

Appendix A The Land of Suhalla (from DM)

The Realm of Suhalla is an isolated pair of two islands (the locals call them continents) that are connected by a 3.5 mile wide isthmus. The Continents are Lumeria to the north and Ocienia to the west. There are distant lands and cultures beyond the seas but unfortunately when you get a certain distance from the shore you find yourself in a dense bank of fog miles wide and a maze of underwater rocks so complicated that only one vessel has made it through and back and forty-three ships now either lay on the ocean floor or as memorials rotting on the rocks.

The relations of Lumeria and Ocienia have come close to armed conflict. This fact has not been helped by both countries building heavily fortified fortresses that house the main battalions of both sides respective Grand Armies. Although there are a great many rumors and much propaganda floating around about the disagreement between them, the initial reason is over claim of the ship that successfully returned from across the seas and which country would claim the discovery.

The country of Ocienia has a government that functions as a so-called monarchy, but is really more of a military dictatorship. Because of this their lifestyle is militaristic and thus they have a stronger military and better defenses, as well as better strategists.

Lumeria however is shows attempts to show a great show of military power under current conditions, unfortunately for them this is not true as their government is a true monarchy and while it has a great force it is insubstantial compared to Ocienia. The only similarity between both countries, in simplicity for the civilians traveling across the border, is the monetary system. Their monetary system is as follows;

- 1 Gold=20 Silver
- 1 Silver=10 Copper
- 1 Gold=2 Electrum
- 1 Platinum=5 Gold

The Capitol of Lumeria is the city of Madra and in their grand castle reigns the young and (to his wife) fair King Rupert Charles and his even younger elven wife, the beautiful Queen Chanelle. While King Rupert is young in years he and each of ancestors have always had a town elder, unless they didn't wish for one, that helped them to make difficult decisions, and even handed out our performed unwanted duties. His kingdom has existed for over 400 years ever since they seceded from Ocienia for differences in governmental ideas, and fought for control of their continent.

However, in Ocienia's capitol of Alhafra, Grand Admiral Presar leads his empire with an iron fist. He is power hungry and corrupt for cash. He cheats merchants and the population of his country through means of cruel taxes and even crueler tax collectors. While most of this gold goes straight to his pocket or the army some of it goes to designing and advancing all knowledge of seafaring and getting through the maze. They also attempt to map all routes through for possible surprise attacks against Lumeria in case it comes to war.

The Country of Lumeria

The City of Madra

The City of Madra is located in the southwestern area of Lumeria and is Home of the King Rupert Charles. The capitol was moved here 175 years after the founding of the country because the Original location, atop and inside the Dekator Plateau. Unfortunately, the plateau was conquered by an army of orcs that were brought together by the power of a powerful wizard that died in the assault. The orcs moved off but before the capitol could be rebuilt kobolds migrated in and have been unable to be eradicated. All that remain is a secret entrance and a stair to the summit.

The royalty of Lumeria is housed in the great castle of Rezelean, in which lives;

King Rupert Charles	King of Lumeria, young and fair, 9 th king of Lumeria
Queen Chanelle	Queen of Lumeria, elven, pregnant with first child
Elder of Madra	nameless, has served 3 kings, half-elven
High General Scropal	Leader of Lumeria's army, apparently ready for possible defense
Grand Admiral Fitzal	In command of Lumeria's limited navy
Mayor Grandel	reports directly to king, manages city
Archbishop Tivalet	Head of Clergy
High Mage Trianna	Most powerful spellcaster of Suhalla, carries Rod of Power
Court Jester	nameless, captured Orc, very entertaining, dances Otto's irresistible dancing
Jester's Assistant	nameless, captured Orc, plays bongos

And in the town surrounding Rezelean, lives and works;

King's Head	Main tavern of Madra, Caters toward richer clientele, Sign depicts Ocienian Dictator on a pole
Pier's	Premium shipbuilder's of Lumeria
Devora	Supplier of magical weapons and armor
Strato	Dealer in anything ranging from precious metals to gems
Forreto	Seller of Livestock, specialty in horses
Terrestin	Operator of a chain of general stores throughout both continents
Priest Latrea	Head of Madra's Church for peasantry
The Flopper	Tavern that has been labeled as "unfit for human life" yet continues to operate
The Horseshoe Inn	that caters to merchants and all horse riders
The Iron Anvil	smith who makes basic melee weapons

The Town of Daila

The northern most town of Lumeria, it has a small port as well as many places of adventure and mystery near by. The closest location is a place known as the Shrine of the Sea god. It is part of the town's religion that they worship the God of all but their religion also states that villagers must pay homage to the god of the sea. Another location is the Kandorean temple to the south. It is a place where a "secret" society of magic-users and illusionists try to discover the deep reaches of magic.

The Town of Dale

A town that is a three-day journey west of Madra. It is a town frequented by spell casters and is rumored to be the town where the spell caster seemed to appear from. Along with Daila It has its own branch of religion. While they do believe in God they also have a large stone in the center of their town on a dais. They think that the stone is the center of the spell caster's power and if anything happened to it then all magical power would vanish.

The Village of Kibombo

A village that is somewhat isolated from the rest of the world by groups of uncrossable mountain ranges on all sides but a small mile wide pass in the western direction of the village. This village is inhabited by a group of warriors that even though legally are part of Lumeria don't openly support either side. However, if they were to be threatened they would defend themselves. They like Daila worship the one God but they also lift up prayers to a deity known as the Great Gabombo. They believe that The Great Gabombo requires gifts of precious gems to satisfy him. This town is often a victim of many rockslides.

The Country of Ocienia

The City of Alhafra

Alhafra was established as the first settlement of Suhalla and became capital as the country spread. When the split happened

Ocienia's Dictator along with his ruling party reside in the Military Fortress that resides deep inside that heavily defended City of Alhafra. Inside this fortress resides;

Grand General Presar	Military Dictator of Ocienia, not married(no wonder)
Strategist Repto	Grand General Presar's Lead advisor, best strategist they have
Admiral Champra	Highest ranking naval officer of Ocienia's Grand navy
Pirate Briggs	Leader of a group of pirates that is used to subdue Lumeria

Archbishop Chauncha Head of Ocienia's Clergy
War Mage Eilio powerful mage, age 14

In that town are people trying to make a living, these people are;

The Village of Mikisalla

The town of Mikisalla is a small farming community 4 days south of Alhafra. It has nothing special about it except for frequent pirate raids from Briggs raids as that is the price that Presar must pay to keep Briggs controlling the water in his name. The raids on this town leave it defenseless and this fact is not helped by the fact that all young men able to fight are sent to the front

The Town of Garoh

A town that rests in a naturally defended mountain peak, the town was placed where it was because the settlers discovered groups of catacombs that led to great vaults with great amounts of money and other passages led to secret escape routes in case the town were to be attacked. There are rumors that werewolves live somewhere in the region and the towns people worship them on the full moon hoping to appease them and keep them away. It also happens that this town is a day's journey south of a mount that is rumored to hold a great item that could be used by magic-users. This town is the home of humans, dwarves, and gnomes

The Town of Yallam

The town of Yallam is located on beside a river on the far eastern side of Ocienia. In that town resides the most renowned blacksmith in Suhalla. The name of this man in for some strange reason is Sunshine. He can create anything that is made out of metal but is known to charge extreme prices for his work. While there is no separate religion of Yallam a field to the east is believed to hold the key to reaching the far side of the ocean.

Appendix B Selected Readings

"The Current Account of the War"

Hostilities broke out between the countries of Lumeria and Ocienia when the Government of the Ocienian Empire ordered all Lumerian Merchant ships currently docked in Ocienian Ports seized. In response, His Royal Lumerian Highness, King Rupert Charles, sent a strongly worded protest to the Ocienian Emperor. After a week without a response, King Charles ordered action. He ordered all of his naval units stationed along the coast of Ocienia to engage in rescue operations of the captured vessels. Squadrons of Lumerian Warships entered into both Mikisalla and Alhafra, along with a few other smaller ports along the coast, three nights later. Marines and Seamen from these ships boarded the impounded Lumerian vessels, not Ocienian ships, and brought them safely out of Mikisalla and the many smaller ports. In Alhafra, the alarm was raised halfway through the evacuation, and the Ocienian Galleys, the favorite ships of their navy, were scrambled. More than half of the merchant ships, and a few of the warships, including the flagship of the squadron, HMS Swiftsure, were damaged so severely that they had to be run aground to keep them from sinking. As a result of these "Heinous acts to steal Ocienian Ships," quoting Presar, Ocienia formally declared war on Lumeria.

Within a day of the declaration reaching Madra, the capitol of Lumeria, the First Ocienian Army seized the isthmus, initiating what has come to be called "the mini-war for the Isthmus." For months the small spit of land between the two continents was the primary focus of every pair of eyes. For all of the Spring, Summer, and Fall the land war remain deadlocked. Many on either side felt that if their side could win the isthmus and hold it, the war was over.

While the land war raged on the isthmus, the naval war was less important. After losing those ships in the attempt on Alhafra's port, the "Northern Fleet" needed not only replacement ships, but also a new Flagship. They borrowed from the "Southern Fleet". The Northern Fleet was based mainly in Daila and Madra, while the Southern Fleet was stationed initially at Dale, then at Tolbi once the harbor was finished. Quickly the divide and conquer tactic began to take effect, with Lumerian Naval forces beginning to rule the waters surrounding the enemy. Unfortunately, the good fortunes didn't last. Presar, once he saw his "Indefatigable" Navy collapsing, hired pirates to aid his retreating forces. Briggs, the Pirate Lord, brought all of his ships under the banner of Ocienia and began harassing Lumerian shipping mercilessly, under Lumeria pulled forces off Ocienia to counter the pirate threat. Throughout Summer and Fall, the three groups fought ceaselessly, the only refuge from fighting was a port, and by the time the beginning of winter rolled around, the Ocienian navy was in shambles, along with Briggs' ships. The Lumerian Navy came out on top but not by much.

Winter, the last month of the year long war, came, and troops looked forward to a three month cease fire. Ocienia controlled the isthmus, and had settled her troops into winter lodgings at CrossGuard, leaving only a small number of soldiers on the spit of land itself. The remains of her shattered navy had sought refuge in port for the winter, in hopes that when the waters warmed again, they might set out in stronger numbers. Briggs, now having lost all but a few of his own personal ships to this war, confronted Presar about plans for payment and rebuilding of Brigg's lost ships. Presar, having not

ended the war by now was furious and had no time to spare for Briggs, and cast him out. In response, Briggs, who had come to run his fleet out of Mikisalla, now completely took the town over, and turned it into a pirate town. Furious, Presar sent detachments out of Crossguard south to reclaim the town. He chose the wrong time to do this.

Across the now cold waters, many ships rode at anchor in the ports of Lumeria. The many battered and bruised war ships being repaired or in some cases scrapped to fix others. Wood was scarce due to the demand, in Madra especially. However, at the Admiralty, plans were stirring. They were planning for the invasion of Ocienia. While Presar was focused on Briggs, but before he dispatched his forces, Lumeria quietly commandeered every seaworthy vessel into service from every harbor and brought them to either Tolbi or Madra. There, they were loaded with soldiers and supplies, waiting for the signal to come. The plan was three pronged. Two large forces of ships, one each from Madra and Tolbi, would proceed to either land their troops on the western border of Ocienia or capture Alhafra respectively. Meanwhile, the remaining soldiers would charge the isthmus and capture it. Three days after the ships assembled in the harbors and, unknown to the Admiralty at the time, a day after Presar sent most of his army to deal with Briggs, the invasion began.

It could be said that the attack was successful, but that wouldn't describe it well enough. The attack came off better than any of the Lumerian War Planners could have envisioned. The Taking of Alhafra was the hardest battleground. The defenders of the city fought for it block by block. Unfortunately for them, they were unaware of the landing craft until the first ones had reached the beaches. Admiral Harbinger, who had commanded the attempted evacuation of the impounded merchant ships in Alhafra a year ago aboard the HMS Swiftsure, led the Fleet from Madra to Alhafra. His new flagship, HMS Vengeance, personally took heavy fire while covering a small flotilla of boats in. Those soldiers later managed the successful capture of Presar from his bed in his palace. To the west, the landings of the troops from Tolbi went unnoticed until they began marching south towards Mikisalla. Only at the Isthmus was the attack noticed quickly. The forces left to survive the first month of winter on that spit of land were prepared for the attack, but had not the numbers to repel it. They quickly realized this and fell back to Crossguard. With most of the Ocienian Army, and the more competent commanders, drawn away south, the remaining officer in charge at Crossguard decided to meet the Three Prong assault with a three prong Defense. Many have later stated that if he had simply taken every man under his command and marched on the captured Alhafra, the invasion might have failed. Instead, he made the mistake of dividing up his forces. He personally took a third to Alhafra, one group went south to try and cut off the Tolbi Forces, while the last group made its way northwest to attempt to recapture the Isthmus. Each third failed miserably with its mission. General Eddrint, commander of the Isthmus Forces, was especially commented for his defeat and capture of Crossguard. By the time that Mikisalla had been recaptured for Ocienia, and the main army began its trek northward, it met the Tolbi forces, and immediately retreated back to Mikisalla. Eventually, after the Battle of Mikisalla, in which the Tolbi Forces captured the town, Ocienia began a string of defeats. By the end of the first month of winter, Alhafra, Crossguard, Mikisalla, and was on their way to surround Garoh, the new Ocienian Capitol.

"Guide to Lumeria."

The Country of Lumeria

Oceania began to start settling outside of its own continent. The first Settlement was Ogmore. It was settled in 681BRW. From Ogmore, settlers spread both north and West. It was not long until they discovered that this land was already settled. A settlement to the North of Ogmore was discovered when a group of horsemen from the Darthek Kingdom arrived in Ogmore. That kingdom had claimed all territory north of the Equatorial Mountains, and captured the Ocienian Settlement. Oceania then entered into a 17 year long war over that dispute, and came out with little to show for it. Afterwards a treaty was signed that stated the Oceania would recognize that area as property of the Darthek Kingdom.

For the next 150 years, during which multiple settlements were placed along the southern half of the continent, not a word was heard from the Darthek Kingdom. However, during those 150 years, one settlement, which was rather close to the mountains, ran afoul of a dwarf faction. The incident passed without much difficulty. Finally, after not encountering the Darthek Empire in 150 years, the current Emperor sent a group of men to settle a city inside of Darthek Territory. This town was named Daila.

In 3BRW, the Emperor began levying high taxes on the people of the Lumerian Continent. This tax collected money on almost everything that was sold. Also, sensing problems, the Emperor ordered a draft of all men who could join the army in Lumeria. The Lumerian People, who began to consider themselves a separate country anyway, began plotting secession. However, since all their men were in the army, and stationed in Oceania, they had no way to seceded. In a drastic move, every man and boy in the army who had grown up in Lumeria, defected and made their way home. At the same time, the Lumerian Continent seceded from Oceania, and formed the defectors into the 1st Lumerian army. After 4 years, Oceania recognized Lumeria as a separate country, ending the War.

Madra

The City of Madra is located in the south western area of Lumeria and is Home to His Royal Highness Rupert Charles and the seat of the Country's Government. The capitol was moved here 175 years after the founding of the country because the Original city of the same name located atop and inside the Dekator Plateau, was conquered by an army of Orcs. However before reconstruction could commence, a large band of kobols moved into the deep catacombs that were dug by the people of the former city. The city serves as a center of commerce as well because it sits in the center of the shipping lanes, both land and sea. The Port is the largest in Lumeria. It can hold many ships, both civilian and man-o-war, and is a safe harbor.

The Important people of Madra:

King Rupert Charles	King of Lumeria, young and fair, 9 th king of Lumeria
Queen Chanelle	Queen of Lumeria
Prince Jeffie	Son of Rupert Charles, 18 years old
Elder of Madra	nameless, has served 3 kings, half-elven
High General Scropal	Leader of Lumeria's army,

Grand Admiral Fitzal	In command of Lumeria's navy
Mayor Grandel	reports directly to king, manages city
Archbishop Tivalet	Head of Clergy
High Mage Trianna	Most powerful spellcaster of Suhalla
Court Jester	nameless, captured Orc, very entertaining, dances Otto's irresistible dancing
Jester's Assistant	nameless, captured Orc, plays bongos

And in the town surrounding Rezelean, lives and works:

King's Head	Main tavern of Madra, Caters toward richer clientele,
Pier's	Premium shipbuilder's of Lumeria
Devora	Supplier of magical weapons and armor
Strato	Dealer in anything ranging from precious metals to gems
Forreto	Seller of Livestock, specialty in horses
Terrestin	Operator of a chain of general stores throughout both continents
The Iron Anvil	smith who makes basic melee weapons
Priest Latrea	Head of Madra's Church for peasantry
The Flopper	Tavern that has been labeled as "unfit for human life" yet continues to operate
The Horseshoe Inn	that caters to merchants and all horse riders
The Crabby Boat-Converted Merchant ship "Crab",	now is a traveling Inn/Tavern
The Mainmast Inn	that mainly caters to sailors

Daila

The northern most town of Lumeria. Its port is used by Kibombo, Kalay, and Daila. Up until a year ago, the Earl had a feud with the Dwarven Clans in the Injuma Mountains. However after some "closed door" negotiations, it appears that the feud is over. It is the seat of power for the Earl of the Northern Reaches, Earl Markak. who has four fingers on one hand, and six on the other. It is said that "he gives with four fingers, and takes with six."

The Drunken Sailor: Tavern in Daila run by Dongrad. It caters to both sailors that frequent the town and the general population.

The Taberd Inn: Upscale tavern that caters more to large group of adventures at once. Run by Bartholomew the bar keep.

Officials of Daila:

Earl Markak who has four fingers on one hand, and six on the other. It is said that "he gives with four fingers, and takes with six."

Miank right hand man to Earl Markak

Kalay

Settled this past year, it is primarily a mining village. There have been multiple mines that have either been started or expanded upon since its creation, and the stone has flourished. Recently, the Port of Kalay has been built making it unnecessary to cart the stone to Daila to be shipped. While there haven't been many veins of gems found, the stone mined there has been used to build the settlement. Most of the buildings are stone,

as are the walls. Lord Rextul, recently promoted has been put in charge of the town, after he was in charge of the initial settlement.

Dale

It is a town frequented by spell casters and is rumored to be the town where the spell caster seemed to appear from. Along with Daila It too has its own branch of religion. While they to believe in God they also have a large pedestal in the center of town that remains empty. It held the Stone of Daila, before it was stolen long ago. The people of the town believe that if this stone were to be destroyed, all Magic Users would lose all of their powers.

Lunpal

Located at the edge of the vast Lunpal Forest, this town has always had a heavy reliance on the Lumber industry of the country, up until eight years ago, the lord of Lunpal was Hamlet the Deranged. He was rumored to be rather touched in the head, spending more time in his private chambers fighting with his own sanity than actually watching the doings of his own advisors. Then Otho, a local bandit lord, using inside help, captured the town, and rules to this day. Hamlet was reportedly killed in the attack, and rumour has it that Harlet, Hamlet's son, hasn't been seen since.

Tolbi

Settled around the same time as Kalay, it was planned to be a strong port from which to fight against the growing pirate threat. It is located halfway along the southern coast of Lumeria. It has two major attractions, the port and the Arena. The Tolbi Arena is a place where anyone big enough to wield a weapon can come and fight in non-lethal one-on-one duels. The port has yet to begin to fulfill its purpose, and is mainly used as a commercial port.

Kibombo

A village that is somewhat isolated from the rest of the world by groups of uncrossable mountain ranges on all sides but a small mile wide pass in the western direction of the village. This village is inhabited by groups of nomad's and tribal warriors that barely recognize that they are part of Lumeria. These people are normally quite peaceful; however, if they are threatened they will fight to the last man standing. They like Daila worship the one God but they also lift up prayers to a deity known as the Great Gabombo. They believe that The Great Gabombo requires gifts of precious gems to satisfy him. This town is often a victim of many rockslides, some believe there is giant involvement.

The Darthek Kingdom

Originated ion the Nomadic Plains, The Darthek Tribe was an extremely combative Tribe of Nomads. One by one, they subjugated all of the other Nomadic Tribes. Finally, one the Darthek Tribe, having assimilated all the others into itself, was to large and stationary to be considered a Nomadic Tribe. They built a large City, Darthen, and began capturing territory for itself. For the next thousand years, the Darthek Tribe,

lost most of its Nomadic traits and functioned as a Kingdom. By the time it encountered settlers from the Ocienian Empire, it was formally known as the Darthek Kingdom. It's power stretched over the entire northern half of the Lumerian Continent. A group of horsemen along the edge of the kingdom discovered a small settlement from the Ocienian Empire. For 17 years the Darthek Kingdom and the Ocienian Empire were at war, over a territory dispute. Finally, the war ended, leaving no real gain for either side.

For the next 75 years, the Darthek Kingdom experienced a massive decline. Different factions emerged in the political system, and Kings had reigns of months before they were assassinated. The Government caved in upon itself, and slowly the country shrank until the descendants of the differing political factions, were once more tribes of Nomads who populated the Nomadic Plains, and never moved beyond those borders. Multiple tribes have tried to rekindle the Darthek Kingdom since, but none have been successful before their attempts cave in.

Vigilance History:

Triton was originally to be constructed to be constructed in June through October of 1256. Initially designed to be a passenger/cargo ship, she was built with most of its space was taken up by the hold. Unfortunately during the early stages of construction the buyer fell through financially and construction had to be halted. For one month she sat in dry dock waiting to be sold or disassembled.

She was finally purchased by a Scrope Blakenshak At a reduced price. He bought her only one week before it would have been torn down. He had it redesigned as a cargo vessel with one main deck, 3 masts, a raised forecastle deck and raised poop deck with the captain's cabin underneath.

In December of that year *Triton*, now named *Vigilance*, was completed and made its maiden voyage to Dale along with her partner ship *Slipstream*. For six years she made a continual run from Daila to Madra, then Alhafra, and back to Madra. During that 6th year it went under a massive refit. It added a mast in between the other two for more speed. It continued to make that run under Captain Scrope Blakenshak for another 3 years.

During a severe diplomatic crisis the Earl commandeered use of *Vigilance*. It was refitted with a cell in the bow of the hold along with an extension of the crew quarters. The ship was stocked with food and extra men along with a full score of men-at-arms for a secret voyage through the fog.

The voyage began in February under a fair breeze and a blazing sun. It lasted for four months after entering the fog without much change in weather. They avoided rock after rock until the crew decided to turn around with or without Blakenshak's permission.

They gathered support and on the 129th day of the voyage led a violent mutiny against the captain. Only 8 men-at-arms went over to the mutineers along with most of the crew. The sailing master and a few crewmembers remained loyal along with the rest of the soldiers. They fought their way to the small boat and sailed away.

The rest is missing has been ripped out

**Appendix C Other (NPC) Characters'
Character Sheets**

Kredro

April 13, 2009

Str 16 Int 13 Wis 14 Dex 16 Con 11 Cha 9

Fighter Level 3

A.C. 3 (+1 leather + shield), AC 4 without shield

H.P. 19

Exp: 4,974

To Hits	speed	0	1	2	3	4	5	6	7	8	9	10	S-M/L
Unmodified		18	17	16	15	14	13	12	11	10	9	8	(+1 bonus)
Long Sword(p)	4	20	19	18	16	14	13	12	11	10	8	6	d8+1/d12+1
Hvy X-bow(dsp)	10	17	16	15	13	11	9	7	6	4	3	2	2-5+2/2-7+2

Non-weapon proficiencies: Direction Sense, Hunting, Weather Sense, Rope Use

Saving Throws: Poison: 13, Petrification: 14, Rod/Staff/Wand: 15, Breath: 16, Spell: 16

P.P. _____ G.P. 23 S.P. 16 C.P. 10 gems: _____

Items:

Armor: Leather +1 Armor, Chain Mail, Large Shield

Weapons: Longsword, Heavy Crossbow

Miscellaneous: Torch, Backpack, 50' Rope, Waterskin, Tinderbox, Oil Flask, Quiver, 25 Heavy bolts, 15, +1 Bolts

Temek

April 13, 2009

Str.16 Int.12 Wis.12 Dex.16 Con.15 Cha.12

Fighter Level: 2

A.C. 4 (Leather + shield) A.C. 5 without shield

H.P.: 17

Exp. 3,338

To Hits		0	1	2	3	4	5	6	7	8	9	10	S-M/L	Speed
Unmodified		19	18	17	16	15	14	13	12	11	10	9	(+1 bonus)	-
Long Sword(p)		21	20	19	17	15	14	13	12	11	9	7	d8+1/d12+1	4
Light X-Bow(sp)		20	19	18	16	14	13	12	10	8	7	6	d4+1/d4+1	8
Hvy X-Bow(p)		19	18	17	15	13	11	9	8	6	5	4	2-5/2-7	13

Saving Throws: Poison 14, Petrif. 15, Rod/Staff/Wand 16, Breath 17, Spell 17

Proficiencies: Riding, Running, Cooking

P.P. _____ G.P. 21 S.P. 7 C.P. 16 Gems: _____

Equipment:

Armor: Leather Armor, Chain Mail, Medium Shield

Weapons: Long sword, Light Crossbow, Heavy Crossbow

Miscellaneous: Torch, Backpack, 50' Rope, Waterskin, Tinderbox, Oil Flask, Quiver, 30 light bolts, 10 Heavy Bolts

Clethera (Not quite initial, but close) August 6, 2009
Str. 7 Int. 18 Wis. 14 Dex. 14 Con. 17 Cha. 12

Magic-User Level 1 A.C.: 10
H.P.: 6 Exp.: 1014
To Hits: 0 1 2 3 4 5 6 7 8 9 10 S-M/L Speed
unmodified 21 20 19 18 17 16 15 14 13 12 11
Dagger 24 23 22 21 19 18 15 14 12 11 8 d4/d3 1
Darts 31 30 29 27 25 23 21 19 17 17 15 d3/d2 3
Quarter-Staff - - 31 28 25 22 20 19 17 16 15 d6/d6 4
Proficiencies: (9 at 1st level): Spellcraft, Literacy, Rope-Use, Swimming, Astrology (2),
Seamanship (1/2) Languages: Orcish, Goblin, Elvish
Saving Throws: Poison14, Petrif.13, Rod/Staff/Wand11, Breath15, Spell12
Spells: Sleep, Light, Shield, Magic Missile, Detect Magic
Normally Carried (3 at a time): Sleep x2, Magic Missile
P.P. _____ G.P. 64 S.P. 18 C.P. _____ Gems _____

Items

Weapons: Dagger x2, Darts x10, Quarter Staff

Other: Backpack, hooded Lantern, 1x50' Rope, Waterskin, Tinderbox, Flask of Oil

Daughter of an astronomer, she took up spell craft in Dale, under the guidance of Elva, a local spell caster. After four years of study, Clethera journeyed to Daila.

Clethera (Final) Feb 4, 2011
Str. 7 Int. 18 Wis. 14 Dex. 14 Con. 17 Cha. 12

Magic-User Level 3 A.C.: 10
H.P.: 16 Exp.: 5740 + relic adventure
To Hits: 0 1 2 3 4 5 6 7 8 9 10 S-M/L Speed
unmodified 21 20 19 18 17 16 15 14 13 12 11
Dagger 23 22 21 20 18 17 14 13 11 10 7 d4+1/d3+1 1
Darts 31 30 29 27 25 23 21 19 17 17 15 d3/d2 3
Quarter-Staff - - 31 28 25 22 20 19 17 16 15 d6/d6 4
Proficiencies: (9 at 1st level+1 3rd): Spellcraft, Literacy, Rope-Use, Swimming,
Astrology (2), Seamanship (D+1), Riding (1/2); Languages: Orcish, Goblin, Elvish
Saving Throws: Poison12, Petrif.11, Rod/Staff/Wand9, Breath13, Spell10
Spells: Sleep, Light, Shield, MagicMissile, DetectMagic, Featherfall, Identify, HoldPortal
2nd level: Knock, Mirror Image, Stinking Cloud
Normally Carried (4x 1st level, 1 x 2nd level at a time): Sleep x3, Magic Missile, Shield
P.P. _____ G.P. 1071 S.P. 20 C.P. _____

Gems: 1(500), (1000), 2(100), 2(50), 2(10)

+210gp + 10sp + treasure from Relic adventure – any expenses

Items

Weapons: Dagger x2, Darts x10, Quarter Staff

Other: Backpack, hooded Lantern, 1x50' Rope, Waterskin, Tinderbox, Flask of Oil,
Magic Bag of holding

Gold Ring with unreadable inscription from Darthen (30gp value)

Large diamond and platinum ring (1500gp, from Thumper)

Horse: Newmoon 433242 riding horse 9 hp

Appendix D Thumper's Encyclopedia
(As of December 16, 2011)

Ships

- Vigilance:** My ship, captured “ghost ship” in Daila harbor. Operated one season from Daila. Borrowed by militia for invasion of Alhafra, returned, repaired, and now in second season of ownership. Once named **Triton**
- Flame:** Ship owned by Earl Markak, square rigged, and quite fast. Carried two ballistae. Wrecked in Injuma bay. Pillaged by black dwarves.
- Return of the Flame:** Identical to Flame, operated out of “Smuggler’s Cove”, was under Earl then independent. Rearmed with four ballisae. Captured by militia (Dragon Wing), and returned to service as Militia vessel **Defiant**.
- Defiant:** Renamed Return of the Flame in Naval Militia service. Captain Dacron, commanding. Armed with 4 ballistae. (still?)
- HMS Vengeance:** Naval vessel of Lumeria that tried to intercept Vigilance and Return of the Flame off Injuma Bay, was badly damage. Earlier was flagship for attack on Alhafra.
- Sutherland:** Militia Sloop, same design as Pegasus, commanded by Lt. Morgan.
- Dragon Wing,** major warship (frigate) of naval militia, now commanded by Captain Victor. 100ft x 30 ft beam, 8 ballistae. Was the only frigate in the naval militia.
- Rebuck:** Medium sized Merchantman, Captain Puggles, was in Madra damaged after Alhafra. Back to operating now.
- Alliance:** Lumerian naval vessel, frigate type, crew of 27, sunk after battle with Ocienia vessels near Injuma peninsula then pursued to near Dale. (Vigilance helped rescue crew; Captain Sarka was commander.)
- Alliance:** Second naval ship of name, slightly smaller. Given the same name.
- Swiftsure:** Lumerian naval vessel, flagship in Alhafra battle, now paid off after being badly damaged and grounded in attack on Alhafra.
- Black Moon:** square rigged ship, captured in Alhafra, now doing cargo service, seen in Madra. 90 ft, crew of 14.
- Unnamed galley,** Tolbi, tows vessels as needed for 30gp. Captured in Alhafra.
- Pegasus:** Vessel sloop sized, Naval militia, 47ft. 4 ft draft, 11 ½ ft beam. Was under Lt Sackler. Wrecked on island during revolt of Earl. Recovered? Plans were made to do so, but not seen.
- Atropos,** cargo ship, once plundered by Return of the Flame. Not seen recently.
- Clorinda,** cargo ship, once plundered by Return of the Flame, was seen damaged in Madra after Alhafra attack. Back to operational status.
- Simarillion,** sloop in naval service, Lumeria. Not seen/mentioned recently.
- Escape Route,** small vessel used by Rextul to escape from Kalayport, probably lost.
- Manilla,** sloop in Naval militia, armed at one time with 4 ballistae (unusually heavy armament) commanded at one time by Thumper, now Commander Sackler (?)
- Sophia, Maverick, Renown, Gallant,** sloops of Blackthorne Company. Returned to being fishing vessels out of Daila.
- Eve Sailor,** two masted small cargo vessel, 60 ft., rather fast, was one sailed by Blackthornes. Earlier owner Corran.
- Cornelia Marie,** square rigger, flagship of Blackthorne Company naval contingent

Slipstream, ship mentioned in log of Vigilance, bought by owner Blankenship, thought to have been lost near Dale on rocks, all died.

Slipstream, new ship (like the old one?) Brig. Built recently. Encountered at Dale later 12-9-11. Captain Ganye. Owned by Shure, who stays at the Figurehead in Dale.

Express, small sloop also owned by Shure in Dale.

Pierce, small ship in Madra damaged in war, possibly sold for scrap, but maybe not.

Crab, medium sized ship, in Madra damaged after war, converted to inn/tavern Madra

Noakes, medium sized damaged merchantman being sold in Madra after Alhafra battle

Spendlove, small ship, Captain Theo, in Madra after Alhafra

Cobb, small ship badly damaged, possibly scrapped after Alhafra, but maybe not.

Justinian, large warship, flagship of Admiral Costanza. Has ballistas, and early cannon.

Lydia, naval sloop encountered in Tolbi

Simarillion, militia sloop, 2 ballistae, inspected vigilance 11-27-11, Lt. Penguin cmdr.

Calibiri, (Cailibiri?) brig rigged small merchant, encountered S. of Tolbi 11-27-11

Unnamed galley, Tolbi (war prize from Alhafra), used to tow vessels in or out 30gp

Unnamed galley, Dale (war prize from Alhafra?) , used to tow vessels in or out 20gp

Ports and other cities

(“good” facilities means can make repairs, haul vessel out, etc.)

Madra: Capital. Good facilities. Exports large variety, food, wood, clothing / cloth, furniture, manufactured goods, ship supplies.

Daila: Northernmost port. Good facilities. Sometimes exports stone, ale, sheep.

Tolbi: good facilities. Exports lumber (fine, ordinary), furniture, food, textiles, livestock

Kalay (or, **Kalayport**, nearby, actually on the water): Exports stone. Minimal facilities.

Dale: River port, difficult to get to. Small sea port at mouth of river. Goods transshipped via barge. Center for Wizard activity.

Lunpal: Not a port. Access via Madra or Tolbi. Exports lumber.

Kimbombo: Not a port. Deep in Nomad territory. Access through Daila.

Alhafra: Capital of Ociena. Had good facilities and will again. Importing stuff. Export wines, spices, fish. Watch out for fines for former residents and inspectors for banned goods, including weapons, poisons, certain monsters, strong spirits, drugs.

Mikisalla: poor facilities. Small and run-down. Only exports are scrap stone, used timber. Expected to export ore from Garoh eventually.

Garoh: In Ociena. Not a port. Access through Mikisalla. Dwarves, Gnomes found. Ore.

Yallam: Famous blacksmith there, site of last battle of war, little else known.

Other Sites

“**Smuggler’s Cave**”, underground cave near NW Cape. Admits small boats only. No harbor for larger vessels. Transshipment point for smuggled goods.

The Island: About 50 miles NW of Daila. Militia controlled. Two forts and signal station. Decent harbor, no facilities. Defended by two forts. No known exports.

Darthen, site of ancient city of nomad culture. Deep in Nomad territory.

Shrine of the Sea God (Presdy). Served as signal tower for Markak.

Dwarf Hold, other side of Lunpal woods in Equatorial range. Abandoned formerly.

Dekator Plateau, site of earlier capital of Lumeria “Ruins of Regelo”, later kobold HQ, then Blackthorne HQ

Kandorean Temple HQ of secret society of magic users and illusionists. Unknown.

Persons of power

King Charles Rupert, King of Lumeria. Castle Rezelian in Madra.

Queen Chanelle, Queen of Luneria (an elf!)

Prince Jeffie, son of Rupert Charles, 18

Elder of Madra, known only by his title, advisor to king

High General Scropal, head of Lumeria army

Mayor Grandel of Madra

Archbishop Tivalet, Head of clergy (also the Church?), Madra

Priest Latrea, Head of Madra's church for peasantry

High Mage Trianna, mage, carries Rod of Power

Markak, former Earl of Northern Reaches (Daila etc.) now holds Injuma Peninsula.

Ally Black Dwarves, Blackthorne company.

Miank, former agent for Markak, former lord of Kalay, sentenced to death after revolt.

Lord Rextul, formerly Lord of Kalay, killed by Markak's agents in Blackthorne Co.

Sir Sasko, "The King's Hand", agent for King now managing Northlands (?).

Lord Edwin, Protector of Alhafra (also lord of Mikisalla, it seems)

Preppen, Officer in the Port Authority, Alhafra

Slackey, Captain of Guard, Alhafra

Hrady, Chamberlain of the Northern Counties (title replaces "Earl of the Northern Reaches")

Lord Mavramorn, Lord of County Daila

Lord Harlet, legitimate lord of Lunpal.

Hamlet, Harlet's father and former Lord of Lunpal, now dead by Otho.

Otho, usurper to the lordship of Lunpal, fate unknown.

Bishop Blishington, bishop in Daila.

Grand Admiral Pressar, dictator of Ocienia; status at end of war uncertain

Strategist Repto, aid to Pressar, fate unknown.

Admiral Champra, ruler of Ocienia navy, fate unknown.

Archbishop Chauncha, head of Ocienia clergy

War Mage Eilio, powerful mage of Alhafra, young (age 14 or 16 or so)

Sunshine, renowned blacksmith, Yallam

Terrestin, owner of a chain of general stores on both continents

Briggs, Pirate chief, whereabouts unknown

Presar, of Oceinna (same as Pressar?)

Danver, Captain of Return of the Flame as pirate vessel, now dead

Lt. Jolly Roger, Lt on Return of the Flame as pirate, now dead

Admiral Horatio Wellard of the Balckthorn Company, now dead (?)

Captain Roslin of Eve Sailor, Blackthorne company, imprisoned

Player Characters

Nahum, Paladin, part owner (1 share) of Vigilance

Logan, Fighter (2 weapons and fast), majority owner of Vigilance (3 non-voting, 2 voting shares)

Stark, Cleric, sometimes adventures with Thumper, serves the god Yawey

Alias, Thief, with Thumper on shrine adventure
Thumper, magic user, captain of Vigilance

Persons of army / navy / militia

General Eddrint, Army commander on isthmus during war with Ocienna
General Duloc, Army Militia, victor in Madra during revolt.
Captain Egrard of the Madra Militia
Lt. Hopkirk, based in Madra (?) Guard? Militia? Army?
Lt. Grundy, cavalry commander, militia (?)
Grand Admiral Fitzal, head of navy, author of regulations
Admiral Costanza, commanded fleet based in Daila during the war
Admiral Bowline, Naval Militia head, Madra, now retired.
Admiral Harbinger, Navy commander at battle for Alhafra
Admiral Square Knot, Naval militia head, former commodore, Madra
Admiral Reef Knot, Navy (until recently militia) commanding in Dale
Commadore Nylon, Naval Militia, commanding in Tolbi
Captain Sarka, captain of Alliance when she sank. Since then?
Captain Victor, Naval militia, was Commander, now captain of Dragon Wing
Captain Dacron, office uncertain. Captain of Defiant? Encountered in Tolbi seeking passage to “the island”
Commander Sackler, Naval Militia, was lieutenant commanding Pegasus, now a commander, captain of sloop Manilla.
Commander Polypropylene, 2nd in command, Dragon Wing
Lieutenant Zulu, of Dragon Wing (First Lt?)
Washburn, Sailing Master of Pegasus
Burger, man on Dragon Wing
Bauer, Sailing Master of Dragon Wing
Sergeant Whiting who commands the men-at-arms, weapons, of Dragon Wing
Senslal, purser of Dragon Wing
Maturin, ship’s doctor, Dragon Wing (F0)
Nagle, carpenter, Dragon Wing
Styles, steward on Dragon Wing
Carthey, master of Manilla
Mowett, sergeant of men at arms on Manilla
Blakeney and **Rallen**, midshipmen on Manilla
Fitzhugh the Purser of Manilla
Aubrey, bosun of Manilla
Captain Stansberry, former captain of Manilla
Lt. Penguin, commander of Simarillion, militia sloop, encountered 11-28-11
Note: 12-16-11 Navy disbanded and replaced by Naval Militia, a big shakeup is happening in assignments and ranks.

Allied NPC's (who participated with party)

Grisham, Master of Vigilance, from Daila F3. Skilled with carpentry, too.
Temek, fighter serving Thumper on Vigilance F3. Good with crossbows.
Kredro, fighter crossbowman served on Vigilance 1st season. Tolbi (?)
Drendum, NPC fighter, served in Militia as Lt. Promoted recently to captain. Now F4 or so (?). Has adventured with Thumper, including Dwarf negotiations, Dwarf mission for Sasko. Very capable.
Crackum, NPC fighter, was with Blackthornes. Has adventured with Thumper. F3?
Grunlow, NPC fighter, deceased. Widow in Kalay. Had big sword.
Clethera, NPC Magic User, deceased. Family in Dale. Was Thumper's girl friend.
Brother Hesiah, NPC Cleric, adventured with Thumper several times, was 1 share owner of Vigilance until sold his share to Thumper. Interested in Skeleton Circus and some other church related projects like the holy armor stuff.
Lifaen, NPC half elf ranger, adventured with Thumper several times. Dwarf mission for Sasko.
Darmet, nomad, went with Thumper on Darthen mission, Smuggler's Cove, has lots of maps
Likban, Halfling thief (D=19!) (pony Fredo)
Filian the Dwarf, fighter, now dead (killed at spider farm)
Marlin, magic user, mysterious passenger from Madra to "anywhere in Ocienna" (took him to Mikisalla)
Chaklo, Fighter (at Dekator plateau) with Thumper. Good fighter. Later served in militia.
Filin, dwarf fighter (thief?)
Gatler, halfling, at Dekator Plateau
Sister Sue, cleric in Daila. Quite attractive. Helped exorcise Vigilance.
Sister Priscilla, cleric, went with Thumper on Darthic adventure. Interest in relics.
Okran, fighter who went with us to the Flame wreck, Lunpal woods, Injuma, Flame
Barful, dwarf who was leader of those 3 exploring Dwarf hold near Lunpal
Lori, and **Fori**, other dwarves with Barful. Also **Thori**
Kleg, F1 fighter, traveled on Vigilance, on Dwarf Hold adventure
Josiah, paladin, met him in either Daila or Kalay.
Orthan, Ranger of Lunpol, guide to pass in Equatorial mountains in to nomad territory
Merindil, half elf F/T female, encountered in Tolbi, into mountains expedition
Herculese, fighter, encountered in Tolbi, into mountains expedition
Jarsha, male human T, Tolbi
Grapthar, Yellow dwarf, guide into Equatorial / Perpendicular Mountains
Bardus, nomad who recruited Thumper to help nomads find new home (12-20-11)

Incidental NPC's

Hornjack, Harbormaster of Daila
Leoraid, bartender at the Drunken sailor, tavern in Daila
Tali, pretty barmaid at the Drunken Sailor, Daila
Northin, fisherman in Daila, helped in capturing Vigilance.
Brother (Father? Later Bishop?) Bartholemew, cleric at church in Daila (then Madra)
“**Lucina**” and “**Bruccius**” shady thief guild types operating in Daila, sell information.
Sutch, seaman, was T type useful on Smuggler's Cove outing. Daila
Orik and **Orin** are two leaders of Black Dwarf tribe
Orrock a guard or thug encountered in Madra, flunky to Markak
Lian, widow of Grunlow, lives in Kalay. Hates dwarves.
Nermus, person (T type) who warned us about Earl's pursuit in Kalay
Rorahd (tobacco) and **Chartie** (stone), merchants in Tolbi
Pelyou, merchant in Tolbi, for wine.
Big Jake, tolltaker at bridge North of Tolbi
Littlejohn, tolltaker between Madra and Tolbi, sent down river
Elike the Ranger, servant of Lord Harlet
Eorlan, a lieutenant of Lord Harlet
Boy Jack, fool captured by giants, also known as Puny
Zven, person who told us about Boy Jack, Madra
Hood, little Red ryding, a girl near Madra, overly sweet with poisoned cookies
Trukus, wizard in dale that Thumper studied under
Remlo, convoy master (encountered between Daila, Madra)
Jeod, convoy master, marble from Kalay to Madra
Taro, merchant and convoy master, possibly could carry stores to Madra from Daila
Darlik, merchant / convoy master, 3 wagons wood, Madra to Kimbombo.
Akee, captain of Flame, fate unknown
Corran, owner of Eve Sailor, small merchantman in Madra during war
Theo, captain of Spendlove immediately after Alhafra battle
Scrope Blakenshak, previous captain of Vigilance, now dead
Gurz (Gruz-gro-kash) half orc officer of Return of the Flame, fate unknown
Captain Roslin Blackthorne captain of Eve sailor (?) captured and being held prisoner
Cardigan Shipping agent for Dale, at pier at dale port at river where ocean ships dock
Captain Ganye, captain of the Slipstream

Current crew of Vigilance (Second season)

T0 Hoppe 14 12 13 11 17 13 7hp Tightrope walking, was fined for illegal spirits, Alhafra
T0 Wythe 16 12 17 13 15 13 5hp Direction Sense
T0 Dumbro 12 6 9 13 12 14 2hp Cooking
T0 Stites 16 11 10 14 13 15 5hp endurance
F0 Standred 13 13 13 12 13 12 8hp Carpentry
T0 Gargoyle 12 14 13 13 16 8 3hp Weather sense
T0 Werning 11 17 11 13 17 13 2hp Navigation
All above have Seamanship Rope Use, and Swimming.
Deefour, ship's cat
Shrunken, cabin boy
T0 Budd 17 13 14 13 10 16 5hp Carpentry, Musical Instrument(harp)(departed 11-28-11)
T0 Brood 10 5 13 14 9 9 2hp Tightrope walking, (departed 11-29-11)
T0 Becth 16 7 11 18 11 10 6hp Carpentry, Tightrop Walking (departed 11-28-11)
T0 Billy 12 16 15 14 9 15 3hp Cooking, Singing (departed 11-28-11)
?? Dimwit Hired in Tolbi, 12-2/9-11 "strong, fast enough, maybe not fast in thought."
?? Tapley Hired in Tolbi, 12-2/9-11 "What lacks strength makes up in with personality."
Possible other recruit, Tolbi (12-2-11): Surly. Sour expressions on his face, was fired for smacking the sailing master.

Former Crewmen and prospective or former crewmen

Billy Budd 11 10 8 17 11 15 F0 (good singer; same as "Budd" in current crew? No.)
Claggart 17 11 8 13 15 12 F0
Sully 13 17 13 16 13 16 T0 (good watch captain candidate, Master at Arms on Swifture)
Styles 16 13 12 12 10 15 F0 (same guy as steward on Dragon Wing?)
Peabody 10 14 16 14 14 14 F0
Einstein 14 8 12 15 9 15 T0
Bronchitis 14 13 16 14 16 16 C0
Charity 9 15 15 12 8 17 C0
Snyder 11 13 11 12 16 11 T0
Alfonzo 11 15 15 13 13 14 F0
Nelson 10 15 13 14 12 11 F0
Brack: S17 I15 W11 D9 CO11 CH 7
Vinkant: S14 I11 W12 D11 CO14 CH8
Lydian: S12 I15 W11 D11 CO11 CH8
Gerarn: S7 I14 W12 D18 CO11 CH11
Tarn: S14 I13 W10 D15 CO7 CH10
Bolton: S9 I13 W18 D13 CO10 CH13
Husher: S14 I9 W14 D14 CO12 CH11
Polweal: S14 I13 W12 D16 CO14 CH15

Former crew of Pegasus

Brack (Vigilance crew member), Vincant (Vigilance crew member), Tarn (Vigilance Crew member), Hevley, Hardtack, Burgren, Measlter
Men-at-arms: (4) Kettle, Stoic, Chaklo (NPC), Hiccup

Organizations and groups

Blackthorne Company: Militia outfit based on Dekator Plateau allied with Markak in revolt. Now disbanded? Had large fleet based in Daila. Flag: white Lion standing on it's hind legs, roaring on a black background

Later: The Blackthorn Company, or a group using the name, is apparently trying to reform itself. Apparently, they're trying to hire themselves out as convoy guards and men-at-arms, especially in Ocienia. (12-2-11)

Nomads tribe (Darthic tribe?)

Red Dwarves: In hills E. of Daila. Generally friendly.

Black Dwarves: In hills NE of Daila, hostile. **Orik** and **Orin** are two leaders of tribe

Yellow Dwarves: In spine mountains

Hobgoblin tribe (s?) supported revolt. Somewhere in north or central Lumeria

Orc tribe (s?) Somewhere in north or central Lumeria

Blue dwarves Seem to be in West equatorial mountains, have blue shields axe "Guntera"

Sea monsters I have known

Whales: Even a small one can sink a ship if it wants to.

Sea serpent: maybe 8 h.d. size – maybe 100 ft long, 1 ft diameter. Gulf of Ithmus.

Giant octopus. Big enough to grab whole ship. Tentacles maybe 40 ft + long

Giant Sea turtle. Uncertain size. Gulf of Isthmus.

Mermen (and mermaids): Group of 30 encountered S. of Tolbi. Intentions uncertain. Seemed to be luring vessel into danger.

Establishments

Madra:

King's Head: biggest tavern, mainly for wealthy

Pier's: Shipbuilder

Devora: magical arms and armor

Strato: Precious metals, gems and such

Forresto: livestock, esp. horses

Terrestin: General stores, chain on both Lumeria and Ocienia

Madra's Church, Priest Latrea Bishop Bartholemew

The Flopper: poor tavern

Horseshoe inn: caters to merchants, riders

The Iron Anvil: smith, basic melee weapons

The Crabby Boat – converted ship now serving as Inn/Tavern. Mostly for sailors

Kalay: The Stone Miner, only tavern / inn

Daila: The Drunken Sailor

Taberd Inn another, newer place. "Higher quality"

Instrument maker (violins)

5 different furniture stores / carpenters (2 fine, 3 normal and low end)

Magic shop

Vendor of horses and livestock

Dale:

The Figurehead: inn, where Shure is staying

The Missing Stone (lower class inn)
River Rafter (mid)
The Spellbook (magic users)

Religions

Main religion of Madra, Archbishop Tivalet in Madra in charge presumably. Name?

Cult of Presdy, Sea God, local to Daila, secondary religion.

Dale magic-user religion, cult worships special stone in Dale, secondary religion, local and limited to magic users. The wizards of this town believe there is a magical Stone of Dale, is the central focus of the Religion of this town, and of most magic users. They believe that this stone, which was lost years ago in a raid on the town, is the focal point of all magic in the world, and should the stone be destroyed, Magic users would lose all of their powers, and be as helpless as any other man, from a lowly apprentice, all the way up to the legendary Blue Wizard. There is a beautiful carved statue in the center of the town square, and in the center of it it is obvious that something is supposed to be sitting in the hands of a man with a beard. This statue was carved to be a home for the stone, should it ever be found again.

Cult of Great Gambombo, Kimbombo, secondary religion local to Kimbombo.

Cult of Werewolves, local to Garoh.

New Cult of Tolbi: new heretical sect seems to be forming. Led by “the Prophet”.

Believe in six gods called “the Polyhedrons” who control everything, and need to be appeased.

Geography

Treat Suhalla as the same as Earth for curvature, gravity, moon, time etc.

The Equatorial Mountains's height ranges from 4,500 feet up at the ends, and where it meets the Perpendicular range is closer to 7,000 feet.

The Perpendicular Range is 7,000 feet where it meets the Equatorial Mountains, and stays the same height right up until it meets that little spur at the end, dropping down to somewhere around 4,000 feet.

The Mountains around Kibombo are very steady at 5000 feet

The Injuma Mountains, the ones near Daila are maybe 4000 feet up.

These are estimations, and are the average. Needless to say, there the mountains are not all one straight line of height.