region, has kept his family's tradition of being able to muster an army of convincing size.

**Gynleah** is one of the smaller city-states that relies primarily on farming and cultivating the rare night rose, a magical and beautiful rose of black color that can be turned into a drug that takes its user to the Dreamrealm. The city's leader is Amdastrah Drayl, an ambitious female warlock with ties to the powers of the Dreamrealm and a monk assassin's guild from a land far away.

**Zammastra** is a small city-state that relies on farming. Valsyrio Drayl, an elderly half-elven druid of the Eternal Mother, leads the city with a firm hand and makes sure that his church nourishes the land for the benefit of the locals.

**The Domain of the Sovereign** is ruled by High King Alcemyr Drayl, as the mad heir refers to himself. The island city-state also governs two smaller towns on the island, Lakrian and Tallgate, and oversees the ruins of Ulantra. This third city was utterly demolished by Alcemyr's ancestors centuries ago. The island is an autonomous kingdom that does not trade with or rely on any of the other Drayl City-States since the ascension of the High King to his throne.

**Zolt** is a city of warriors and smiths that sits on a giant ore deposit. The city's current ruler is Wiley Drayl, a bitter, aging, fat, half-elven aristocrat who knows the value of his wares. Zolt has an impressive number of trained warriors, and rumors say Wiley is only a puppet of a sinister force hiding in his mines.

**Ysmarys**, the smallest of all the city-states, is home to the continent's most pompous temples. Being a city of deeply religious folk, life within its walls revolves around the temples and their services, which it lends to the rest of the realm. The city is led by Lady Zoqul Drayl, the Holy Hand of the Redeemer, an elderly high priest with numerous children.

**Yellowkeep** is a small city on the coast with a large castle and a network of underground tunnels. Poorest of all the Drayl cities, Yellowkeep is home to only those who cannot afford to leave it. Having seen some better days, the dirty and mostly deserted city has numerous uninhabited residential and commercial buildings. The citizens do their best to survive while their ruler, Balansyr Drayl, is a dull drunkard in his fifties, living up the remaining treasury he inherited from his predecessors.

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## ISLES OF XANTHAROS

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The numerous scattered smaller and larger isles to the east of Aglarion that make up an archipelago are collectively called the Isles of Xantharos. The scattered chain of islands clearly resembles a dragon's shape, which in fact, is the case. The isles formed from the remains of Xantharos, one of the two progenitor fey-dragons, the largest dragon that ever lived, spanning scores of miles. It reigned in the Feyrealm long before the Dark Star and the dark angels descended until it was banished to Aglarion. The dragon immediately confronted the fallen angels, and their battle was a bloody clash of claws and unholy powers. The Dark Star and its angels emerged victorious, slaying the dragon over the sea and onto a plateau that supported its immense carcass. As thousands of years passed, the dragon's body formed into the isles, surrounded by coral reefs.



The half-dragons of Xantharos organize themselves into clans and mate only within their own color, in which they take great pride. These extended families elect their leaders to represent them in the meetings they call the Gathering of the True. The council is always overseen by two Council Masters, who make decisions in unison. Xantharosian clans live in large households scattered throughout the islands, with only a few families occupying each. Each household has about five to ten slaves for each half-dragon present, and slaves are not just considered a commodity but also a responsibility and investment that needs to be nurtured, getting more valuable over time. Xantharosian society is one of slowly taken, well-considered actions, wisdom, emotionless cruelty, structured by laws and titles, which come with certain obligations and responsibilities towards the person and the community. There are only a few hundred Xantharosian half-dragons of many colors, who are also considered nobles by birth, even if some might not necessarily have the capacity to own a fort or extensive lands. They live very long, comfortable, and wealthy lives during which they can focus on training themselves, most commonly in arts, academic and arcane studies, combat, or philosophy. Displaying advanced skills of any form, whether mundane feats or magical

aptitude, garners great respect on the Isles of Xantharos, even to the extent that slaves who show great skill can achieve luxurious lifestyles.

The clans of Xantharos rarely trade with other countries due to their distant location and the difficulty of crossing over the realm of the arch-



mage kraken Morgawr. Xanthorian half-dragons accept visitors and traders in their castles and villas, but only for a good reason and short periods. Only a few selected are allowed to settle on the isles permanently. Still, these individuals need to earn the trust of the half-dragons and demonstrate a high level of expertise in something useful for the inhabitants: The last time the half-dragon clans fought a war against Aglarion was a century ago when they chased the fleets of Almerio Ronul back to the shores of his homeland. The army of Xantharos is small and consists of only the most skilled combatants from slaves led by their powerful half-dragon masters.





# CUSTOMS

## CELEBRATED EVENTS

### Day of the Mortals

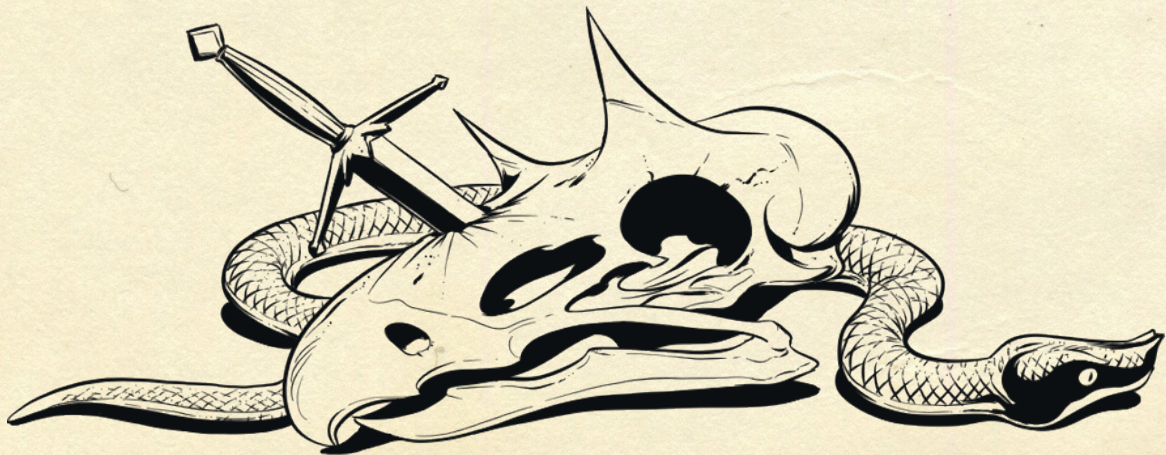
Previously known as the Day of the Rising Sun during the theocracy, this day marks the defeat of the Dark Star by Sarath. Families gather in their homes on the eve of this day, and the eldest of the family tells the tale of the Dark Star and its defeat to the youngest one. At the end of the story and before the Feast of the Mortals begins, the storyteller lets a drop of his blood with a needle on the ground to honor the sacrifice their predecessors made and to symbolize their mortality.

### Day of the Crown

This day marks the defeat of the zealous theocracy ruled by the Order of the Eternal Light, extreme followers of the Shining Light, after the miraculous banishment of the dark angels. The monarchs of Aglarion sponsor great games on this day to entertain their subjects. Free meals and toys are distributed, and the city of Onadbyr is loud with games and revelry throughout the day and the night.

### Day of the Ancestors

On the first day of winter, everyone in Aglarion commemorates the deceased and their achievements. A popular ceremony of this day includes releasing floating candles from the Crossing of the Thousand Lanterns bridge and letting them float through the city of Onadbyr until they reach the sea and disappear from sight.





## Cycle's End

The last and first day of a year's cycle is celebrated at the peak of the winter. People gather to celebrate, tell tales about the most notable events of the past year, and boast about their plans for the new one. These small or larger gatherings usually end with the lighting of a huge bonfire in which children usually throw a special kind of acorn that pops loudly when ignited.

## Greenfields Festival

The last day of spring and the start of summer is celebrated all over Aglarion with large feasts and days of revelry. Most weddings occur at this time of the year, and many consider giving birth on this day of the year the luckiest gift a family could receive. Large tents are erected all over the realm, and everyone is free to join at the communal tables laden with delicious fare. Refusing someone on this day brings bad luck, which will last for the whole year to come.

## COMMON SAYINGS

- Rare like an honest Ebrin.
- Discreet as a Royal Guard in the King's bedroom.
- Silent as a blackwood helmet.
- Loves the country like a Wyltammer.
- Stinks like a swamp lily from the Ulden swamps.
- Strange like the gestures of a Xantharosian.
- Let's not be like a Vordani and settle it in peace!
- As smart as the Constructor.
- Beautiful as the sunset over Cloud Peak.
- As noble as a grandson of Vacrilos.  
(So not noble at all)
- Old enough to have a booth on People's Plaza.
- Orphans make a Razmyrel. (One's origins don't matter. Anyone can rise to any station in life, despite their social background.)
- As bitter as Old Gnarly without his evening feeding.





# KINGDOM OF AGLARION

SHANDAR MOUNTAINS

VORDAN MOUNTAINS

THE MOUNTAINFALL

CLEARWATER POND

Smokestone Mine

Fort Blackbell

Fort Stormbreaker

Nangrath

WEDGEWOOD

THORNWOODS

Royal Hunting Lodge

TALAMAR HILLS

TRADE ROAD

GREEN ROAD

Corso

Monastery of Past Lives

Overpass of the Giants

Crossroads

Lodge of Wanderlust

WILLOW CREEK PLAINS

NORTH BAY

CLOUD PEAK

KING'S ROAD

Ronan's End

ARDEEN FOREST

Willow Creek

ARDEEN HILLS

RIVER DEDOCK

ONADBYR PLAINS

North Bay Lighthouse

Conshar

Wearry Ogre

Azure Bridge

BLACKWOOD VALLEY

Arcane Tower

ALDEN LOWLANDS

Onadbyr

LEEWARD HILLS

ALDEN ROAD

Sobruz Quarry and Penitentiary

RIVER BALDIEH

ALDEN SWAMPS

Monastery of the Spirited Leaf

ALDEN PLAINS

Harveston

Southkeep

Old Windmills

Ruins of the Royal Summer Palace

THE CALHAY SEA

DRAYL MOUNTAINS

0 5 10 15 20 25 miles

ALDEN FOREST

SEA-HORSE COVE







# REGIONS

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## VORDAN MOUNTAINS

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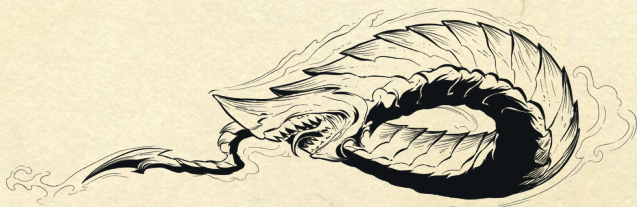
These mountains are ancient. They stretch from the River Nenock to the sea, with many high peaks and alpine valleys inhabited by the tribes of Vordan. Though the lush valleys support the populace, most cities and settlements are on cliffs carved high into the mountains. The largest one today is Windrip, the home of the Doomhammer clan, which is a cliff-dwelling, partially carved into a huge, shallow cave, accessible to the valley below only through the giant system of pulleys that can transport tons of supplies to the elevated town. The Vordani tribes patrol the area and tax non-Vordanis for passage, exempting only the grain trade on which they heavily rely.

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## SHANDAR MOUNTAINS

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This part of the northern border of Aglarion, between the Mountainfall, from the River Halueth to the River Nenock, is an almost impassable, rugged white-grey mountain range with deep crevices and high summits. The region is shunned by most, even the Vordanis in the north and east. Legends connect the name of the mountains to an evil entity that was worshiped around here before the Dark Star, who routed it. To this day, few have ventured into these mountain ranges, and even fewer have ever returned.




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## THE MOUNTAINFALL

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The mountain-sized, burnt black rocks that housed the fallen angels during their descent to the Material Plane created this vast, unnatural mountain range. The debris around the impacts has since settled into hills and mountainsides, but the area is full of steep inclines and deep crevices, where flash floods are common. These mountains are not traversed, and most living people avoid them due to the dark powers emanating from them.

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## DRAYL MOUNTAINS

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A natural barrier to the Drayl City-States, these tall mountains are uninhabited due to their sheer height, continuous avalanches, and the cold climate. Traveling through this region is all but impossible.

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## ROADS

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The King's Road is a cobbled stone road with shelters every few miles along its path for travelers to rest. East of the River Nenock and in the Ulden Lowlands, the road is kept in reasonably good condition due to the volume of trade that moves on this thoroughfare. However, the Trade Road west of Gorso through the woods is in worse shape, with wagons usually traveling alongside the road on cleared forest paths due to the missing cobblestones. In these areas, the shelters are quickly populated by all manner of beasts, so it is usually best to beware and avoid them altogether. The Green Road that cuts through the Thornwoods and the King's Forest, winding north towards Nangrath from the Crossroads, is better maintained and used for regular transports of ore from the northern mountains.





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## RIVER NENOCK

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The majestic River Nenock flows from the far north and reaches Aglarion in a valley between the Shandar and Vordan Mountains, winding through the country and emptying into the Calhay Sea at Onadbyr. As it flows into Aglarion, the River is 400-600 feet wide, fast-flowing, ranging between 20 to 30 feet in depth with treacherous currents and a distinctly red color. Some say it is blood seeping from under the Shandar Mountains, but the sages disagree. North of the village of Gorso, the river widens into low-lying wetlands, over a mile in width, significantly slowing down and losing much of its reddish hue. The slower waters allow the Gorso ferry to operate. South of Gorso, the river narrows and deepens, allowing for barging, which is the primary method of transporting timber and ore that arrive at Gorso from the west. Apart from the Gorso ferry, only one bridge exists between Gorso and Onadbyr – the Azure bridge – built by Master Arlen the Constructor during the founding of the Kingdom.

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## RIVER HALUETH

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The source of River Halueth is somewhere in the North Mountainfalls. It reaches Aglarion through a rift between the Shandar Mountains and the Mountainfall, in an area with hundreds of waterfalls. It is a treacherous and rapidly running river, full of cascades and river bars, making it challenging to navigate with boats. It flows south between the Arden forest, the Wedgewoods, and the Leeward Hills. Around the Arden Hills, it becomes milder in the south, allowing smaller barges to move cargo south toward the Drayl City-States. However, only the best river sailors can traverse the treacherous waterways. There is only one bridge in Aglarion over the river, the Overpass of the Giants, which stands between the Wedgewoods and the Arden Forest, built to enable transportation of cargo from the mountains and the Arden Forest to Gorso. South of this bridge, most travelers refrain from stopping on either river bank. The legends of

the fallen angels' lingering presence on the eastern banks and the stories of dangerous woods on the western banks are recounted all over Aglarion.

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## NORTH BAY

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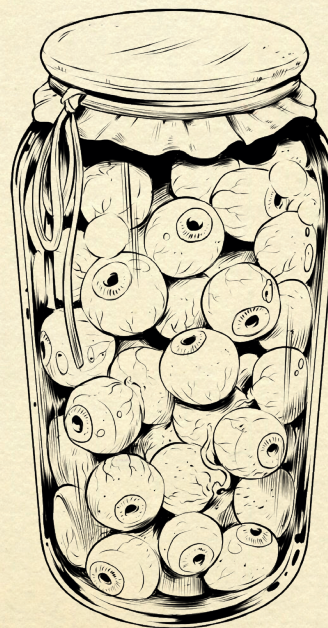
The Calhay Sea opens into a large bay with calm waters, where schools of fish abound and where a group of merfolk and lizardfolk have made their homes around the shores of Ronul's End. The village is known for the pearl divers who live here and bring up the valuable treasures fashioned into magnificent jewelry by the craftsmen in the town. A tall lighthouse stands on the southern shore of the bay, with a large family of lizardfolk that manage it, who also breed giant frogs and toads to sell as delicacies in Onadbyr.

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## SEAHORSE COVE

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The southern bays are known breeding grounds for giant sea horses that usually live in the depths of the Calhay Sea and approach the shore to mate. As such, this is an area where those who are brave enough to confront the rough seas come to catch the seahorses in the autumn.





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## TALANAR HILLS

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Named after King Talanar I, famous for building a chain of fortifications in the north to prepare against a potential Vordani attack, these hills are sparsely populated today. As a result of the truce with Vordan, most of the watchtowers and small keeps slowly fell into disrepair, and only a select few key locations are garrisoned. In addition, this area was once known for red-furred goats, a preferred source of meat that has been hunted almost to extinction so it is incredibly hard to find.

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## ONADBYR PLAINS

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The plains between the King's Forest and the River Nenock are bountiful and host one of the main population centers in the kingdom, with many rural communities dotting the land. Sprawling farms, grain fields, and pastures cover almost the entire countryside region. Between the River Nenock, the Ulden Swamps, and the Calhay Sea is a plateau that rises from west to east, with jagged cliffs high above the seacoast. There is a marble mine and multiple stone quarries surrounding it, and the area is dotted by windmills due to the elevation and the constantly blowing winds from the sea.

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## ULDEN PLAINS

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These plains are inhabited mainly by farmers, where the fields are worked for blue corn and wheat. The road to Harveston, the farming center of the kingdom, winds from the southwest to the northeast.




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## ULDEN LOWLANDS AND FOREST

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Apart from the area around Onadbyr, this is the second-largest population center of the kingdom, with small villages and farmlands covering vast swaths of the land. The southwest part of the region supports the most fertile and coveted farmlands, where the soil is said to bring triple the crop than anywhere else. As a result, the farmers of Harveston can sell their products with a significant premium to Onadbyr through their bargain position as the breadbasket of the realm. This area also covers the Ulden Swamps, which are fed by water from the river Nenock, and as a result, the areas around the swamps are generally not well-traveled. The swampland is home to special flora & fauna, with unique herbs growing here. The monastery of the Spirited Leaf and its monks use these to make their well-known brews. North of the Ulden Forest, a chain of watchtowers reinforced and patrolled from Southkeep guard the border with the Drayl City-States.

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## LEEWARD HILLS AND CLOUD PEAK

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The legends regarding Cloud Peak tell of the Dark Star, who perched and collected sacrifices here, establishing its power over the lands, and whence it was banished by Sarath. The surrounding areas in the Leeward Hills and the neighboring forests were home to many fallen angels at the time. The remnants of this era lie scattered in these regions - ruins overgrown by vegetation and shunned by visitors for a good reason. These dark and thick forests are unpredictable and home to horrors left behind by the reign of the Dark Star.

The Leeward Hills are rarely traveled, both because of its infamy and the dense scrubs that cover the rugged hills. Travelers are warned to avoid the tainted area because those who return come back changed, if they ever return at all. The cries of the murdered still haunt this area.





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## BLACKWOOD VALLEY

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This valley is hidden among the hills and the forest and has been here since ancient times. The borders between the Shadowrealm and the Material Plane are thin, and the valley is covered in continuous shadow. These extraordinary circumstances allow for a particular type of tree called blackwood to grow here. These trees have pitch-black bark that absorbs sound, making the valley an eerie place to visit. From time to time, a shadow or two slips through and lairs here. Only a few know of the existence of this valley, and even fewer have actually traveled here to collect the bark, mainly small troops of lumberjacks accompanied by a druid. Once harvested, the bark of the blackwood needs to be treated with a *barkskin* spell on the spot. Otherwise, it loses its unique quality.

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## KING'S FOREST

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This forest serves as the royal hunting grounds and has done so for centuries. Special laws prohibit hunting without personal approval from the monarch, and the woods abound with game. Based in and around the Royal Hunting Lodge, the Royal Hunters make sure that nature is not disturbed by anyone apart from the royal family and their associates. The only exception is the woodcutting license that Willow Creek has received due to the increased need for wood in the capital over the past century.

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## WEDGEWOOD

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The Wedgewood is a large forest that covers the middle of the kingdom. It is a wildland where nature rules and wild animals abound. It is said that many black and brown bears inhabit this area. The only known road that passes through is the Trade Road, an old brick road in serious disrepair.

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## THORNWOODS

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As the name implies, these woods are an unwelcome area with thorny plants and undergrowth, poisonous and dangerous plant life, and freely roaming wild beasts. No one enters the Thornwoods, as there are legends about hauntings, underscored by many people disappearing in the forest. Building the Green Road that cuts through the Thornwoods and the King's Forest three centuries ago was a bold undertaking, and stories still circulate about missing work crews.

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## ARDEN FOREST

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The Arden Forest is an untamed wilderness with a couple of logging outposts, which house many who want to get away from their past and make a decent living with hard work. King Razmyrel named it in gratitude after Lord Eard Wytas "Dragonfriend" Arden, who was the first lawgiver for this region and the last of his line. In the company of his close friend Thelarmas the bronze dragon, the Red Cloak Lawgiver once patrolled these lands to keep the rule of law in the wilder, less developed regions of the Kingdom.

This area was also said to be the last region where the great Arlen the Constructor was working on something monumental, a task that most say was never finished. The south of the forest is enchanted by old magics that make everyone lose their way.

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## CLEARWATER POND

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A large, still pond fed by water from the wild Halueth river is a favored location for the local wildlife due to its clear waters and abundance of fish.





# IMPORTANT LOCATIONS

There are different types of locations in the Kingdom of Aglarion. Like all major towns and geographical landmarks, some are public and widely known.

## ONADBYR

Onadbyr is the capital of Aglarion, the largest settlement in the land. See the Onadbyr section for a full description.

## WILLOW CREEK

Willow Creek is a small settlement of farmers and woodcutters who make a decent living by selling their produce mainly in Onadbyr. Rowan, a reserved and resourceful ranger, is the head of the village council. This village also serves as the staging ground for any Royal Hunt into the King's Forest. The majority of the fields between the King's Forest and the Talanar Hills are owned by the townsfolk of Willow Creek.



ROWAN

## RONUL'S END



LORD DYZAG  
RONUL

The pearl fishing village of Ronul's End is a relatively new settlement, only a century old, founded by Almeiro Ronul – famed pirate and founder of the Ronul family. The town is inhabited by a mix of merfolk, lizardfolk, and other settlers and is a tidy and profitable little village. Lord Dyzag Ronul, the elder Ronul baron, manages the town from the old Ronul Villa built from and around Almeiro Ronul's beached flagship, the Boundless Pearl. His closest ally and friend, "Salty Eel" Sykes is a seasoned veteran who is the loyal right-hand of the aging lord.





“SALTY EEL”  
SYKES

## NORTH BAY LIGHTHOUSE

The primary lighthouse that guides ships in the North Bay is inhabited by a lizardfolk family that keeps it operational while also breeding giant frogs and giant toads adjacent to the building for sale as delicacies to Onadbyr’s famed inns and taverns.

## MONASTERY OF PAST LIVES

In a forested area, south of the Talanar Hills, sits a small lake with an island in its center. On the island stands the Monastery of Past Lives, founded by the Karramosa family and built on top of a mine that contains a high amount of gemstones. The gems are cut and sold in Onadbyr.

## ROYAL HUNTING LODGE

This lodge and the surrounding buildings were built during the Ebrin dynasty over the base of a

villa originally used by the leadership of the Order of the Eternal Light. Some say that the most important decisions were made here at the time, in the seclusion of the forest. The lodge is mostly unused during the majority of the year, with only a couple of soldiers, hunters, and a minimal staff stationed here on a permanent basis. However, in case the monarch decides to go on a hunt, the lodge is quickly filled up by the famous and wealthy.

## THE GREEN ROAD

The brick road between the Crossroads and Nangrath cuts through the woods and is not as well-tended as the King’s Road to the south. Two deep grooves mark the passage of countless wagons laden with ore that have passed through the wooded area. The forest around the road is teeming with wildlife.

## NANGRATH

The town of Nangrath, once the focal point of the war effort against the Vordani confederacy of tribes, is now a tiny, poor, backwater village inhabited mainly by dwarves and humans. Although most of the inhabitants have an ancestor who fought or supported the war effort, most of the populace consists of weathered peasants who make a living from farming. As trade to the north and mining activities dwindled, the village got poorer and poorer, with some inhabitants deciding to move to the south to other towns such as Willow Creek or Harveston. The buildings are sturdy and well constructed, but many are empty and unused. A large part of the old stone wall around the village was taken apart and used as a resource for repairing Nangrath Bastion, rising at the center of the circular village. The town is overseen by Lord Arenbar Nangrath, the elderly dwarf patron who still remembers the days of the war. He lives in Nangrath Bastion, which is essentially a thick-walled tower surrounded by a stone wall, guarded by the Lord’s commander, personal guard,





and confidante, Captain Ick Forge-n-hammer. The lord's elder son, Yarik manages the day-to-day activities of the village, and most townsfolk hold him in high regard as a just and honest person. His younger son, Odryk, lives in Onadbyr and manages the family villa in the capital. The town has a small magic shop operated by Thermerson the Wise, a mage and archeologist, who travels these areas in search of magic trinkets, mainly found in locations of known battles in the north.

CAPTAIN ICK  
FORGE-N-HAMMER



THERMERSON  
THE WISE



LORD  
ARENBAR  
NANGRATH

## FORT BLACKBELL

Fort Blackbell was the main fortress guarding the road to the north. As long as memory serves, there was a fortification in this location. The fort housed a magical bell that could be heard even as far as the Talanar Hills. Since the treaty with the Vordani tribes, Aglarion has removed the troops from this location and is content with just Nangrath soldiers patrolling the area from time to time. The ancient fort is uninhabited and stands in ruins.

## FORT STORMBREAKER

The ruins of Fort Stormbreaker dominate the landscape. Dwarves and humans built the fort on top of ancient ruins to serve against the attacks of the Vordani barbarians. As part of the truce with Vordan, the two sides agreed to dismantle the forts, and two Vordani families were settled next to its ruins as part of this agreement. The Vordanis don't mingle or mix with the people of Aglarion and are ready to signal Vordan if the ruins of the fort are ever disturbed or armies were to march on Vordan from Aglarion.

## CROSSROADS

The King's Road is a well-maintained red brick road overseen by the engineers of the Royal Army. The crossroads to Nangrath and Gorso also has a signpost with a multitude of planks showing the different settlements, their directions, and distances.





## GORSO

The village of Gorso is ruled by a noble family, the Gorsos, whose members are entropist fanatics, nihilistic hedonists devoted to the force of the Elemental Chaos. They are led by the entropist zealot of the family, Lord Ziademos Gorso. The town is situated along the River Nenock, surrounded by stone walls and watchtowers, with the motte-and-bailey castle of the Gorso family in the center of



LORD  
ZIADEMOS  
GORSO

the town. There used to be a bridge next to the fort, which was destroyed in a peasant uprising, so the Gorsos now operate a ferry that transports passengers and cargo across the river. Almost everyone in the town is used to the erratic and often oppressive rule of the Gorso family, accepting it as the state of the world, given that the Gorsos provide work to the majority of the populace.

Lately, rumors say that as part of his crazed quest in service of the Elemental Chaos, Lord Ziademos Gorso has been obsessed with a hunt for a unicorn to further his studies into the forces of chaos and law, employing many hunters in this endeavor.



GIANAS LOR'GHIANKI

Gianas Lor'Ghianki, a friendly but lewd tiefling, dismissed from the College of Minstrels, runs the Flirty Nymphs brothel, catering almost exclusively to Ziademos Gorso and the members of his family.

## CLEARWATER POND

The waters of Clearwater Pond are pristine, its shores teeming with life.

## SMOKESTONE MINE

This mine is the source of the majority of the iron and copper ore mined in Aglarion, with rumors of several deep gold veins. Smokestone was a decent town when Aglarion was founded, but over half a millennia, people left, and it became solely a mining community overseen by the Royal Palace. The mine is under the direction of Ilberd Serpentpike, a halfling minor noble, who manages the mine with a retinue of Royal Swords. The miners are paid well, and the ore is periodically transported to Onadbyr.







## LODGE OF WANDERLUST

This lodge has stood in the Arden Forest since anyone can remember. It resembles a fortification made of thick and sturdy granite blocks, protecting travelers on the road for ages. It is managed by Cygnus, a paladin of the Shining Light, who established it as an adventurer's guild a long ago. Cygnus employs adventurers to find and notify the lodge of any activity that might signal any re-emergence of the Dark Star or the Darkness Within.

## OVERPASS OF THE GIANTS

This stone bridge was built centuries ago over the River Halueth and spans almost half a mile, 200 feet above the riven canyon. The bridge is not garrisoned and is not very well maintained – chipped rocks and loose stones make the traverses quite hard for wagons.

## GONSHAR



LORD KABOK  
GOLDTOOTH

Gonshar is a simple and relatively well-kept town with a decent community of friendly and hard-working folks made up of mostly goblins, hobgoblins, and bugbears who live under the rule of Lord Kabok Goldtooth, Supreme Wizard of Gonshar according to his self-awarded title, a descendant of Bilakk Goldtooth, the famed goblin warrior. Kabok is an illusionist and cares a lot about his village and subjects. Lord Kabok Goldtooth claims to have forged an alliance with the legendary and rarely seen gold dragon Xykot, who guards the village. Thus, buyers don't argue if the magic items sold here don't work or work differently than explained. Gonshar itself is not very self-sufficient and imports most of its food from Gorso.

## CLOUD PEAK

Cloud Peak is a solitary mountain that is always covered in clouds. Legends claim the mountain has a direct connection to the Dark Star. An ancient altar was used to offer blood sacrifices to the Dark Star at its peak. Sarath broke the altar as she used this location as a focal point in her ritual to power the Radiant Sphere of Annihilation and break the moon, thereby banishing the fallen angels. Climbing the 13,000-foot mountain is a feat not many people can survive.

## THE WEARY OGRE

The Weary Ogre is a relatively new establishment built only about two centuries ago to serve the needs of the travelers who come to visit the Arcane Tower. Ozar the Exquisite purchased the fortified inn decades ago. He is a jolly, fat, half-ogre master chef and transmuter who made it his life's quest to serve the best food in the kingdom. Today, the Weary Ogre competes for the title of the most famous and coveted restaurant all over the continent. The dishes he serves bring in visitors from even other countries from time to time.







OZAR THE EXQUISITE

## ALDEN LOWLANDS

These lowlands are very tranquil and relatively empty. Two brick roads wind through, one in the direction of Harveston, and another, less traveled one, to the Arcane Tower.

## HARVESTON

Harveston is less of a village and more of a trading ground. The surrounding farmlands and farmers come here to trade, meet, and manage their affairs. As such, Harveston has a temple to the Eternal Mother, a cattle market, a general market, a huge tavern, multiple blacksmiths, and the Kicking Bull – a festhall that can host over a hundred people at the same time. The annual Cattle Fest, during which the locals choose the Bull of the Year, is an event of drinking and revelry that many people from Onadbyr and even the Drayl City-States come to visit.

## THE ARCANES TOWER

The Arcane Tower, built by Master Arlen the Constructor and his students, houses the most senior and experienced wizards in the realm and an extensive library on the wizardly arts. Entry to the Arcane Tower is rare and only for arcane spellcasters, though other magic users or sages have been admitted from time to time. The King's Road ends at the gates of the Tower. The acting archmage of Aglarion, Master Zaophas, runs a rigorous, tidy academy.

MASTER ZEOPHAS



LIEUTENANT NERMAL OTTINGTON

## SOUTHKEEP

Southkeep is a garrison overseeing the kingdom's southern borders, housing a storied light cavalry that patrols the borders. Since the age of King Razmyrel Melkar, the keep has stood as a motte-and-bailey built of wood, with a large campsite

outside the walls. The current commander of the keep is Captain

Renrik Nuhak, a senior Red Cloak Lawgiver, and well-known military commander. His second-

in-command is Nermal Ottington, a competent

lieutenant and independent and uncompromising

crusader for justice and adventure, who usually

leads the patrols on the south

border.







## MONASTERY OF THE SPIRITED LEAF

The Monastery of the Spirited Leaf, home to a score of monks, is devoted to the Redeemer, the god of life. The large, two-story stone building has welcomed visitors and aided those in need for long centuries. The monks here also mastered their skills in brewing specialized alcoholic drinks. Their most famous brew is the Spirited Leaf, made out of special herbs that only grow in the Ulden Swamps. The monks are led by Tortitudo, the dwarven abbot master brewer who is the most spirited of them all.

TORTITUDO



## AZURE BRIDGE

The Azure Bridge is one of the two bridges that cross the River Nenock. Master Arlen magically constructed it from a strange blue crystal that magically sticks everything to its surface. The current bearer of the rod and tasked with managing the bridge is Klinikk Jordus, a somewhat ambitious and greedy man who is looking for advancement in the kingdom's bureaucracy. Small wooden fortifications guard the bridge at its two ends, and everyone but the royals needs to pay the toll to the corrupt bridgmaster

## ULDEN SWAMPS

The Ulden Swamps is an extensive swampland that is unpopulated. It is a thriving natural environment where several special herbs grow that are the basic ingredients to make the unique beer brewed by the monks of the Spirited Leaf Monastery. Many dangerous animals and beasts live here, and as a result, there are not many who wander into its depths. The southern section of the Ulden Swamps is an even more densely overgrown area. A troll family inhabits this region, who keep to themselves and usually avoid contact with the outside world. They tend to their domesticated alligators and occasionally trade with Vaddon the Hermit. The head of the family is Kelzar, who hunts with its alligator turtle companion. The family lives in a massive tree log that floats on the swampy waters.

## SOBRUZ QUARRY AND PENITENTIARY

The Sobruz Quarry's clay pits are worked by the convicts of the penitentiary, who are mainly there for more serious crimes. The hard labor here is considered a more severe punishment than being jailed in the Dungeon of Tears in Onadbyr. As a result, the guards protecting this penitentiary are unusual-

CAPTAIN  
KLINIKK  
JORDUS





ly vigilant and sometimes outright brutal with the convicts, who are some of the most hardened criminals of the realm.

## ROYAL STUD FARM

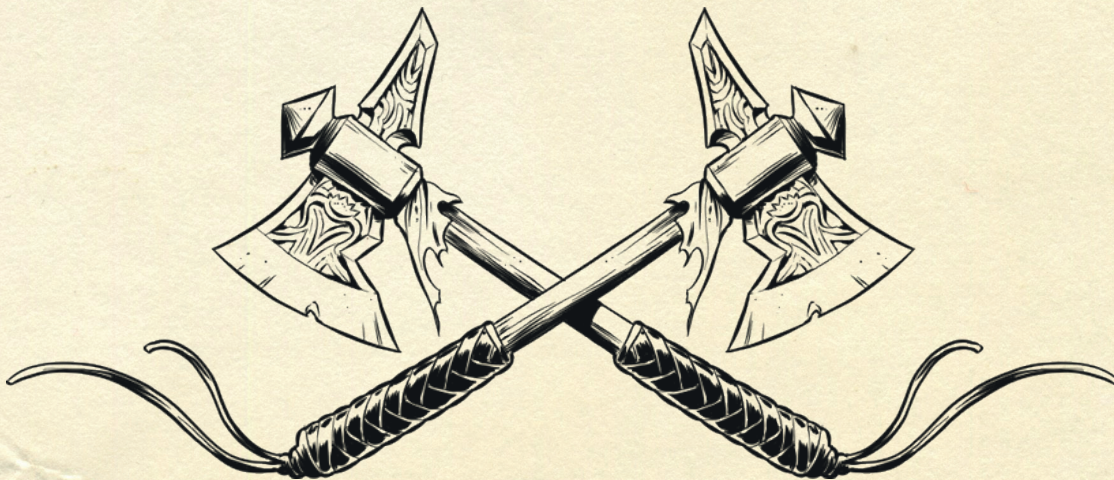
This area houses the Royal Stud Farm. The Royal Groom, Countess Unper Maritayl, lives in a manor house next to the surrounding stables and barns. She is required to take care of the King's horses, among them, his favorite steed, Blackheart.

## OLD WINDMILLS

There are several old windmills in the center of a collection of large neglected farms. One of the mills is named the Old Grinder. The farmlands around the mills have long been abandoned after they lost their fertility due to a strange fungal phenomenon known as the Rooteater.

## RUINS OF THE ROYAL SUMMER PALACE

On the high cliffs along the coast lie the ruins of the Royal Summer Residence of Queen Eirammar, grandmother of King Waldrann. Eirammar built the villa as a place of festivities, and rumor says the villa's walls have seen many secrets the Royal family might want to keep to themselves. Queen Eirammar was known for gambling and as a sore loser. On one of her bets, it happened that she lost a fortune to a minor noble, Count Plitvar, who had the audacity to request sexual favors in place of payment. The noble vanished without a trace soon afterwards, only to return as a ghost that wreaked havoc in the palace. It was very inconvenient for the royal family, so they simply abandoned the villa to stifle any gossip and have not used it since. However, the ghost of Count Pitvar still haunts the ruined halls, mad for vengeance against the treacherous queen.





## CITY OF ADVENTURE

The capital city of the Kingdom of Aglarion is full of interesting places to explore and people to meet. It is a thriving city that welcomes all races and beliefs just like the rest of the kingdom until they don't mean harm to others. It is an ancient city built on the secrets of the dark celestials who established it and had it constructed on the sweat and blood of the mortal slaves they ruled over. Those who walk its streets with an observant eye can find remnants of its rich history everywhere.







ONADBYR



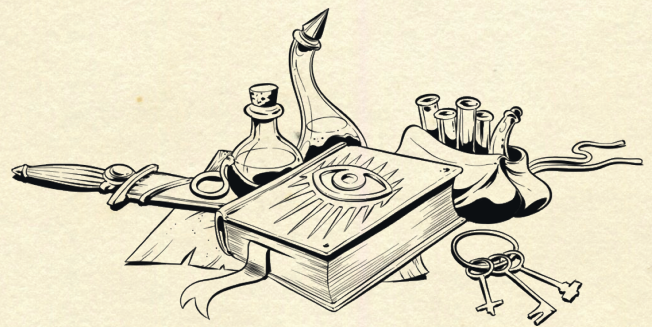




## history

The area where Onadbyr stands today has been frequented by migrating tribes since the dawn of history. The first permanent settlement was established by the decree of Tannur, the planetar general of the Dark Star, who claimed the Calhay Sea as its own territory, and made this location its main residence. The planetar named the city Oun Adh Eilon, meaning “The City of Chains”, and established it as a center for slave trade, a place where slaves were forced into servitude and bent to the will of their dark angel masters. Legend says that the villa and the fortifications built for Tannur were beautiful and magical beyond belief. However, its secrets were well kept, as all the slaves and workers who built it were massacred by the evil angels, leaving the bodies in a single enormous pit under the area where the Royal Palace currently stands.

When Xantharos, the Father of All Dragons, was banished from the Feyrealm to the Material Plane by the drow vampire conjurer, Faeryl Myrryn, the dragon attacked the city, killing thousands and destroying most of it. However, the fallen angels who battled it over the Calhay Sea far to the east from the coastline eventually defeated the dragon and its immense body fell into the sea, forming the Isles of Xantharos.



In the centuries that followed, the number of secret followers of the Shining Light slowly grew in the city, and when the uprising of Sarath resulted in the banishment of the angels, the mortal loyalists of the Dark Star were also punished for their deeds against their own kin. The Order of the Eternal Light renamed the city Oun Adbyr, the City Of Mortals, and made it their capital. The city’s name morphed into Onadbyr over the centuries from this archaic origin. The ruined city was rebuilt, and the Order commissioned multiple shrines to the Shining Light, one of them the Eternal Torch on the coast, which was where the souls of the heretics were consecrated by dropping them into the fires of the temple. The most significant temple was the grand Cathedral of the Sun that spread its





ever-glowing rays over the entire city. Soon after the death of Sarath, the new quarters of Rodnar the All-Seeing, Priest King of the Order of the Eternal Light, were built over Tannur's fort, laying the foundations of the Royal Palace. The Order also established the House of Brilliance, where the hand-picked acolytes of promise were indoctrinated and trained to serve and support the Order of the Eternal Light. Only pupils from these schools were allowed to use magic outside of the hierarchy of clerics of the Order. In the surrounding hilltops, the nobility, endowed and supported by the Order, moved in to claim the best plots of land.

During the revolution of King Razmyrel, all the temples and shrines to the god of the Light and Darkness were razed, Master Arlen himself melting the foundations of the Cathedral of the Sun and collapsing the structure. Having long suffered under the Order, the enraged population destroyed everything that had the mark of the zealous priests. Rebuilding took a lot of effort, and King Razmyrel consciously planned the newly-built capital with the help of Master Arlen.

During Queen Myrel's reign, several escaped descendants of the Order secretly plotted to bring a terrible plague to the capital, called the Laughing Plague. It is said that those who contracted the highly virulent disease went into fits of laughter that would not abate, and when their bodies could not take it anymore, the afflicted died. However, Queen Myrel supported by the new temples, was able to find the cure and save a lot of souls from the raging plague.

King Grankar the Brash expanded the city outside the Old Wall and built the New Wall and Grankar's Chains. This part of the city development was also consciously planned, for the most part, and made several nobles extremely wealthy.

The Vordan Wars did not reach Onadbyr, as most of the battles were fought north of the King's Forest, in the Thornwoods and Talanar Hills. During this time, the capital was further fortified and gave

place to some field hospitals. There were only two occasions when the capital was attacked after the onslaught of Xantharos. First, when the Xantharian fleets arrived on the coast, pursuing Lord Almeiro Ronul, the noble-turned pirate lord. The forces of the enraged half-dragons were repelled by the combined strength of the pirate lord's fleet and the Royal Armada. The second siege was the unexpected attack of Malzdreziret, the Scaled Impostor, who destroyed much of the city, including the Nine Arches bridge, before being forced to flee by King Daerios Azennar. King Daerios was succeeded to the throne by his son, King Waldrann. The current king is famous for his manly challenges and flirtatious adventures, but his life so far has been shadowed by the tragedy of losing his first queen, then his firstborn son. Despite his personal tragedies, the realm enjoys never-before-seen prosperity and a seemingly bright future.





# DISTRICTS

Onadbyr has a long and colorful history that has left its marks on the city. It has been the seat of many different rulers who added more or less to the city's current form. As a result, Onadbyr is a mix of old and new architecture, expanding even today. During the past centuries, Onadbyr's layout and structure was developed through centralized city planning, creating each district to serve a different purpose and function. The old city was built around the Royal Palace, around which most of the old noble houses constructed their residencies. The wealthy settled in large estates on spacious plots on the northern hills, while residents with lower incomes have been drawn to the south, where buildings are more densely packed and living is cheaper. Traders and merchants populated the north-western section of the city by the main gate, close to the wealthy and the nobles. Crafters of all kinds moved to the south of the river, where they can be all found within a few minutes of walking.

The city's infrastructure has some flaws, but it is large-scale, well-maintained, and reliable. The city's roads, gates, and bridges are well-built and went through multiple repairs over the centuries, all funded from tax revenues. The outer and inner gates have enormous, iron-banded wooden wings with portcullises. The city's sewer system runs under the capital's main roads and flushes its content into River Nenock and the Cliffside on the east. The smaller streets only have drains next to the walkway's paved sections, washed off by the residents who live there. The city's street signs are mostly intact, even in the smaller alleys, but no numbers are displayed for the houses.

One can find almost any type of legal and mundane service within Onadbyr. The ones listed on the

city map are merely the exceptionally interesting or important ones, either the best in their trade or unique for some reason. Feel free to add any profession or service to the city if the characters are specifically looking for them.




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## COIN DISTRICT

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Over the past centuries, the merchants of Onadbyr have realized that being in close walking distance from each other is advantageous for their business, especially if they are located on the Riverside Promenade. This main road brings visitors from the west. Amid the modest residential buildings, many small and larger shops await the purses of Onadbyr. Residents of the Coin District are well-to-do individuals who earn enough gold to live in a modest neighborhood that lacks luxury but provides a safe and very comfortable environment.



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## HIGH DISTRICT

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Beautiful villas, lush gardens, well-kept roads, and fancy street lamps are the most striking characteristics of this elegant neighborhood. The High District is an enclosed, separate city within the city, where the nobles of the capital live, some not even crossing the district's gates more than a couple of times in a year. The walled neighborhood is sparsely populated, its wide roads and sizable parks patrolled by the Royal Swords night and day. Entry through the gates is tightly controlled, with passage allowed only to those who can present a stamped letter of errand from a noble house, local business, or institution.

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## NORTH DISTRICT

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The wealthiest of the city, who are not of ancient noble lineages, live in elegant homes or large compounds on the hills of Onadbyr. This large district is less densely populated than any other part of the city outside the Old Wall, and it is also much cleaner and more well-kept. Large trees and the occasional iron and stone fence of a villa on the Short Road hide entries to small streets or private roads that run up the hills. The Royal Swords are frequently seen patrolling the area, which is considered the safest among the residential districts outside the Old Wall.

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## SOUTH DISTRICT

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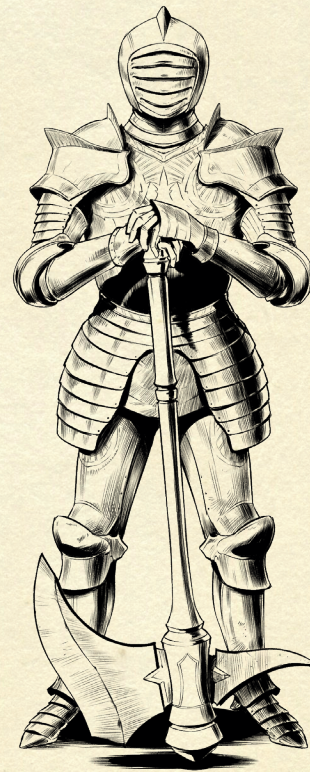
Narrow alleys and tiny houses are packed next to each other in a mix of shapes and forms in this neighborhood. Most of the buildings are in moderate or bad condition here, the streets are smelly and dirty, and the residents are loud and rude. It is easy to get lost in the dark back-alleys and zig-zagging intersections of the South District, where crime is at its peak in the city. The Long Road and the Old Man's Road are always busy, day or night, patrolled by the Royal Swords.

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## SWORD DISTRICT

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This neighborhood is in no better condition than the South District, but its northern section is heavily occupied by many essential services operated by the kingdom's authorities. Besides the residential buildings, mostly inhabited by those who work for the crown, there are also many personal warehouses located by the New Wall, guarded by private guards.




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## THE CLIFFSIDE

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This elevated rocky area by the sea is a barren terrain with a few houses by the wall and a single, famously lively festhall by the sea cliffs. The drop from the cliffs' top is over a hundred feet, with sharp rocks and massive crashing waves at the bottom. No gates open to this remote corner of the city, and it is accessible only from the north or through a steep flight of stairs starting at Fish Gate. These stairs descend to the sea level, where a small dock with a few Royal Sword guards awaits ships that are not allowed into the city for some reason.





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## THE PANTRY

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This collection of large private farms is the closest agricultural site to the city. The farms don't differ from the many farms found throughout the kingdom, besides the fact that these farmers are the ones who can get their products to Onadbyr's markets the fastest. Small dirt roads entwine the ample fields and pens, leading from one family's farm to the next.

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## THE SEABED

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The land by the sea south of River Nenock is low-lying where the fishermen of Onadbyr reside. The small docks anchor countless fishing boats in front of small residential buildings painted blue for good luck at sea. This part of the city is the liveliest in the early morning hours when the fishermen sail out and before sunset when they return with their catch to the Seafarm Fishmarket.




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## THE SHANTIES

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Those who can't afford to buy or rent a room in the city move to the Shanties to live in self-constructed favelas. Visitors are immersed in an orgy of sounds, foul smells, and a maze of small alleys and houses constructed of wood, clay, and whatever the residents can find. It is a densely populated area where the Royal Swords only enter when pursuing someone, and as a result, the Shanties is the least safe neighborhood of Onadbyr.

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## TOOL DISTRICT

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Crafters usually don't make enough gold to rent or buy houses and shops on the northern side of the river, and they are also happy to be close to their clients, who mostly come from the South District. Instead, they provide their services and sell their wares from small workshops throughout the neighborhood, densely populated and webbed with narrow backstreets. It is a relatively safe but dirty area, rarely visited by travelers to the city.



# INFRASTRUCTURE

## ROADS

### Long Road

The dirtiest, busiest, and noisiest road of the city connects the two main bridges in a long curve through South District.

### Old Man's Road

Serving first as a shortcut between the two ends of the Long Road, this road has widened over the years. However, it is still a dirty gravel road that is quite busy during daytime and easily flooded by heavy rains.

### Riverside Promenade

This elevated, well-fortified riverside road presents a beautiful sight with tall iron street lamps and

shiny cobblestones. At regular intervals, flights of stairs descend from the high street level to piers on the river. It is a common pastime of the locals to sit on the benches by the river and watch the palace and the bustling southern side of the city.

### Seaside Road

This wide dirt road is a side road from the Long Road.

### Short Road

Large elegant houses, gardened villas, and small parks populate both sides of this broad and relatively clean road, which is the main thoroughfare through the elegant North District.

### Skeleton Road

This wide dirt road is a side road from Short Road.







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## SEWERS

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The sewer system outside the Old Wall was built when the city was expanded by King Grankar the Brash. It is a relatively simple network of tunnels that run under the main roads and end outside the walls, collecting sewage and emptying it into the River Nepoch and the Cliffside. The waste is carried away by the natural water flow, cleverly channeled from the river into the sewers and then redirected back into it. Rainwater and waste from the streets are channeled into the sewers through numerous drains located throughout the expanse of the roads. The sewers consist of awful-smelling, 10- and 15-foot diameter round tunnels with walkways, accessible through tight and intricately decorated maintenance holes on the main roads. Smaller streets connect to the sewer system through deeply cut overground gutters fed by the drains. The houses of the High District have their own sewage system, where each house is directly connected to the river through a narrow pipe system. There are a few primary drainage cisterns that collect the waste and empty them with complex mechanical drainage and disposal valves.

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## WALLS

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### New Wall

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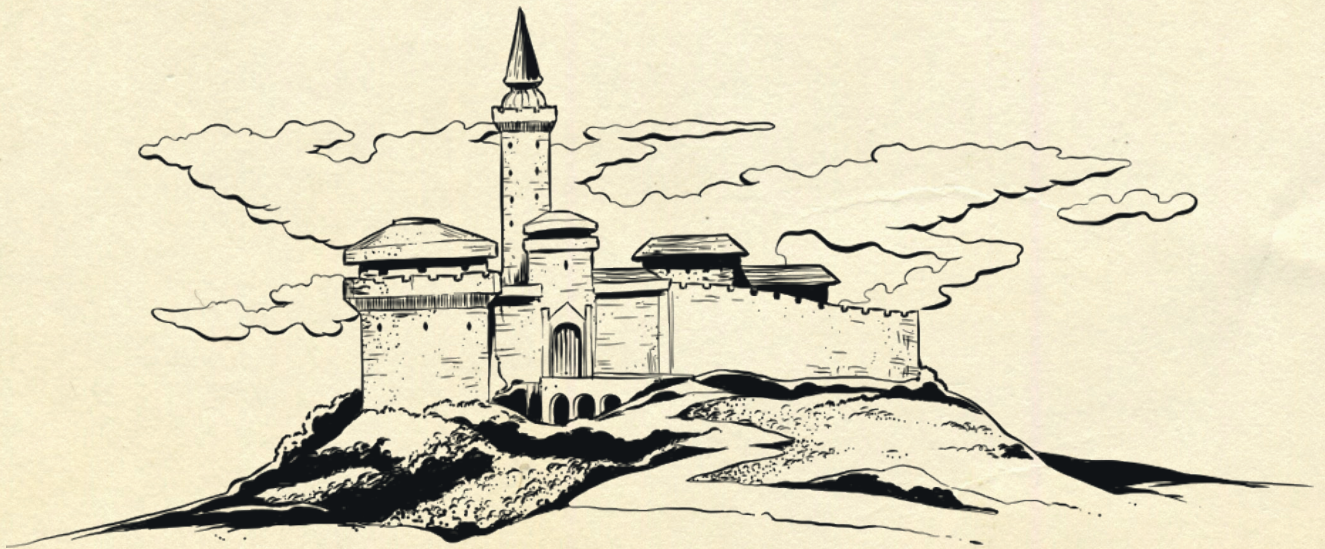
The outer walls of the city were built two centuries ago. They are segmented by small watchtowers at every 500 feet, which can accommodate four guards at a time. Nowadays, only two guards occupy every second tower. Signs of flooding are still visible on the north-eastern sections of the wall.

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### Old Wall

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Weathered and visibly ancient, this 30-foot high wall was erected by the city's founders during the age of the Dark Star. Its cracks and huge blocks of dark grey stone could tell a million tales, as can the markings here and there on the surface of the ancient stone blocks. The weathered carvings are hard to find, and it's even harder to comprehend their meaning.





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## GATES

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### Crown Gate

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The widest gate of the city, this massive, fortified gate, is considered the main entry into Onadbyr, where wagons and large groups can enter or leave the capital. The cobblestones on the ground are loose and worn out, leaving everything covered in mud. The gate sees heavy traffic during daytime and is always attended by a larger group of Royal Swords.

### Fish Gate

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This gate is busiest in the early morning hours and is mainly used by the residents and the fishermen of the Seabed, who bring their loaded wagons with their daily catch to the city.

### Mule Gate

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Relatively few visitors enter the city through this gate due to its proximity to the Shanties, which is avoided by most caravans and all reasonable visitors.

### Sea Gate

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The northern seaside gate of the capital sees less traffic than any of the other gates due to the low number of residents in the Cliffside. As a result, guards are also fewer in number at this gate, which on rare occasions might even be closed for short periods due to “important duties” of the few Royal Swords present.

### Skeleton Gate

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Frequented mostly by farmers and visitors from the north, this gate sometimes sees heavy traffic jams due to long inspection times.





# ONADBYR





# important locations

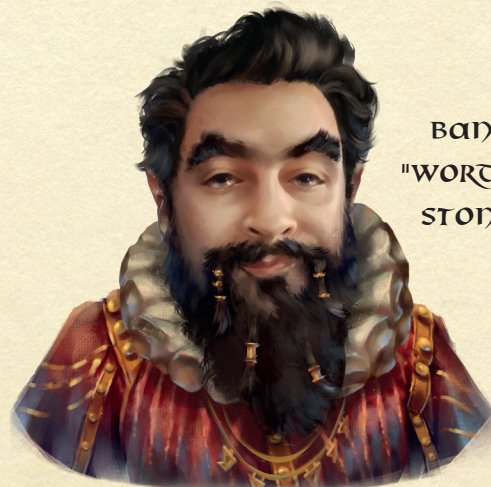
-  BRIDGES
-  PARKS AND PLAZAS
-  MARKETS
-  PLACES OF AUTHORITY
-  HISTORICAL LOCATIONS
-  HOSPITALITY
-  PLACES OF WORSHIP
-  CEMETERIES
-  CRAFTERS AND SERVICES
-  SHOPS
-  NOBLES' VILLAS
-  SCHOOLS
-  MYSTICAL LOCATIONS

## 1. CROSSING OF THE THOUSAND LANTERNS

This simple but massive broad wooden bridge allows crossing over the river before entering Crown Gate. Thousands of locals celebrate the Day of the Ancestors here every year by releasing floating lanterns onto the flowing waters below, representing the souls of lost ones. The lanterns float through the city for all to see before spreading out to the sea and disappearing on the waves.

## 2. TOTALLY LOCAL

Bantallyr “Wordplasher” Stoneshield is a young dwarven self-made poet bard with limited talent. He guides entertaining tours around the city, during which he recites the history and the legends of the landmarks in his uniquely rhythmic and dynamic style. He warns clients about the dangers of some of the locations on his tour but takes no responsibility for any harm suffered.



BANTALLYR  
"WORDPLASHER"  
STONESHIELD



### 3. HILL'S NECTAR WINERY

This cozy little shop offers the best wines of the kingdom and some even from exotic lands. Its extensive cellar system is accessible from the street level through a long ramp and a heavy iron double door that remains locked at all times. This gate is not only to serve as the protection of the wares of the Domiren family but also to keep unwanted attention away from the private bacchanalias the three Domiren sons organize in the wine cellars.

### 4. THYSALONIOUS' STABLES

This large stable has a good selection of horses for sale. Thysalonious is a witty middle-aged human in love with the animals he breeds. His favorite and personal horse is a black war stallion named Midnight. Many Knights of the Crown have paid a high price for a foal from its breed.

### 5. TRIPLE NINE GAMBLING HALL

This windowless block building is highly illuminated with colorful lanterns on the outside at all times. The proprietor is Gulfa the bugbear, who is known for his minimal tolerance policy, bringing relative stability to this operation. High-rollers are offered credit at a reasonable interest, but only after securing a lock of hair from the player. Blight, a daring flameling gambler who has provided someone else's lock of hair to remain untraceable, is the current high-roller. She is winning big for now but is planning to cover her losses if needed, by disappearing with the large amount of borrowed gold in her pockets.

GULFA



BLIGHT



### 6. BEARDED WARRIOR WEAPONS SHOP

Run by Kagrian Ironsine, a gruff former adventurer of dwarven ancestry with a long beard, this tightly packed weapon shop has every kind of melee weapon imaginable, even exotic and rare types.

Kagrian is most fond of morningstars, of which he has a large collection, even some magical ones.

KAGRIAN  
IRONSIENE



## 7. MERCHANT'S REST

One of the largest taverns in the city has plenty of space for thirsty travelers who enter the capital, near the vast staging ground for carriages nearby. The crowd is a mix of primarily merchants and travelers who loudly bargain and strike lucrative deals, but it is also a favored place of the modest citizens of the North District and a few nobles who visit from time to time to meet with them. The tavern is run by Rhythis Balric, a flirty blond half-elf who bought the place after several other failed business ventures.



RYTHIS  
BALRIC

## 8. DARUSTIL'S HABERDASHERY

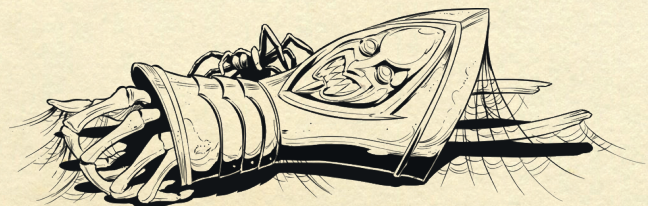
This shop sells the full spectrum of low-value items, trinkets, common household goods, and some toys, all packed on huge shelves. Darustil, the gnoll owner, collects everything and is reluctant to throw or even give away anything of which he has come in possession. He charges high prices for even the most neglectable items and generally overshoots the value of his wares. Darustil was formerly a depressed dwarf before he committed suicide after a mining accident he caused that took the lives of many of his family members. He was later reincarnated into the body of a gnoll by a member of his family's elders by using an ancient magic ointment. He has come to accept his new form and now clings to his wares with the same devotion as his new life.

LADY  
NEZANA



## 9. THE PRINCESS' BOUDOIR PARFUMERY

While this all-female staffed business has a full stock of various perfumes. Elixirs of enchantment are also sold here that would be useful to achieve the customer's goals if their skills in persuasions have failed. Lady Nezana, a human lady of great charisma, is the perfumery's owner.







## 10. STARBRIGHT JEWELRY

Visited mostly by the elite and nobility of the city, this small, well-protected jewel and gem store is owned by the Karramosa noble family. Security is provided by a lumbering half-red dragon from the Isles of Xantharos, Draxias, who is a retired cleric of the Relentless. He is known for telling very bad dad jokes. His favorite ones are:

- Why did the old man fall in the well? Because he couldn't see that well!
- Why did the invisible stalker turn down the job offer? He couldn't see himself doing it!
- Why don't skeletons ever go to the Lucky Leap? Because they have nobody to go with!
- Within minutes, the Red Cloak knew what the murder weapon was. It was a brief case.
- I think my wife is putting glue on my weapons. She denies it, but I'm sticking to my swords!
- I once tried to tell a mummy a story. He told me to wrap it up.
- Red dragons are terrible at business. They just fire everyone.
- Sailors drink as they swim - they go down quick. Makes for a cheap date.
- I heard of a skeleton, who had a bone to pick with a necromancer about a raise.

DRAXIAS



## 11. TRADERSMEET

A market of caravans for traders from outside of the city dominates the center of Coin District. Special resources and handcrafted goods make up most of the merchandise sold here. The plaza is also a famous meeting place for travelers from the rest of the kingdom and the residents of the city. Unfortunately, it is also frequently visited by pickpockets and thieves who prey on travelers.

LYSANDR VON SCHPEKLESTEIN



## 12. ELEGANT ELEPHANT

The "wardrobe of the High District" as some call it, this shop sells perfectly made and fitted attire for noble and wealthy ladies and gentlemen alike. A large selection of pre-made clothes are always on sale, but custom or even magical ones are created for those who can afford the exorbitant price tags. The store is run by two half-elven sisters, Hacri-la and Illistra, and their half-brother Lysandr Von Schpeklestein, an uptight human artificer with a curly mustache who enchants clothes in the most imaginative and creative ways.





**13. CHOOSEY OTYUGH CULINARY TREATS**

Bundaro Astrizal is the most famous chef in the capital who regularly cooks for the royal family. His selected food products are all rare culinary treats displayed in a tantalizing fashion in his lavish store. Bundaro has a spicy rivalry with Ozar the Exquisite, the half-ogre wizard chef of the Weary Ogre, an establishment located in the countryside far from the capital.



BUNDARO  
ASTRIZAL

**14. EMPORIUM OF MARVELOUS RARITIES**

The magic item shop of Master Bertio Ranberd, a renowned wizard, is famous all over the continent. Many visit him from lands afar to get the best deals on magic items. He is patient but very secretive and trains his loyal apprentices, who are sworn to defend his valuables and become masterful abjurers.

MASTER  
BERTIO  
RANBERD



**15. SILENT KISS BROTHEL**

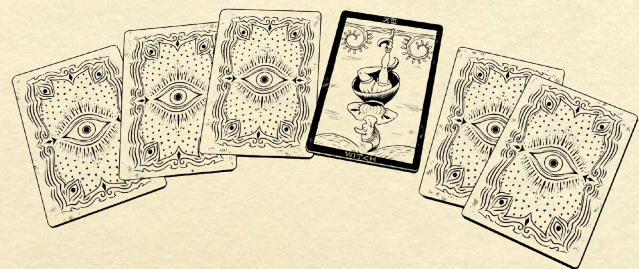
The hosts at the Silent Kiss never speak, and everyone who visits knows of this unique characteristic of the house of lust. They are clean, well-behaved, and making them moan with pleasure is something only a few can brag about in the city.

**16. SHIMEON'S POUCHES**

Even though the king is famous for disliking magic-users, this shop is one of the most frequented places by those who wish to purchase spell components of all kinds. Orz De-Quat Shimeon, the owner, a tiefling with a cunning and very charming demeanor, chooses every word carefully to lure people into buying his wares. He has pale red skin with black horns twirling around his head. He is quick to offer his spell-casting services to anyone who seeks them and can pay good coin. He is quite a capable wizard, and is very liberal when requests cross to immoral or even forbidden uses of the arcane arts.



ORZ  
DE-QUAT  
SHIMEON







### 17. THE DRAGON'S HOARD

This general trading house focuses mainly on travelers coming through the Skeleton Gate. The company maintains three large warehouses by the Skeleton Road and buys and sells bulk quantities of anything it can get its hands on for cheap. If someone needs ten shovels, a thousand feet of rope, or a ton of wood, they come to the Dragon's Hoard. The owner, Zirtan Moorewalker, is a bitter old no-nonsense man who lost his son and wife many years ago. He is dedicated to earning as much money as he can.

### 18. THE WANDERER'S CARTOGRAPHER

Rikka Stam buys maps he finds valuable and only sells copies of the originals in her lavishly furnished shop, decorated with exotic items. She is a capable illusionist, which helps her in copying the maps. She also has a magic scroll that stores illusionary input from spells, which she uses to build a layered world map based on the maps she has acquired so far.

### 19. ORYNTAR'S METALLURGY

Oryntar's large warehouse in the North District allows him to keep a stunningly wide selection of goods fashioned out of metals. From copper through silver to even adamantine, one can find any item commonly fashioned out of the given material. Oryntar is an outgoing merchant who has been in the business for decades and is no one's fool. However, he leaves it to his apprentice, Ranith Shadesong, to handle the day-to-day affairs of the shop. Ranith is a cynical half-drow with green eyes and a limited magical aptitude.

RANITH SHADESONG

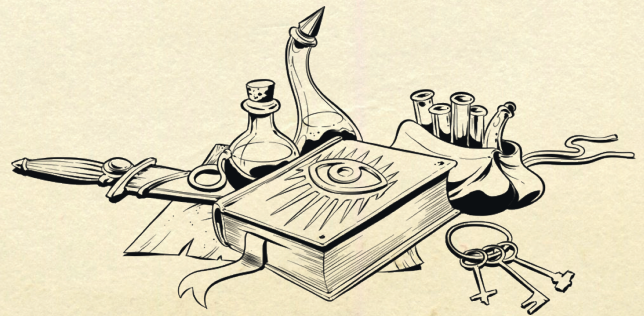


### 20. THE HALFLING'S TREASURE

This pastry and candy shop is owned by Taem and Gyo, a middle-aged halfling couple and their eight children who all help out. Their sweets are famous all over the capital. Their oldest daughter Byra dreams of becoming a famous adventurer.

### 21. MONSTER MENAGERIE

This garden with a lake at the center houses the crown's famous monster collection. It is a popular location, as families with children can enter for free to view the various magnificent beasts that have been captured or have been gifted to the royals and put on display here. The spectacles include a giant crocodile, a mated pair of triceratopses, peacocktrices, a pair of griffons, giant ants, and Softplume the owlbear.





**22. EMRIK'S  
COMPLEX FLAVOR  
BLACKSOUP BAR**

Emrik, a grumpy old half-elf, has a small bar wedged in between two other shops. It has pretty much been converted from an alleyway that has been blocked off. So, it is just a shop front where people order the special energizing drinks he makes for takeaway. He dabbles in alchemy and has a bit of arcane skill to roast special beans and infuse them with many different flavors. His copper and bronze equipment has a myriad of dials and tubes, operating with a hiss of steam as he makes his brews that are famous throughout the city.



EMRIK

**23. DEADWOODS  
CEMETERY**

Planted by the Clerics of the Dead, these tall birch trees all mark the graves of those buried here. Some say that the trees whisper the secrets of the dead. However, nothing besides a name on a small wooden sign reminds the visitors of the deceased, merely the trees that grow over their bodies. Tolerated mostly out of negligence by the priests of the Inevitable, Nelhelm the Studious wanders from tree to tree, trying to find a client for his necromantic services, mostly speaking with the recently

deceased through their trees. The grumpy gnome is quite helpful when asked about a grave as he can generally recollect the location of most of them through personal interactions with the departed.



NELHELM  
THE STUDIOUS

**24. TEMPLE OF DEATH**

A handful of black-cloaked, taciturn, low-level clerics with white paint on their faces worship the Inevitable in this temple. It is a featureless block building with small windows and a few smaller entrances. The priests hold funerals and plant the Trees of Souls - birch trees - over the graves in the Deadwoods cemetery. Clerics of this sect refuse to use any healing or restorative magic as they consider it against their god's will. Among the morose grave clerics, the most charismatic figure is Kalós Poimenikós, a depressed, tall feyrealm-born cleric who is often quite inebriated and finds it hard to focus on his tasks.



KALÓS  
POIMENIKÓS





## 25. COLLEGE OF MINSTRELS

This small three-story, worn down building is always loud with the sounds of instrumental music or singing, to the dismay of its neighbors. Many locals visit the school to witness the entertainment and the magical effects conjured by the practicing bards. The headmaster of this lively place is a cheerful, enthusiastic middle-aged half-elven gentleman named Master Conductor Fabian Ethlairn. He always dresses extravagantly and is wholly devoted to teaching his pupils. The most striking figure beside the headmaster is Tallis Deepwood, the Lead Singer of Songs, an overly cheerful and loud human bard with a great voice.

TALLIS  
DEEPWOOD



## 26. BURNING DESIRE

This brothel is one of the most erotic places in Onadbyr. Within a magical glass-domed circular central stage, naked forms perform acts of uninhibited sexuality. The brothel is run by Ravona Darkglow, the Pleasure Master. She is a tall black-haired elven woman, who relishes her dominance over both employees and guests at her establishment.



RAVONA  
DARKGLOW

## 27. DAWN OF THE AGES

This small and packed pawn and antiques shop is stacked with all kinds of goods, from jewelry and heirlooms, to antique furniture and trinkets. The shop is owned by Balantur, an old dwarf with many tales. The face of the shop is Meiram Landau, a half-elven smuggler with a calm demeanor.

MEIRAM  
LANDAU



## 28. NANGRATH VILLA

The Nangrath family villa looks very much like a small fortress. The noble family, who got their title and lands through their military service as generals through the wars with the northern tribes, is a very stern and frugal House. The family members adhere to military traditions and usually serve as war coun-



cilors to the monarch. Lord Arenbar Nangrath, the head of the House, lives in the village of Nangrath, together with his firstborn son Yarik, but travels to the city if the king demands his council. Odryk Nangrath, the lord's younger son, spends most of his time in the Onadbyr villa.

### 29. PLATINUM PEACOCK PARK

The most elegant park of the capital is decorated with beautifully polished iron statues of peacocks in majestic poses, serving as a gentle retreat to all who visit the Noble's Rest cemetery. The leader of the small team of gardeners of the park, Drefoi Trenader, is a reclusive middle-aged human who is lately very concerned about the thefts of the garden's rarest roses. He has alerted the Royal Swords on numerous occasions, but they have not been able to find the culprits and have started to neglect his calls for aid.

### 30. NOBLE'S REST

This enclosed section of the Platinum Peacock Park is a cemetery littered with mausoleums of small to large size. They each host smaller chambers above ground and many larger vaults underground where the blue-blooded ascendants of noble families rest eternally.

### 31. ZEPHRAN'S RUINS

These are the demolished remains of a villa owned by a once-great noble house, now forgotten. The family villa was abolished by a mob of the city's civilians one night over a century ago. It is rumored to be haunted by the resonances of the cruelty beyond imagination that took place here.

### 32. THE CROONING WILLOW

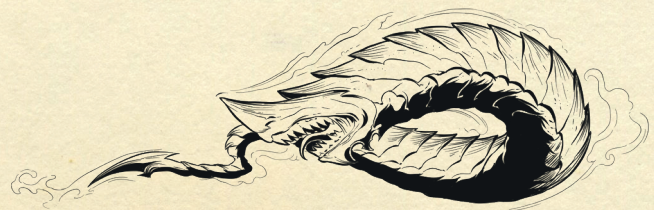
This immense tree with silvery bark and leaves has been standing in front of the Temple of Nature for centuries. Once every year, on the Holy Day of Renewal, the tree hums a tune in a soft and deep female voice.

### 33. KING VACRILLOS II PARK

The park bears the name of the "Grandfather of the Realm", the second of the Azennar line, a beloved king from over two centuries ago with many wives, dozens of children, and scores of grandchildren. The park is known for its many food stalls and buskers and the occasional pickpockets that mingle among the distracted crowds.

### 34. TEMPLE OF NATURE

The temple itself is a collection of small huts and a central open-air place of worship in the park dedicated to King Vacrillos II. The Caretakers of Life dedicate their service less to the city's citizens and more to its gardens and flora to compensate the land for what has been taken away from it. They are also frequent visitors to the Pantry district, where they facilitate the work of the local farmers with their magic. The most revered cleric of the faith is Hularis Asporal, a venerable human who is more fond of the company of animals or plants than two-legged beings.







caielin



### 35. PARK OF LONELY SPIRITS

This quiet park gives home to the Garden of the Sleepers, a collection of small crypts and mausoleums maintained by the families of influential residents. A mysterious half-elven wizard named Caielin sits on the same beautifully carved bench every day from late afternoon until sunset. No one knows where he goes and why he has this almost ritualistic habit. When asked, he does not respond. Some say he is mute, while others speculate that he is waiting for his lost love to return from her grave.

### 36. GARDEN OF THE SLEEPERS

This cemetery is the eternal resting place of those wealthier residents who are neither commoners nor nobles. This garden of graves and small crypts is part of the Park of Lonely Spirits, where families come to pay their respect to the deceased.

### 37. GOLDEN HECTAR

The most elegant inn in the capital for those with heavy purses and a reason to stay in the High District. The food is fabulous, the rooms are spacious, the staff is kind, and the proprietor Omric Laron-

zo is a charismatic, discreet, and observant person. The lavishly furnished taproom of the inn features a small, delicately carved ivory gazebo that serves as a private stage for the inn’s famous performer Dorian. The smug bard graduated from the College of Minstrels with a perfect score in all instruments and many recommendations from her masters and quickly became a celebrated artist in the city, especially after joining Omric’s inn. Unfortunately, she was left with a cut ear after an overly enthusiastic fan tried to kill her on stage during a performance before turning the dagger on himself in a failed suicide attempt. Dorian bears a grudge towards the half-orc bouncer of the establishment, Trym “Fang” Cul’dok, for failing to stop the assailant in time. Trym is an elegant, no-nonsense, and soft-spoken individual with an imposing physique who gently escorts the overly drunk nobles out of the inn when their behavior becomes untenable.

DORIAN



TRYM  
“FANG”  
CUL’DOK





**38. GOLDTOOTH VILLA**

The home of the only goblin noble family in town is an eclectic and confusing structure, worn down and never fully renovated. Roofed extensions pop out at unexpected places and weird angles, balconies of strange shapes hang from the facades, and walls are painted in a myriad of once brilliant hues. Nowadays, the house is loud with the cheers of goblin children as the younger Goldtooth brother of Lord Kabok, Durr, has moved in with his extended family from Gonshar. Visitors are greeted by the family's faithful triplet butlers, secretaries, and couriers - Fletch, Wheez, and Maggle - a trio of stoic goblins in matching elegant outfits.

**39. GORSO VILLA**

The Gorso Villa has stood uninhabited for decades because the strange Gorsos have relocated to their manor house in the town named after their family. The three-story villa in the capital has spacious

balconies and flat roofs. The building and the garden are overgrown and neglected, with crumbling shutters over the large windows and glass doors. Some say they sensed a strange and unnatural coldness near the villa on more than one occasion.

**40. WALHEM'S BOARDING SCHOOL FOR YOUNG MASTERS**

This elegant and spacious school for young nobles is overseen by a happy halfling who is often confused for a child by first-time visitors, to Walhem's great annoyance. Despite his child-like appearance, he is a rigorous yet empathetic teacher. He can speak most regional languages and enjoys tutoring the children in etiquette, reading, writing, art, history, and the liberal arts. Unfortunately, due to the highbrow opinions of the nobles, many of them hate him and are trying to see him removed from office to be replaced by a more pliant and also slightly dim-witted nobleman's eldest son.



FLETCH

WHEEZ



MAGGLE





41.

## MINARET OF THE SPEAKER

A 200-foot tall slim tower with magical properties is used to announce essential information or raise attention to important events in the city. The voice of the High Speakers from the top of the minaret can be heard even outside the city walls when announcements are made. The current leader of the High Speakers of the minaret is Wharrynn Theloanthas, a slightly over-stressed bard who can barely take the pressure that results from the importance and magnitude of his responsibilities. The commander of the small garrison stationed at the minaret is Andrue Nihols, a steadfast human minor noble Knight of the Crown with a braided ponytail, who takes pride in his late ancestor who protected the minaret during Malzdreziret's attack.



WHARRYNN  
THELOANTHAS

ANDRUE  
NIHOLS



42.

## SILVER SCALE

This moneylending banking business is managed alone by Huran Myle, an experienced human ex-adventurer knight with magical aptitude. The vast treasure the calculating and cold knight has ac-

cumulated over his years serves as collateral for his business. Huran has many magical items with divining qualities that enable him to track down those who forget to pay their debts. He stores most of his assets in a special Bag of Holding, which he can summon at any time out of thin air.

43.

## FISTS OF AZENAR

Built over six centuries ago by Master Arlen the Constructor, these massive towers house several levels of mundane and some magical siege engines to protect the city in times of war. These siege weapons can be easily repositioned with the aid of iron railings that allow them to rotate. The bastions can also extend massive iron poles over the river on both ends to block boats from accessing the High District. The bar is operated by over a dozen soldiers and takes time to position. Damage from multiple elements is still clearly visible on both towers, where they were ravaged by Malzdreziret the Scaled Impostor.

44.

## LUCKY LEAP

The locals of the North District frequent this relatively small tavern. It is usually loud with music and laughter, which Ricio Tane, the aging human owner, is always ready to motivate with an extra round of free drinks lest they should fade. Customers can make a jumping entry to the tavern and are rewarded with a free drink depending on the distance they can cover.



RICIO  
TANE



**45. SOAP AND CREAM**

The capital's only bath, sauna, and massage parlor is owned by a friendly blind female merfolk named Coral. Her story is sad and closely related to the Ronuls. The establishment features four open-air hot baths of different heat levels and mineral compositions within the beautifully decorated courtyard. Each pool has a different gargoyle statue with a steady flow of water erupting from its mouth.

**46. AUNT SALIMBRA'S NATURAL HEALING CONCOCTIONS**

Aunt Salimbra crafts non-magical concoctions for sicknesses and to make wounds heal faster. Her knowledge comes from a long generation of witches who practiced their malign powers less and less with each generation.

**47. PURPLE BOOK WORM**

Ransdir Falconer, a middle-aged optimist, and tiefling with purplish skin tone, collects, buys, and sells books in his cozy little bookshop. One can find many types of books, from Draylish love novellas to encyclopedias, on his tightly packed and well-organized shelves. Ransdir also serves tea to anyone who cares to stay a bit to read in one of his two comfy armchairs.

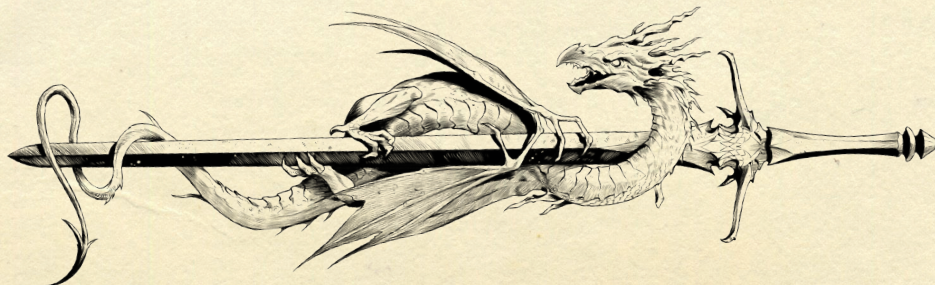
**48. IMPRINTS OF THE HALF GOAT**

There are two deep hoof-shaped indentations of giant size in the rocks near the sea cliffs. Everyone in the city has their own theory of why the other imprints of the other two hoofs of the goat are missing.

**49. LOUD AND LUSTY**

This brothel is a dirty and loud venue where the servers wear almost no clothing, drawing those who seek the pleasures of the flesh like bugs to a lantern. The madame, Yhlsaby, is a charming and outgoing young matron adept at dismissing sensitive questions about guests who have unfortunately fallen to their deaths from the balconies overseeing the cliffs by the sea. Yhlsaby's confidant is a charismatic but lewd tiefling named Thymo, who is responsible for hosting the exclusive guests of the establishment.

YHLSABY

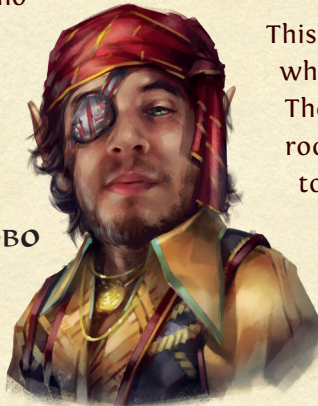




## 50. ZHANKAR PLAZA

Few recall the tales about Zhankar, the magnificent entertainer and his performers who lived during the Wyltammer Period and held amazing shows at this plaza. Under his huge colorful self-folding tents, Zhankar entertained large crowds every night for a week at the start of every season of the year. His performances of grand illusions ended abruptly and no one knows why.

BLIMBO



## 51. GOLDEN TOUCH GENT'S BARBERSHOP

Dallius "Finebeard" Skrazdillar, a young human with an extravagant style, has opened his shop just lately, already outperforming his competitors with his marvelous skills. Nobles and those who can afford a silver piece for a masterful cut flock to Dallius, making it hard to secure an appointment with him.

## 52. TEMPLE OF LIGHT AND DARKNESS

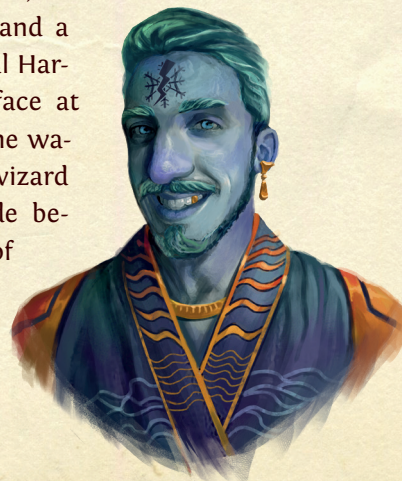
This small island houses a sizable lighthouse that also serves as the Temple of Light and Darkness. The massive tower's ground floor functions as a communal area, while the higher-level rooms are occupied by the priests of the temple. Father Kalozark Solamyr, an aging tiefling with bright yellow-colored skin, maintains the huge lantern-like apparatus that focuses the bluish light of the magical light spells under the mirrors that can be seen from miles. His most beloved acolyte is Xenon, a young human with prodigious clerical abilities. The temple was rebuilt on the remains of the demolished Eternal Torch, a holy site originally erected by the Order of the Eternal Light almost a thousand years ago.

## 53. CHEEKY MERMAID INN

This seaside inn is visited mainly by those who come for a short visit to the seaside. The inn's common room is a huge ballroom with a large bar and many tables to accommodate even the full crews of several ships at once. A curious regular is Blimbo, a witty halfling sailor with a fake eyepatch who poses as a ship captain for hire. No one has ever hired Blimbo, and the first time it would happen, to Blimbo's surprise, it would put him in a difficult situation.

## 54. ROYAL DOCKS

These bustling docks are open to any ship that pays the daily docking fees. Numerous sailors, both local river ships and many from the neighboring Drayl City-States, frequent this location, but sometimes ships from exotic far-away regions also dock here to sell their wares at the mouth of the River Nenock. The local Royal Swords are always on the lookout for pirate ships that would try to dock and masquerade as merchant vessels. Krestanyr Wint, the harbor-master of the docks, is a seasoned mariner and a captain of the Royal Harpoons. A regular face at the port is Arios, the waterling merchant-wizard who manages trade between the isles of Xanthros and the mainland with his small fleet of merchant ships.



ARIOS



## 55. GRANKAR'S CHAINS

Enormous chains hold up this double-towered narrow bridge. It was built by King Grankar the Brash, who expanded the city beyond the Old Wall during the Melkar Dynasty over five centuries ago. Both bridgeheads on both sides of the river feature large sitting lions with open maws. Some say that the sculptor who created these lions committed suicide as the residents ridiculed him for forgetting to sculpt tongues for the beasts.

## 56. ROYAL SHIPYARD

The royal shipyards are reserved for the Royal Armada and the numerous craftsmen, sailors, and clerks who work here. The largest battleship of the navy, the *Wild Whale* has spent the past decade in the drydocks of the shipyard as is only lowered to water once a year for servicing or in times of war.



MUR SEPH

## 57. SEAFARM FISHMARKET

One can smell the fish market from several streets away. Everything the sea has to offer is on display here. Giant frog legs, a highly sought-after delicacy, are brought in by North Bay's lizardfolk to everyone's delight in the city.

GARIN SE'ERAY

## 58. THE BURIED TOWER

Only the pointy rooftop of an ironwrought tower protrudes from an indestructible rocky surface, without any way in. It has no



doors or windows and bears no signs of significance. No one knows how it got there, why it is buried deep into the rock, or how to enter it.

## 59. DUNGEON OF TEARS

The dungeons of the realm hold prisoners both mundane and magical. Over two dozen soldiers and a captain are present at all times, with numerous servants attending to their needs and taking care of the prisoners. The most famous prisoner of the institution is a crazed-looking middle-aged man called Terin Merduz, who has been accused of a series of murders in the Rose Garden years ago.

## 60. HALLS OF THE LAWGIVER

The Halls of the Lawgiver is the high court of the Kingdom and the base of the Red Cloak Lawgivers. The majestic building has austere towers with wide bases that thin out as they rise, strikingly resembling a fort rather than a typical building. Huge statues of Red Cloaks and their Eye and Sword symbols decorate the sides of the gate.

The most commonly encountered individual at the front desk is the insomniac Mur Seph, a disheveled human. He runs a small team of scribes to manage the public office, information, and contacts.

One of the most outstanding figures at the Halls is the kennel master Garin Se'eray, a looming half-giant over eight feet tall, who breeds large dogs for the Red Cloak Lawgivers for use in their pursuits and tracking.







## 61. ROYAL WAREHOUSES

A complex of several large warehouses where everything from resources to documents, and confiscated contraband is stored. These huge storages are kept under close surveillance by the Royal Swords, and access to any of them is granted only with an official letter of authorization.

## 62. KING'S FORGE

The royal smithy is where everything from metalware to gears of war is crafted when the crown requires it. The official coins of the realm are also minted here. The smithy is known for its towering chimneys and hallways painted orange by the light of the dwarven' forges. It is a well-guarded location with many soldiers stationed around the premises. The most imposing figure in the swarm of crafters and workers is Somrin "Fernidad" Ironhammer, an imposing giant of a dwarf who is over eight feet tall. Somrin is a barbarian shaman from the edges of the Mountainfalls, a strange and abandoned land of endless mountain peaks, who crafts the most reliable weapons.



SOMRIN  
"FERNIDAD"  
IRONHAMMER

## 63. HOUSE OF THE SOLDIER

These are the barracks of the Royal Army, the soldiers of Aglarion. It comprises a walled compound of six long, two-story buildings and a simple large service building of bricks with a slight greenish hue. The single gate is always well-guarded, and the location is usually clamorous with the sounds of physical training and shouting. A regular face at the gate is Jacob Hammersmyth, a lazy and cynical old warrior who worked his way into a position of stamping entry and release documents. He seems like a weak-willed fellow who could easily be fooled, but in reality, he is a fiercely loyal and meticulously observant servant of the crown.



JACOB  
HAMMERSMYTH

## 64. KARRAMOSA VILLA

This imposing villa is surrounded by beautiful gardens that speak of wealth. The gratuitously decorated structure is striking amidst its surroundings, including beautiful stables and carriage sheds. The stone pillars of the main gate are decorated with small semi-precious stones that are deeply embedded. However, some of them have been skillfully picked before the gate guards could prevent the thefts. As people call it, the





Starry Gate flickers in the night as the light of the moon shines upon it.

### 65. ROSE GARDEN PARK

Bordered by beautiful villas, this park is home to many varieties of roses of all colors and sizes, making it a favorite place for romantic getaways. A few years back, a serial killer was hunting for couples in the park, leaving them in macabre displays. Red Cloak Lawgivers locked a suspect in the Dungeon of Tears. Some still fear entering the park after dark, and there are always two Royal Swords on patrol.

### 66. TOMB OF THE FIRST KING

Within this gated building in the Royal Court is the resting place of King Razmyrel Valsyr Melkar I. It is a ten feet high unworked block of granite onto which his friend and ally, Master Arlen the Constructor, molded the king's perfect likeness with the use of magic. Engraved on the surface of the imposing rock is a single line that says, "Order is our solid foundation." The letters are hard to make out, as it is a custom to touch the engraving for good luck so the stone has smoothed out over hundreds of years from the hands of countless visitors.

### 67. BASTION OF THE KNIGHTS

This large building in the Royal Court accommodates the Knights of the Crown and serves as their living quarters and training halls. A broad stairway leads to an ornate stone gate that encloses a somewhat dimly lit interior with narrow corridors and small cells. A fencing hall and a chapel are located on the ground floor, while the dining hall and private cells are on the following two levels of the building.

Crownwarden Lord Cyne Monder spends most of his time with his knights at this location rather than at his ancestral villa in the High District.

### 68. ROYAL COURT

The Royal Court is located on a large walled island that incorporates the Royal Palace, Bastion of the Knights, and Tomb of the First King. The Palace includes such notable areas as the Royal Quarters, Mausoleum, Throne Room, Guest Quarters, and the Royal Treasury. It is a closely guarded complex where the royal family and its servants, guards, assistants, and advisors live their daily lives under the protective watch of the Knights of the Crown.

### 69. KING'S BRIDGE

This slim, walled, and roofed bridge, designed and built using magic by Master Arlen, allows only one carriage to cross at a single time. The bridge walls are so narrow that one can't even open the doors of a carriage in the passage, which is also dotted with arrow slits running on both sides. It is heavily guarded at all times.

### 70. QUEEN'S BRIDGE

This narrow bridge is almost identical to the King's Bridge, with the addition of magically movable large stone blocks at its center that can block passage on the bridge if needed.







## 71. WYLTAMMER VILLA

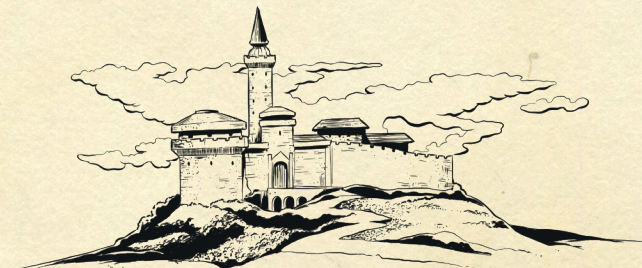
The ancient and continuously renovated villa of the Wyltammer family displays the elegance and subtlety of elven designs. Intricate ornaments extrude from seemingly natural surfaces as if the building was grown organically rather than built. Its large garden and the greenhouse that occupies its center are perfectly kept. The glass greenhouse features exotic flowers and some rare birds, harmless insects, and small rodents, which are usually found near elven settlements. The family's assistant, Xela Stormfane, is a kind and warmhearted chubby human lady. Xela graduated from the College of Minstrels and knows a lot about the Wyltammer's everyday activities and assets.

## 72. TEMPLE OF KNOWLEDGE

A once majestic, now neglected temple that serves as a public library is currently run by Father Golvin, a young half-blue dragon cleric of the Wise One from the Isles of Xantharos. The young cleric took over duties at the temple after the disappearance of his tutor, Father Lestor, the former head priest. Books are available for reading at the temple and sold at almost symbolic prices.



XELA  
STORMFANE



## 73. DOMIREN VILLA

The Domiren family villa is a once majestic building now in a state of utter neglect. The iron-wrought front gates and fences are overgrown, as are its gardens. The previously magnificent and highly fashionable topiary bushes have become unrecognizable, twisted forms of themselves. The few servants who can bear the family only remain in their service because of the lavish payment. As a result, visitors are rare and also of the shady type most of the time.

## 74. THE NAPPING GIANT

This colossal weather-worn statue from ancient times depicts the reclining form of a green-skinned giant or a humanoid of giant size. No one is sure what form the statue depicts. It has an unidentifiable glyph on its forehead. The findings of an earlier excavation confirm that the statue has the remains of wings on its back that were broken off ages ago using chisels. This find has led historians to conclude that the statue was raised in honor of the planetar Morkiel over two thousand years ago and then toppled and de-winged by Sarath and her followers. The site is roped off from the streets, and no one is allowed to enter except for the members of the Chamber of Royal Historians. Andre, a serious-looking tattooed half-orc soldier, is permanently stationed at the site to ensure no one enters.



ANDRE





## 75. HOUSE OF CLENCHED FISTS

Master Aurello teaches self-defense techniques to the youngsters of the South District for free. He has a few pupils who have become trained fighting monks over the years and live at their master's house. The school is a nicely renovated two-story building with a small courtyard at its center.

## 76. ARNO'S ANCIENT TOMES

A small building with a few smaller windows is the home and store of Arno Hawkspear, a nerdy and nervous human librarian who collects rare and old tomes he offers for sale at reasonable prices. Some of his books date back to the times of the Order of the Eternal Light, considered banned by the monarchies that followed the era.

## 77. HALL OF TEMERITY

This training hall for swordsmen is run by Temerity, an optimistic and always cheerful tiefling paladin of the god of Competence, the Efficient Master, with entirely black eyes. Temerity takes only up to four pupils at a time, whom he trains individually during regular daily sessions.

## 78. THE FURLOUGH

This canteen is frequented mostly by Royal Swords in their free time. The kitchen is managed by Rezneq Syngris, a half-elven chef who always seems rushed and behind orders, except when in the kitchen, which is a place of organized calm. The proprietor is always fidgeting and leaves serving to his three sons.

## 79. THE CURIOUS CALLIGRAPHER

Kapushek Borontyr is a halfling scribe who creates beautifully illustrated and illuminated letters, cards, and even complete copies of books.

## 80. DRUNNAG'S OILS

Drunnag Steelarm is a dwarven retiree, who has left the managing of his oil shop to his human stepson Ralfis. Both Steelarms are extremely solitary individuals and try to keep to themselves. The shop is on the bottom floor of a narrow two-story residential building and it sells many types of natural and alchemical oils, some from the most rare of plants, animals, or substances.

REZNEK  
SYNGRIS





**81. GIANT'S BOOTS TAVERN**

The entrance of this sturdy building is flanked by the actual iron boots of a fire giant. The establishment's inside is also decorated with the weapons and armor of the same fire giant, supposedly killed by the owner, Zor Nafalios, an ex-mercenary from overseas who turned the giant's enormous shield into a table in the center of the tavern. Sitting next to it is a privilege for any guest, and empty seats are rare. Many soldiers and merchants drink here, and the tavern is usually loud with physical contests, cheers, and the occasional fistfight every night. With a permanent seat at the shield, the meanest looking guest is the mercenary Yeetarr, a fully armed hulking gnoll with a vicious set of metal teeth. Yeetarr is a seeker of justice despite his deadly looks and is interested only in quests involving dangerous situations and righting wrongs.

mands his employees to train daily. Trazz keeps an eye on his favorite mercenary, Lendra Thread, a female no-nonsense, confident airling who is always ready for a challenge to a duel. Lendra's fiercest competition within the mercenary company, usually sent on separate missions by Trazz, is Tempest Umbermoor, a tiefling pact of the blade warlock who leads the team assigned him with no regard for its safety.

**TRAZZ  
THE CRUEL****82. IRONWEAVER'S MARKET**

The "Metal Market," as the locals call it, is maintained for those who sell used or mint condition household metalware, weapons, or armor. The air is constantly filled with sounds of clanking and the scraping of metal against metal, as well as the sounds of haggling and deals being struck.

**LENDRA  
THREAD****83. BLACK FLAG MERCENARY COMPANY**

This small, old building is neglected both from the outside and the inside. The top level functions as the small home of Trazz the Cruel, who runs the mercenary company. The storefront is decorated with weapons, shields, and the occasional trophy of some wild beasts and smaller monsters. The courtyard is a small training ground where Trazz de-

**TEMPEST  
UMBERMOOR**



### 84. THE KING'S PRIDE

The extensive stables of the King's Pride are where horses in the crown's service are kept. All of the horses at the stable were bred and brought in from the Royal Stud Farm from outside Onadbyr.

### 85. ODDS AND ENDS PAWNSHOP

This is a ramshackle pawn shop. Some might even find their own goods in the store if they have been robbed lately. There is always a personal recommendation of "rare" goods to those the owner, a rude dwarf named Gywyn Talabosh, deems worthy of his time. He can procure many things one would not expect to be available in a pawn shop.

### 86. GRAZILDA'S APOTHECARY

Markya Marosta is a young herbalist who smiles a lot as she runs her late grandmother's business with great skill. She dropped out of the College of Minstrels to assist her granny and became a strong devotee of the Redeemer. Being able to cast lower-level curative magics, she also distills magical potions with limited availability. In her service are Dr. Samael Volkov, a human physician and studious necromancer with a blunt attitude who doesn't care much for anesthetics, and Bweltoe, the half-giant ex-barbarian delivery man from Vordan.

### 87. ANGELS' CHOIR FESTHALL

This large elegant, domed building is home to most of the birthdays and weddings of those who can pay the hefty price for renting the establishment. Its large marble central hall is lavishly furnished and the servants are dressed almost as elegantly as the ones in the Royal Palace. The catering is exquisite and highly expensive as are the rest of the services, and Raun Surefoot, the halfling proprietor of the festhall makes sure that every occasion feels uniquely special for those who attend.



BWELTOE



DR. SAMAEL VOLKOV



MARKYA MAROSTA







## 88. RONUL VILLA

The house of the infamous Ronul family is one with lots of balconies and open spaces akin to the helm of a ship. It is said that Almerio Ronul built his house around the mast of his original flagship, and that part of the house is underwater, catering to the few merfolk in the family. Lord Dyzag Ronul, the family's patriarch, seldom visits since he is kept busy overseeing the pearl fishing in the north bay in Ronul's end. His only son, Premil Ronul, keeps the house in order and stays here most of the time. From time to time, gossip goes around the black markets and rogues of the city that Almerio Ronul had hidden his famed cache of treasure somewhere in the city, and that the clues about its location are hidden inside the house. Lord Dyzag Ronul would tell you that this was only a bad joke that his grandfather made and regretted immediately. Since then, the Ronul family had to pay fortunes to protect the house from burglars and sometimes adventurers who believe the tale.

## 89. MONDER VILLA

The current Crownwarden's villa is a simple yet robust structure. His family, which has always trained its youngest members to become part of the knighthood, lives a sheltered, simple, yet generous and socially sensitive life. Lord Cyne Monder has no heirs and just a few housekeepers to manage the villa, whose wide strong gates are always open for those in need.

## 90. ROYAL GARDENS

These beautifully kept gardens are open to the public but are always closely monitored by the Caretakers of Life and soldiers stationed here. The park was built over the ruins of the Cathedral of the Sun, which was razed during the rebellion against the theocracy of the Order of the Eternal Light. Gorgeous plantlife from distant lands is cultivated

here, while the beautiful small meadows are open for picnics, and little hidden retreats with benches offer secluded havens for introspection. There is also a perfect view over the Royal Palace from hanging balconies by the Old Wall.

## 91. RUINS OF THE CATHEDRAL OF THE SUN

The place of worship of the Shining Light, raised more than nine hundred years ago during the theocracy of the Order of the Eternal Light, stands long abandoned. The vaguely recognizable structure of the ruin speaks of the imposing architecture it once displayed. The few waist-high walls that remain are only fragments of the original architecture, which once spread all over the western half of the southern section of the High District from the Angel's Choir to the Gentlemen's Refuge. There is a royal decree in effect, forbidding any excavations in the ruins, which have been maintained in their original forms as a memento of the ancient history of the realm.

## 92. WEEPING KOBOLD FOUNTAIN

The monument dominating the area opposite the Eyrie of the Fabled was erected to commemorate Skerg Nethercrest, renowned Court Jester and confidante of Queen Linolu the Peaceful. The statue depicts a weeping kobold dressed in a jester's robe. The statue is repainted in bright colors every year. The lost notes of the song Skerg sang to the queen and which secured his role at the court have been sought after by many of the bards of the realm, but none have yet been able to find them.





**93. GENTLEMEN'S REFUGE**

More of a gentleman's club than a drinking establishment, this tavern features everything from games to comfortable sofas and expensive drinks to accommodate the male elite of the capital. Access is granted only to those invited by a member and upon payment of the steep annual membership fee of the establishment.

CASSIUS  
THE  
HELPFUL



**95. THE DEEP WARRENS**

Formed out of an abandoned and partially collapsed segment of the sewers, this tavern is run by a group of ex-convicts who turned away from a life of crime. One is Schofire the Vengeful, a friendly ex-pirate from Ronul's End. The next of the gang is Chancebdunn, a satyr rogue who poses as a tiefling and is a professional card player. The third member of the crew is Brak, an arrogant lizardfolk prize hunter, who regretfully reminisces of days before when he drowned wizards in the Ulden Swamps. They take care not to ruin their reputation as hard-working men in the eyes of the Red Cloaks. A regular at the tavern, Cassius the Helpful, is a human with a devilish bloodline and a flamboyant outfit who sells information to those who pay the right price. The tavern staff is not fond of his private business here but look away for now.

**94. EYRIE OF THE FABLED**

The Eyrrie of the Fabled is a theater where the nobility and wealthy can meet to enjoy high-quality entertainment and show off their social status. It is a small yet richly decorated venue built to fulfill every need of visitors from high society. The theater's auditorium and stage area is covered with darkwood, making it completely soundproof.

SCHOFIRE  
THE VENGEFUL



BRAK



CHANCEBDUNN







### 96. ALLEY OF MENACE

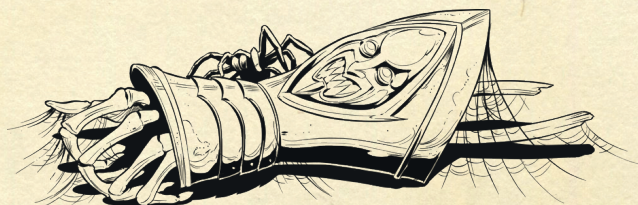
This alley by the Old Wall is believed to be cursed. Residents avoid it, and those who live next to it urge others to stay away. At any time, day or night, accidents happen to those who enter this relatively simple, dirty, narrow street section that runs between the back walls of several residential buildings.

### 97. MAIN SEWER OUTLET

This nondiscript building is the main entrance to the sewer system of Onadbyr, which runs under the entire city. It consists of many sublevels, the bottom of which leads to the Primary Drainage Cistern, where waste disposal is regulated to avoid clogging. The building is usually busy with sewer workers coming and going, and is always guarded by several Royal Swords.

### 98. KING BOLDIZZAR AZENHAR'S STATUE

Standing on a granite pedestal, this giant iron statue rises above Dragon Plaza and depicts the late king in the moment of his victory against the invading Vordani armies.



### 99. QUEEN'S GRACE ORPHANAGE

This large red brick building with elaborate iron-work is a highly regarded school and residence for young female orphans. Because of royal patronage, conditions in the orphanage are better than in most homes. The girls are raised very rigidly but in a noble demeanor and are trained by the calculating drow headmistress Nyx Malari in all the trades and duties of a lady who is to become a master of a wealthy household. The orphans are well regarded as suitable matches for younger sons of the well-to-do or even for the nobility on rare occasions. The orphans don't have dowries, estates, or family alliances, but they prepared on posture, courtly dances, running a household, raising children, and many financial tasks. Lady Nyx utilizes the contacts these married girls represent and keeps close contact with them after they leave the orphanage through frequent visits.



DIX MALARI



SILENT SHADOW





**100. BLACKHORN**

Owned by the Blackhorn family for generations, this is one of the oldest taverns in the Onadbyr. The family brews and sells its signature mead that is famous all over the kingdom. The Blackhorns have great pride in the recipe and are in a fierce competition with the monks of the Spirited Leaf Abbey. The tavern is frequented mainly by locals from the Sword and South Districts.

**101. TEMPLE OF STRENGTH**

A large, sturdy, and featureless building with small windows dominates the side of the Long Road. Its massive double doors open into a vast training ground, an atrium decorated with weapons and large marble statues of the church's most famous muscular male and female priests.



CASIMER THE PURE

The most charismatic and approachable priest of the clergy is Casimer, an ambitious half-elf with a well-built physique who capitalizes his knowledge of the body not only in training and keeping a healthy lifestyle but also when using his healing magic.

**102. MEAT MARKET**

The butcher's market sells all types of meat, live domesticated and wild animals, and sometimes even the remains or live specimens of fantastic beasts brought in by monster hunters.

**103. THE DOG PIT**

The Dog Pit is an arena of sophisticated duels to the first blood during the day. The place is overseen by a halfling named Joffer Pebblefoot, who loves the sight of blood and gore even more than the gold he makes on this business. The real brains of the operation is Joffer's silent partner Ruali Oussearaheal, a reserved crafty elven rogue with sudden blazes of anger against her rivals.



RUALI  
OUSSEARAHEAL

**104. ENIMBROS THE RAT CATCHER**

If anyone has a serious rodent infestation, Enimbros the Rat Catcher is the one to find. He is a drow druid who lives on the fringes of society in the Shanties and makes a living by providing pest and rodent control services to anyone who knows about him. He keeps a dozen ferrets in his shabby hovel, which reeks of animal musk and filth.



ENIMBROS  
THE RAT CATCHER





## 105. MAGGOT'S END

This building is home to many miserable wretches who live on drugs and have already forgotten what real life is. Anyone can enter and stay indefinitely if they can find a small spot where they can collapse. The house and its residents are not even worth robbing as they are poor, sick, and without any value to anyone. The only person taking care of the destitute addicts is Dromier Cutter, a middle-aged priest of the Redeemer who appears to be in his fifties. Dromier's mean demeanor and harsh temperament hides a caring soul who preaches to the homeless of Maggot's End about changing their ways before distributing alms to them.



DROMIER  
CUTTER

## 106. FIERY HOOVES

The little shop is tucked into the cramped space of the city's outskirts, close to Mule Gate. Its entrance is marked by a metal cut-out sign depicting a rider and a horse with flaming hooves. The shop's interior is designed to block the view of the workbench for a good reason. The shop is known by its customers for its high-quality harnesses, saddles, leather gear, and other equipment, which seem to be highly durable but at the same time light in weight. Rumor has it that the saddler, Mordio Delons keeps a little dragon-like creature in his workshop to harden the materials.

MORDIO  
DELONS



## 107. GREEN-EYED NYMPH

Only green-eyed servers work at this large festhall facing the Dragon Plaza. The hall features regular group dances for locals and is frequented by many of the students of the College of Minstrels, who always make sure to keep the guests and themselves entertained at all times of the day.

## 108. TEMPLE OF MAGIC

Marvelous colorful, sparking columns of heatless fire dominate the entrance of this temple, which is rich in detail. Its large rose glass windows seem to shift as shapes form and disappear in them slowly. The inside of the building features magical enchantments and imagery, which always awes visitors and faithful alike. The priests of the House of the Wondermaker welcome all who are fascinated by their god's power and those who wish to hire their magical services. These services are usually provided by Wilm the Virtuous, an aged, stolid human priest who is all too pragmatic about the magical wonders he sells. The highest-ranking cleric of the temple is a venerable human named Polodrin of Gynleah, a foreigner from the Drayl City-States, who was invited by King Waldrann decades ago to take the Pulpit of Wonders. His second in command is Father Beau Semias, who is a charismatic pastor.



BEAU SEMIAS



110. **RATCATCHER INN**

The Ratcatcher is the worst place to stay at Onadbyr but also the cheapest. The proprietor, Gibras the Meek, is a silent introvert with dark sunken eyes and an air of eerie strangeness about his person. The loudest regulars at the place are always Fingle Jewelstomper, a bearded chubby gnome rogue with wizardly skills who asks way too many questions, and his friend Keeg, a charismatic, carefree con-artist and steady drinker who claims to be an ex-pirate captain of the west.

109. **BASKET OF PLENTY**

The primary food market of the capital is a vast sea of colors and sounds filled with an ever-flowing mass of people and a full range of enticing aromas. One can buy almost any type of food, even from far-off exotic lands, except for meat, which is only available at the Meat Market. Long rows of tiny curtained stalls, most with only seats for two customers, line the sides of the market where one can find any type of street food at all hours of the day.



FINGLE JEWELSTOMPER



KEEG,  
PIRATE CAPTAIN OF THE WEST







### 111. DRAGON PLAZA

Formerly known as the Plaza of the People, this enormous empty plaza is dominated by the bronze statue of King Daerios Azennar, the current king's father. He defeated and chased away Malzdreziret the Scaled Impostor. The statue depicts the heroic king as he wounds the massive dragon with the Falcon Blade.

### 112. MUSIC OF THE SPHERES

The venerable gnome instrument maker Master Xagim Doubletoe undoubtedly has the most refined ears and most skilled hands in the capital. Most of the students and maestros of the College of Minstrels have their instruments made and repaired by him. Even though he has slowly gone deaf, he can still tune any instrument perfectly by feeling its vibrations.

### 113. THE BOTTOMLESS WELL

This ancient, crumbling well looks like any other old neglected well, except for the fact that no one has ever been able to reach its bottom. Lanterns on ropes of extreme length have been lowered into it until the light just slowly faded away. The brave who have tried to climb or even fly down with magic either gave up or never returned. Inside there's a long stretch of ladders and handholds fabricated together and added continuously by those who dared to explore, but at one point, it just stops, marking the depth where the last brave explorer gave up the descent. Legends say that a few times in the past, the corpses of strange creatures, possibly fey, have mysteriously fallen out of the well.

### 114. MUG AND BOTTLE

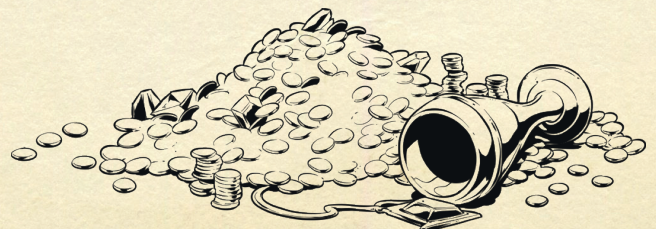
A goodhearted middle-aged dwarf named Guunthar runs this fine brewery. Unfortunately, Guunthar has a sad history with a red dragon. Guunthar was a highly skilled armorsmith and adventurer back in the days before briefly meeting Arzatraxos, the red dragon in Drayl, then promptly changing his profession and life goals. He has a rotund cat named Pudge and a pet skunk that believes itself to be a cat, named Stinky.

GUUNTHAR



### 115. ROUNDREAD

The Roundbread bakery is an institution by itself. Long lines of hungry shoppers wait for their turn in front of its doors every morning. People would do anything for Gallad, the stern-looking but kind airling master baker, who is a renowned and respected pillar of the community.





**116. GRINNING GOBLIN**

Owned and operated by the goblins of the Gold-tooth noble house, this tavern is always noisy with shouting and raucous laughter. Constantly guarded by the disciplined and courteous hobgoblin house guards, the locals consider the inn as a safe place to get drunk. One of the loudest guests is Breesy Alebeard, a smuggler with a purple glass eye and a jade tooth, who is always ready to bet large in a game of cards.



BREESY  
ALEBEARD

**117. OLD PHARION'S REMEDIES**

Jamos Pharion is the sweetest old man, always talkative, and very helpful, especially when offering his herbal remedies primarily to other elderly residents.

**118. AUNTY ALANIA'S SEWING SHOP**

Aunty Alania was the wife of a wealthy merchant who died decades ago. She has spent her entire life sewing since she was a child and she makes the most beautiful and fashionable dresses worn by the nobility and elite of the city.

**119. SYLVAN STRIKER, BOWS OF ELVEN QUALITY**

Twen Foebane came to the city from an elven conclave in Drayl to forget a tragic romantic affair. He has watched the city grow for over a century now and established a name for himself as one of the capital's most skilled

craftsmen. Twen is always accompanied by his animal companion, a loyal dog named Kylo.



TWEN  
FOEBANE

**120. GALNYR, MASTER ARMORER**

Galnyr was a member of a Vordani tribe until he realized that his armor-crafting skills are valued much more in Aglarion and the capital of Onadbyr. The seasoned blacksmith has created many masterpieces worn with pride by their owners.







### 121. FIGURINES OF WONDER

Vilter Kirtan, a middle-aged human maker of fine dolls and puppets, creates wonderful toys and dolls of various sizes to the delight of young and old alike. The puppet maker lost his wife and daughter, Dorotia, to a long and severe illness a few years ago.

### 122. ZURAFKIRA'S FINE FOOTWEAR

This small cordwainer's workshop is the shop and home of Zurafkira Shoemaker, a single woman of great skill.

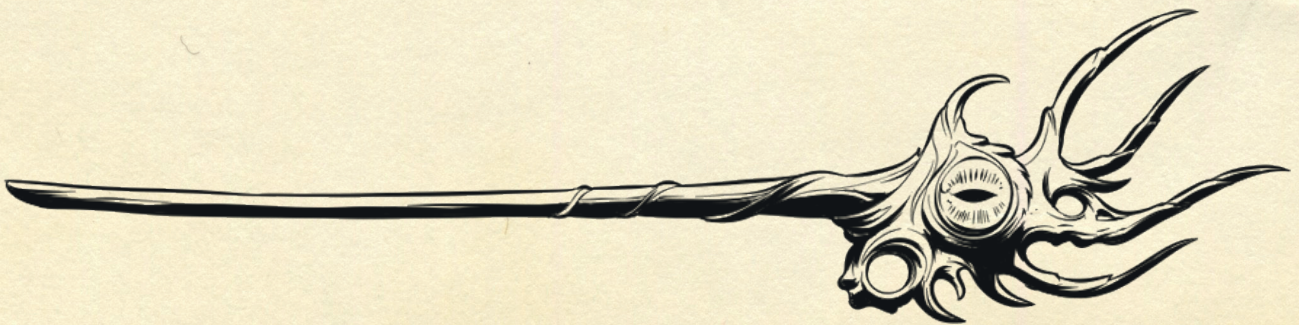
ZURAFKIRA SHOEMAKER



OTMER HONORMAIL

### 123. TEMPLE OF LIFE

The Temple of the Redeemer is a sprawling low-ceilinged building with large communal areas and a central pulpit. The temple can accommodate hundreds of people, and many clerics attend the hungry, wounded, sick, and destitute. Anyone can stay at the temple for free for an indefinite time, provided they assist in the daily labors of the acolyte clerics. The ranking cleric of the faith is Ry Kaly, a low-level priest who does his best to attend the most severe cases. The most dedicated and active member of the clergy is Otmer Honormail, an unarmored, unarmed dwarven paladin who tends to every need of the disenfranchised in his simple dirty robes.





**124. KNIGHT'S PRIDE**

This large weapon and armor smithy is run by a massive hobgoblin named Bruukattyr the Iron Grip, who served in the Royal Army for years. He received an honorable discharge after losing his left hand in a battle against a mob of sahuagin that attacked Ronul's End over two decades ago. As a result, he constructed a bulky iron left arm prosthesis for himself that has a tremendous grip but is too bulky to be used for anything else but swinging a hammer.

**125. NINE ARCHES**

This flat bridge is built upon nine stone arches. The bridge was destroyed by Malzdreziret the Scaled Impostor, before being rebuilt only a decade ago by King Waldrann. Newlywed couples often take rowboats and navigate to one of the many bridge pillars to carve their names there.

**126. DIAMONDBACK TROUT**

This cozy tavern by the riverside features its own small docks and canopied terraces over the river. The owner, Okamirou Haristan, is a knowledgeable man from a distant land to the east and a long-time friend of King Waldrann.

**127. NULOBOR'S FINE LOCKS**

Nulobor, the gnome, is an introvert who does nothing besides making and repairing locks and eating his favorite lemon pie strictly at sundown in his favorite chair overlooking his small fireplace. He keeps adding drops of the essential oils he buys from Old Troumbald of Natural Healing Concoctions to his fire, which should supposedly ease his frequent headaches.

**128. RONNAR'S PELTS AND FINE LEATHER**

Ronnar, a middle-aged half-orc, buys, cures, and sells the most exotic pelts and hides from all over the kingdom. Ronnar's best supplier is an elven druid named Theduthas Ravine, who uses his powers to find beasts with pelts of the highest quality.



THEDUTHAS  
RAVINE







**129. TEMPLE OF COMPETENCE**

An unremarkable-looking two-story building in the middle of the densest part of the Tool District is home to the devotees of the god of Competence, the Efficient Master. The temple hides many small workshops where the skilled can discuss their trade or the unskilled can learn confidence in a skill from the temple priests. There is no formal leader of the faith because all priests consider each other as equals and act as independent teachers and preachers of their own experiences. One of the friendlier faces in the temple is an acolyte named Jarlin, a former street urchin who found his way into the temple. The introvert boy is a master poet who is willing to share his art with anyone eager to listen.



JARLIN

**130. NAIL AND BEAM CARPENTRY**

Jovas Paltran and his team led by his three sons have built the most magnificent villas over the past years. They also do major repairs but leave the smaller, less well-paying jobs to others of their profession.

**131. THE WONDERMONGER**

This messy workshop, owned by Tully Vespers Skincat Watercat, is only a small room packed with strange devices and another space in the back separated by a curtain. Some might consider the animated clockwork contraptions of the warm-hearted gnome artificer wizard useless or even funny, but many have great functions that make one's life easier. Tully is always friendly and curious and does not consider it offensive when people belittle his automatons and clockwork tools.



TULLY VESPERS  
SKINCAT WATERCAT





# LOCATIONS BY CATEGORY

## Bridges

Crossing of the Thousand Lanterns (1.)  
 Grankar's Chains (55.)  
 King's Bridge (69.)  
 Nine Arches (125.)  
 Queen's Bridge (70.)

## Cemeteries

Deadwoods Cemetery (23.)  
 Garden of the Sleepers (36.)  
 Noble's Rest (30.)

## Crafters and Services

Aunt Salibra's Natural Healing  
 Concoctions (46.)  
 Aunty Alania's Sewing Shop (118.)  
 Black Flag Mercenary Company (83.)  
 Enimbros the Rat Catcher (104.)  
 Figurines of Wonder (121.)  
 Galnyr, the Master Armorer (120.)  
 Golden Touch Gent's Barbershop (51.)  
 Grazilda's Apothecary (86.)  
 Knight's Pride (124.)  
 Mug and Bottle (114.)  
 Music of the Spheres Instruments (112.)  
 Nail and Beam Carpentry (130.)  
 Nulobor's Fine Locks (127.)  
 Ronnar's Pelts and Fine Leather (128.)  
 Roundbread (115.)  
 Silver Scale (42.)  
 Soap and Cream (45.)  
 Sylvan Striker, Bows of Elven Quality (119.)  
 The Curious Calligrapher (79.)  
 The Halfling's Treasure (20.)  
 Totally Local (2.)  
 Zurafkira's Fine Footwear (122.)

## Historical Locations

Imprints of the Half Goat (48.)  
 King Boldizzar Azennar's Statue (98.)  
 Ruins of the Cathedral of the Sun (91.)  
 The Napping Giant (74.)  
 The Weeping Kobold Fountain (92.)  
 Tomb of the First King (66.)  
 Zephran's Ruins (31.)

## Hospitality

Angels' Choir Festhall (87.)  
 Blackhorn (100.)  
 Burning Desire Brothel (26.)  
 Cheeky Mermaid Inn (53.)  
 Deep Warrens (95.)  
 Diamondback Trout (126.)  
 Emrik's Complex Flavor Blacksoup Bar (22.)

Eyrie of the Fabled (94.)  
 Gentlemen's Refuge (93.)  
 Giant's Boots Tavern (81.)  
 Golden Nectar Inn (37.)  
 Green-Eyed Nymph (107.)  
 Grinning Goblin (116.)  
 Loud and Lusty (49.)  
 Lucky Leap (44.)  
 Maggot's End (105.)  
 Merchant's Rest Tavern (7.)  
 Ratcatcher Inn (110.)  
 Silent Kiss Brothel (15.)  
 The Dog Pit (103.)  
 The Furlough (78.)  
 Triple Nine Gambling Hall (5.)

## Markets

Basket of Plenty (109.)  
 Ironweaver's Market (82.)  
 Meat Market (102.)  
 Seafarm Fishmarket (57.)  
 Tradersmeet (11.)

## Mystical Locations

The Alley of Menace (96.)  
 The Bottomless Well (113.)  
 The Buried Tower (58.)  
 The Crooning Willow (32.)

## Nobles' Villas

Domiren Villa (73.)  
 Goldtooth Villa (38.)  
 Gorso Villa (39.)  
 Karramosa Villa (64.)  
 Monder Villa (89.)  
 Nangrath Villa (28.)  
 Ronul Villa (88.)  
 Wyltammer Villa (71.)

## Parks and Plazas

Dragon Plaza (111.)  
 King Vacrilos II Park (33.)  
 Monster Menagerie (21.)  
 Park of Lonely Spirits (35.)  
 Platinum Peacock Park (29.)  
 Rose Garden Park (65.)  
 Royal Gardens (90.)  
 Zhankar Plaza (50.)

## Places of Authority

Bastion of the Knights (67.)  
 Dungeon of Tears (59.)  
 Fists of Azennar (43.)  
 Halls of the Lawgiver (60.)

House of the Soldier (63.)  
 King's Forge (62.)  
 Main Sewer Outlet (97.)  
 Minaret of the Speaker (41.)  
 Royal Court (68.)  
 Royal Docks (54.)  
 Royal Shipyard (56.)  
 Royal Warehouses (61.)  
 The King's Pride (84.)

## Places of Worship

Temple of Competence (129.)  
 Temple of Death (24.)  
 Temple of Knowledge (72.)  
 Temple of Life (123.)  
 Temple of Light and Darkness (52.)  
 Temple of Magic (108.)  
 Temple of Nature (34.)  
 Temple of Strength (101.)

## Schools

College of Minstrels (25.)  
 Hall of Temerity (77.)  
 Queen's Grace Orphanage (99.)  
 House of Clenched Fists (75.)  
 Walhem's Boarding School  
 for Young Masters (40.)

## Shops

Arno's Ancient Tomes (76.)  
 Bearded Warrior Weapons Shop (6.)  
 Choosey Otyugh Culinary Treats (13.)  
 Darustil's Haberdashery (8.)  
 Dawn of the Ages Antiquities (27.)  
 Drunnag's Oils (80.)  
 Elegant Elephant (12.)  
 Emporium of Marvelous Rarities (14.)  
 Fiery Hooves (106.)  
 Hill's Nectar Winery (3.)  
 Odds and Ends Pawnshop (85.)  
 Old Pharion's Remedies (117.)  
 Oryntar's Metallurgy (19.)  
 Starbright Jewelry (10.)  
 Princess' Boudoir Parfumery (9.)  
 Purple Book Worm (47.)  
 Shimeon's Pouches (16.)  
 The Dragon's Hoard Trading House (17.)  
 The Wanderer's Cartographer (18.)  
 The Wondermonger (131.)  
 Thysalonious' Stables (4.)



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