

## Population

Each location is designated by a description that roughly expresses how many people live there. This number is only a baseline, and the Storyteller may modify these numbers to suit the adventure. Locations with significantly less than 50 people are not part of this book.

<u>Descriptor</u>	<u>Number of People</u>
Small Village	~50
Medium Village	50 – 100
Large Village	101 – 150
Small Town	151 – 300
Medium Town	301 – 500
Large Town	501 – 1,000
Small City	1,001 – 2,500
Medium City	2,501 – 5,000
Large City	5,001 – 15,000
Huge City	15,001+

## Population Density

This is the racial make-up of a location. Each race makes up a certain percentage of the population. This is meant to give the general feel for the diversity of a place, and not meant for the precise percentages to be converted into a number of individuals.

**Maj** = Majority, over 35% of the population mix  
**Min** = Minority, 5% to 34% of the population mix  
**Nil** = Extreme Minority, less than 5% of the population mix or none present.

## Political Systems

**Monarchy** – Monarchies are governments where the ruler has attained their position through bloodline. It is usually the eldest male who is the ruler, although, this may vary from place to place. Monarchs retain their rule until they grow too old to effectively hold their position, abdicate or are deposed. The actual system in which the people are governed varies greatly; normally, it is feudal in nature.

**Criminal** – While not a “true” political system, this refers to a populace ruled, controlled by or who has relegated control to an organized criminal body. The boss of the criminal organization is the defacto ruler of the land, and his lieutenants would be seconds in command. Normally, criminal political systems are a result of a fall of a people’s government and the crime bosses have taken over.

Most times, these bodies care nothing for the people and do very little governance.

**Appointed Official** – This refers to a person who has been given rule over the area by some higher authority. They will draw all clout and sway from that higher authority. The people have no say in who this person is, and there is no foregone conclusion that this person has a right to rule or is suited for the position. An Appointed Official is always part of a larger Political System. Common higher authority political systems include: a Monarchy, Elector, Dictatorship, Federation or a Tyranny.

**Elder(s)** – A body of the senior and most respected members of the community make decisions for the whole. Elders commonly gain this position through

their social standing and age. The power an Elder or Elders hold varies greatly from community to community. Elder societies are normally small.

**Wiseman** – This refers to a community who generally defers all/most social matters to a single individual whom they consider to be very wise and insightful. The Wiseman's counsel is then followed by the people to varying degrees of rigidity. This political system mainly exists in small villages.

**Dasho** – The Dafterian political system. This is an imperially-condoned Warlord who has risen to power through might. All internal conflicts in the Dafterian Political system must be approved by the Emperor (the Elexador in Dafterian). Thus, Dashos will rise and fall to their opponents. Within the system, the Dasho holds absolute power in his fief. There is no common rule, save all Dashos must abide by the few imperial laws.

**Anarchy** – This really refers to no political system at all. This occurs when there is no recognized ruling power and the people are ungoverned.

**Elector** – Elector governments also very greatly in the actual implementation of governance. However, those in power are elected by the people. Normally, these Electors are people of fame or high social standings. It is not a foregone conclusion that all Electors have gained their position fairly.

**Autocracy** – When the people truly rule themselves is an Autocracy. Normally made up of a board or council of people who represents smaller portions of the populace. Laws are voted on by representatives and majority rules. This form of government completely rests on the peoples' ability to agree/communicate and follow the majority ruling peacefully.

**Dictatorship** – When a single individual rules, and is not part of a bloodline family, is a Dictatorship. Normally, this occurs after the deposition of a monarch, but can also be a result of a coup or a conquering. The Dictatorship do have laws and seek to govern the people. Dictators can hold their power through many means, but commonly

through strength of arms. Dictators are also recognized by the people, even if begrudgingly, as an official ruler. It is not a foregone conclusion that a Dictator is cruel or malicious.

**Federation** – This refers to an alliance of multiple societies. Each individual society can have its own political system. The federation as a whole will be a council of some sort, sometimes with a head and other times all parties will be equal.

**Oligarchy** – This is when a people are ruled by few. These few can be affluent families, a military hierarchy, powerful mages, or the leaders of a rebellion who won their independence. In all cases, members of the Oligarchy seized their power in some way. This is not to say that the people do not support the rule, which they may. Oligarchies have no "official" authority they draw from, and instead draw from ideals or past deeds of the ruling members. Social governance will always be a part of an Oligarchy.

**Tyranny** – Much like a Dictatorship with a few key differences. Tyrants always hold power through strength of arms. The people ruled do not commonly recognize this person as an official ruler. A Tyranny does not seek to govern the people, but to merely control them in some way. There are normally no laws in a Tyranny.

It is important to note that players may not always agree with the political system, nor will NPCs. Someone may see a ruler as Dictator, while another will see them as a Tyrant. The same is especially true for NPCs, and this can make for some great role-playing experiences.

In general, the major Factions of Wyrmsbane are what they are. That is to say, there is not a lot of debate, and most people in Tol-Son (for example) will see their political system as a Monarchy. Even in cases where things are not so stable, like Hammer Isle, it is still a Monarchy.

That said, Storytellers should take a lot of liberty when forming the micro/local-political systems that immediately surround the Players.

## Businesses

Players will be interested when traveling through towns and cities in what it has to offer and sell. Not every small village has a weapon smith. Even some large towns don't have an Archanium. Is there a working port there? Or how about a Windport for Airships? To assist the Storyteller, most of this has been answered.

Flowing will be a list of some of the more important businesses as far as adventurers are concerned. Contained in each location description will be a series of icons, each one describing one of these places of business.

If an icon is not present, that business does not exist in any real capacity. In the case of a weapon smith, for example, a missing icon means there is no weapon maker and probably not a weapon shop (unless they import). The Storyteller can determine if there is an individual who dabbles in blacksmithing and has made a few weapons before. But, a missing icon means there is no official business.

A black icon means that business exists in some non-remarkable fashion. This will indicate "normal" smithies, fletchers and the like. Note, any place with a black icon may have more than one of these businesses. Many towns have several weapon smiths and clothiers. It will be up to the Storyteller to determine how many. It should be loosely based on the place's population.

A golden icon means that specific business is something of note. Many times, this will be described in the location notes. Great sword makers, armor shops who can enchant wears, stables that sell exotic mounts are all examples of why an icon might be golden. However, the Storyteller has final say and it is up to them to flesh out all the specifics and exactly what this golden icon means.

Like a black icon, places with a golden icon may have several of the same type of business. There is normally only one such place of note, while the others would be the normal, black-icon, kind.

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## Tavern



A place where food and drink are sold. More than just a bar, a gathering place for townfolk and visitors alike. Larger taverns will usually have a Bard, or at least a roster of Bards who frequent the place during their adventures.

A golden icon usually indicates this tavern is renown throughout the land. More experienced adventurers will come here for information and to network. The best of the Bards will be invited to sing and tell their tales. People will travel from far away in search of the best adventurers.

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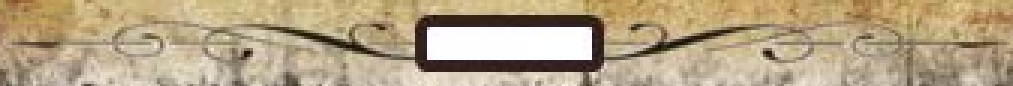
## Inn



A place where someone can rent a room. While sometimes connected to a tavern, or part of a tavern, it is important to note not all places have an inn. For an inn to exist, it must make money. To make money, there must be enough people who need the inn. Thus, many smaller and out-of-the-way places don't have an inn.

Golden icon inns are rare. Where they do exist means it is a place of some significance. More times than not, this is based on reputation. It could be the most luxurious hotel in the land, or a place where someone of importance stays regularly.

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## Smithy



Smithies make things out of metal, but not weapons and armor. All manner of tackle, barding, tools, equipment and the like are made by smithies.

A golden icon refers to a smithy who makes something no one else does or makes something

exceptionally well. For example, if a party had some exotic flying mount and the tackle broke, they'd have to seek out a golden icon smithy to have it repaired.

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## Armorer / Weapon Smith



Very near and dear to adventurers' hearts, the Armor and Weapon Shop is important to most Players. Here, players can equip their characters. The smaller the location, the less variety of items will be available.

Golden icons mean a shop or smith that can create/sell magical or enchanted items. Or, it can be a smith that makes exceptional quality items as well.

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## Fletcher



A bowyer and arrow-maker tends to be far more common in rural areas, due to the availability of supplies. Fletchers make bows, crossbows, the Torval, ammunition for all these weapons, and

many throwing weapons as well – especially those that are easily forged.

Golden icon indicated a Fletcher that sells or makes magical or enchanted items.

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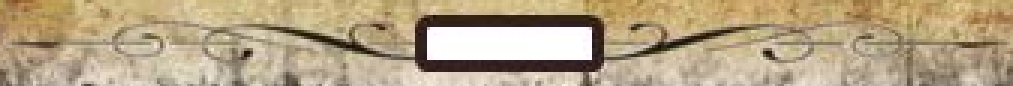
## Leather Worker



Leather workers craft all manner of items from natural skins to hides. This can be something as complex as armor or as simple as bindings or pouches. Leather workers can also repair such items and are good at improvising. Many simple items come from leather workers and they are quite prolific as even small settlements tend to have one.

A golden icon indicates a craftsman of significant skill. Not necessarily one that has enchanted wares, but someone who can make items that few others can. Many of the items from the Archanium need leather pieces made from such people.

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## Clothier



Clothiers make cloths, simple. They make all manner of basic items as well from satchels to packs, bags to rope, string, twine, hats and cloth armor. Many heavy pieces of armor have a thick shirt under for padding, made by clothiers.

A golden icon means there is a Clothier who can make very nice items. Ball gowns, regal clothing, expensive capes, ties and more are all things a master Clothier can make. Only very few golden icons denote Clothiers with enchanted wares – the vast majority signify expensive clothing.

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## Alchemist



The world of Wyrmsbane is without many modern medicines and luxuries we have in the real world. Instead, they are far more reliant on tonics, elixirs, potions, slaves and other items made from herbs and odd ingredients. Alchemists are the common man's doctor and pharmacy. Most of the items here are for general use. In larger towns and cities, adventurers will find those who can create some

potions and concoctions that have effects far beyond that of normal medicine. Fire and Acid Vials are creations one might find in an Alchemist.

A golden icon designates one of the most sought-after businesses for adventurers. Here one will find all manner of healing potions, protection potions, things that make one change into animals and a whole host of the fantastic.

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## Archanium



Only residing in the largest population centers, where money exists to afford such items, the Archanium crafts some of the most wondrous contraptions. From a Chiming Chord to an All-Bright Torch, Port-Gonts, Lightning Casters and Bottomless Bags, the Archanium is Wyrmsbane's answer to technology.

It is important to note that the Archanium is a significant political player, of sorts. While they do not seek power, they do have a substantial

influence and say within the world. It is the Archanium who makes the great Airship that so many nations rely on. Owned by Lyfenia, one will almost always find the Chief Archanist to be a Lyfin – even in the most remote places.

A golden icon indicates a place where any item of the Archanium can be found, or ordered. Moreover, here people can bring ideas or needs to the Archanium for them to find a solution for.

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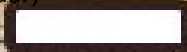
## Tradehouse



The Great Tradehouse of Dust is the world's premier mercantile organization. Having a Tradehouse icon means a few things for that place.

Foremost, it means there is Tradehouse presence there, a political power that is beyond the rule of most kinds and rulers. Where there is a Tradehouse, there will almost certainly be a bazaar

where most craftsmen set up shop. The actual Tradehouse personnel will be in a very nice building of some sort, immune from the law and political powers. Anyone entering the Tradehouse on business should be on their best behaviors, they have their own laws there, and they are very strict.



Secondly, these bazaars will see craftsmen travel from far and wide to sell their wares. Even towns without certain craftsmen will have such items available to a bazaar from time to time.

Thirdly, there will be many caravans that travel to and from that location, laden with goods from the Tradehouse. The most precious items will be carried by couriers and caravans from Raaz, another power that answers to no nation.

Lastly, that location will have a very high transient population, made up of the many peoples that are part of the trade route.

A golden icon indicates that nation's, or area's, senior Tradehouse. Here, one will find the Master Kil'voloit (or Trade-Manager) who represents the Tradehouse's interests in that area.

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### Thieves' Guild



A Thieves' Guild is a common sight in many areas. Most nations tolerate such organizations due to the special services they provide. If someone has something stolen, and not the means to get their things back, a Thieves' Guild (for a price) can help. Made up of a congregation of Rogues, adventurers, merchants, and smugglers, it is not a place they'd rather let everyone know the location of. Therefore, Thieves' Guilds are always hidden in a town. Small guilds will make a home in an abandoned mine, while the richer ones have a complex tunnel network with all the comforts of home under a city. Each guild has a symbol and a very simplistic language, or code, of symbols. Members of the guild go around town and mark pillars, walls and

doors with these symbols. This lets other rogues know who is in charge, and where one might contact a member for hire.

It is important to note that most Thieves' Guilds are independent, ruled by the boss. More often than not, this is a seasoned adventurer who has retired from performing roguish actions personally. Thieves' Guilds tend to feud with one another from city to city, and there can be even more than one in a town.

A Golden icon means a guild has members of renown. If one wanted to hire a Rogue to take back something from a king or dragon, that kind of skill would only come from a golden-icon Thieves' Guild.

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### Stables



Here one will find mounts for sale. Black icon Stables only have coming mounts, namely horses. One will also find all the bard and tackle needed, someone who can repair them, and a Ferrier.

Golden icon Stables have better and more exotic mounts from around the world.

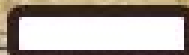
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### Seaport



This icon means the location has a port large enough to accept sea-going ships. There is normally a travel agency and cargo docks as well.

A golden icon denotes docks of great capacity, able to accommodate 10 or more ships at once. Such places are almost their own part of a town, or at least a district of the town.



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## Windport



A Windport is where the great Airships make harbor. While some of these vessels can make port at a Seaport, it is laborious and only done in special occasions.

Windports are huge structures of boardwalks, shops, cargo holds and travel agencies, all held up many yards above the ground by intricate scaffolding. Great wealth is found here

and most every Windport is located outside of towns, away from the spires and tall buildings.

A golden icon indicates a Windport that can hold 5 or more Airships, can load military troops and one that has a route between continents. Most Factions allow only one port of entry from foreign soil.

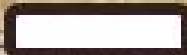
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## Healer



For those who have the funds, a Healer is a welcome sight in a city. All Healers are part of an organization dedicated to the treatment and restoration of people. A Healer business is one who has a shop where their services can be purchased. A black icon normally indicates a Healer who is of 7<sup>th</sup> Level, and may even have a staff of lesser Healers.

A golden Icon indicates a Class-Ascended Healer who owns a shop. Here, people can find the magic to cure even the most horrible disease, regenerate arms, and even bring someone back from the very edge of death.



Example

## Town Name



Continent: What Continent it is on

Location: West Wind by North Wind

Allegiance: Who they hold allegiance to

Governance: Political system

Faction: What Faction it belongs to

Major Product: What they do/produce

Size: Basic Size (Rich % / Commoner %)

Population Mix:

Hu - Maj

BE - Nil

GE - Min

GD - Min

Rd - Min

Df - Min

WE - Min

SE - Min

HD - Min

SD - Nil

Ly - Nil

Oth - Nil

Notes: special notes about this place.

## Kellisburg



Continent: Hammer Isle

Location: 35' • 123"

Allegiance: Hammerite

Governance: Monarchy

Faction: Hammer Isle Alliance

Major Product: Ore, Food & Lumber

Size: Medium Town (10% Rich / 90% Commoner)

Population Mix:

Hu - Maj

BE - Nil

GE - Min

GD - Min

Rd - Min

Df - Min

WE - Maj

SE - Min

HD - Min

SD - Nil

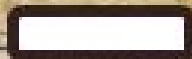
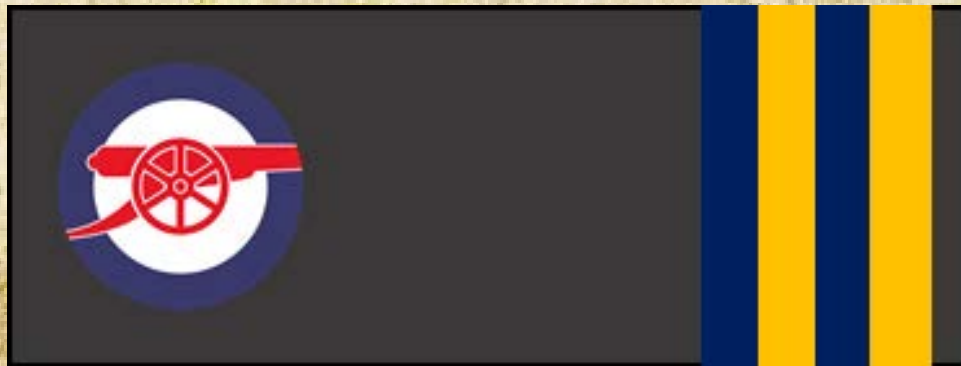
Ly - Nil

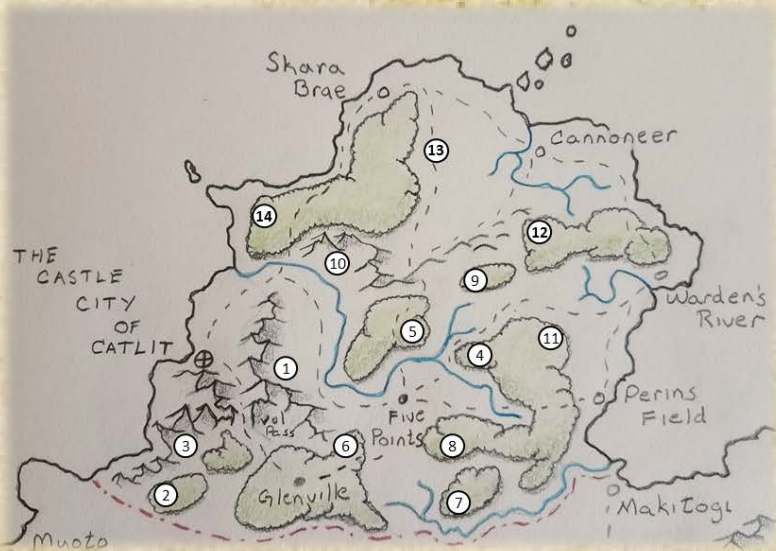
Oth - Nil

Notes: Kellisberg has an extremely influential Thieves' Guild – the Black Hands. They are ruthless and a constant thorn to the Hammerite Monarchy. They are however well liked by commoners as they are known to spread the wealth. The Leather Worker in Kellisberg comes from a long line of master craftsmen. His wife, an Archanium-malcontent, enchants some of his wares.



# The Torsack Province





1. Vol Mines
2. Cavasint
3. Miltin Depths
4. Feytun's Gap
5. Berd River
6. Havaten's Glen
7. Eelton Cove
8. Prominance
9. Everdeep Pass
10. Kip Mines
11. Stockin
12. Pullard
13. Hatenberg
14. Morvien

## Dafteria

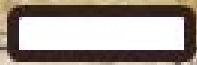
The southernmost continent is Dafteria, home of the Dafter people. This is another place of two Factions.

The north, just beyond the Dividing Line, is a lush green forest. Full of mystical beasts and elementals. The remnants of Old Torsak fled here and established a new home. Given to them by the Dafter, who hate the woods, all people stay north of the Dividing Line.

South of the Dividing Line is Dafteria proper. A vast dry brown land. With few land features, the majority of the place is a sand floor with high brown wheat-grass that grows everywhere. Is it joked that one match would burn the entire continent down.

The Dafter live in a feudal system, with provenances ruled by a warlord and all adamantly under the control of the emperor of the Dafter. Towns are scattered and normally hold larger populations than other continents. The Dafter band together to face the beasts and monsters of their lands. A harsh wind constantly blows here, making travel impossible at times. Aside from the scant roads that connect population centers, most of Dafteria is still unexplored.

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# History

## Old Torsak and the Order of the Mason

Long ago, the explosive green clay that is used in cannon and Gonts was mined in a small island off the south coast of Hammer Isle as well as in the Ven-Skari Chain islands. An extremely precious commodity, and extremely unstable. The southern tip of Hammer Isle was its own nation, Torsack. They viewed themselves as great warriors and tacticians and prospered under the Order of the Mason. The War of the Avatars came to their lands as well. Here, Zanax and Zerix fought for days. The people of the Order engaged the invaders. Everyone waited for the Avatars to finish their combat and decide the victor.

Sure of their victory, Torsack played very defensive and huddled into their fortified castles while peppering the enemy with their powerful cannons. The Avatars' fight pushed south, into the island where the green clay was mined. In an instant, the whole of the Torsackian land was shattered when the Avatars detonated the clay and caused a cataclysmic explosion that was felt in Ven-Skari.

Most of the Torsackians were lost. When the Orders met in the field of Syez and declared peace, the Torsackians were in ruin. Nothing would grow, all the trees were dead, and their source of income was gone. Hammer Isle was in shambles and the Hordes of Dragonnian were growing.

In desperation, most fled south to start anew. In lush green forests, they started to set up. To the south of the forest was the land of the Dafter, who knew they were there. They sent a messenger to the Torsackians, telling them to leave. The leadership of the Torsackian remnant traveled south to meet the Dafter. Seeing honor in the Humans, the Dafter accepted the meeting. For some unknown reason, the Dafter offered the whole of the forested areas of the continent to the Torsackians. The Torsackians agreed, returned north to their landing, and the Torsack Province was born.

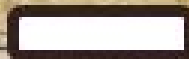
## The Skara Brae

Their initial landing was in the northern reaches of the continent, and here they would stay for 2 years.

The remaining hierarchy from the Order of the Mason took up their previous leadership positions and started to plan a new life. However, many of the people were angry and began to not listen to the Ordermasters, who no longer had supernatural power after their Avatar's death.

Many of the people felt the sundering of their home was due to the Orders in general. Others felt the Mason Order was directly to blame. The town they had begun to settle started to divide, each person physically moving to another area where their thoughts were shared. In one area of the town were the people who still held loyalty towards the fallen Order. In another were those who rebuked the Orders as a whole. Yet another area lived those who blamed only the Order of the Mason for their plight.

After a year and a half, the people began to feud over their differences. Not wishing for the feuding of ideals that occurred in the War of the Avatars to again decimate their people, all the leaders agreed to leave this place. The schism of the Torsackian people. Skara, meaning to rip apart in Old Torsackian and Brae, a common term used for the people of Torsak was the name given to the town where the people went their different ways. Many did stay in this Skara-Brae, as it was partially built up, farms were growing and shelter was built. However, the vast majority left, each group went a different way.



## **Catlit and the Aristocracy**

Those who still held loyalty to the Order traveled south and found on their journey south that this land was untamed and many were lost to the beast and monsters of the forests. Along the coast they came upon a great mountain range. High mountains unlike anything from the southern reaches of Hammer Isle. Named the Vol Mountains, "Vol" meaning "high" in Old Torsackian, had much to offer these new settlers. They found a "V" in the mountain range, perfect for building a new home. They built a wall across the top of the "V", to enclose themselves.

The Vol Mountains yielded great amounts of easily mined stone, and the remnants of the Order of the Mason quickly began to build a masterpiece of stone work. They dug deep into the cliff faces and slopes, harvesting all manner of materials. Within a generation, a decent size town was built, completely out of stone, protected by high walls and loyal guards. They named the place "Catlit": "Cat", which is short for "Catel" meaning fortification or castle in Old Torsackian; and "Lit", which is a common suffix placed on a word roughly meaning "place of/place belonging to". This would be used as in a place or home belonging to a person named "Otten" or "Ottenlit"; or the place of caves (called "tomin" in Old Torsackian), or "Tominlit".

With all the metals mined from the mountains, currency was reestablished and normal trade-life quickly resumed. The dock town near Catlit brought in infrequent traders and merchants, all of with whom the people of Catlit made money from. There swiftly grew within the state a division between the classes. Certain families who mined the metals become richer than the rest. Next, those who directly supervised and designed the great buildings. The rest of the workers and craftsmen were given wages from these families for their efforts.

Many of the craftsmen, in order to secure a better life, pledged loyalty to these rich families and would only work for them in return for greater pay. The rich families started to vie with each other to take in as many of the craftsmen as they could in order to gain dominance. Politics grew as families would trade craftsmen with each other for favor, to make alliances or for money. Some tradesmen welcomed these new developments, especially if they were in demand and could make more money. Others rejected it, but had nowhere to go and fell out of favor with the rich families. As the aristocracy grew, many craftsmen found they could only find work when the families allowed it. The city was reaching the original limit and fewer jobs became available.

The families then decided to expand their empire and add onto Catlit, with grand designs to make it the greatest city in the world, even larger than their ancestral homeland of Moon Castle.

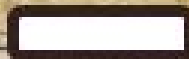
Year after year, the descendants of these people did the same, ever-expanding their outermost walls. The upper-class families became very well defined and families of craftsmen become even more skilled.

As the population grew, the people, while safe, became destitute. They outgrew what the local farms could produce and the natural resources in the area were insufficient.

They sent groups of workers out into the wilds to settle new farms, harvest timber and other resources. None were ever seen again. The people, over a generation, had become very accustomed to their safety and hadn't the skills needed to make their way in the harsh world. This would change once they met their long-lost kin.

## **The People of the Woods**

Those who left Skara Brae, forsaking all the Orders and everything they stood for, would face the most difficult next generation. With no leader and no unifying idea, they were lost and held no loyalty to each other. For generations before, they had all been under one Order, with leaders, ideals and a driving AUSA that made the people act as one. Now shattered, they began to disperse on their aimless trek south into the woods. They continued to break into smaller groups and splinter off from the main. Many of these groups were lost to the creatures of the woods, others starved, not knowing how to live off the land. Those that found a way to survive became nomadic, traveling from place to place, finding what food they could and eking out living.



Over time, those that survived became a hardy bunch. They learned the way of the forests; what berries could be eaten, what animals to hunt, what areas to stay away from and where was safe. They made war with the bands of semi-intelligent creatures of the woods, establishing scattered enclaves throughout the many forests of the Torsak Province.

Because their past lives were from the safe castles and cities, and generations before that did the same, they were ignorant of the life blood the forests themselves possess. Some of these tribes began to meet strange beasts and elementals. A few of these tribes were able to make allies of these things and learn even more about the world around them and honor the essence of the forests.

Within a generation, these people stopped wandering and set up permanent dwellings amongst the trees. They found ancient ruins from long ago, some of which had the remnants of the Ancients' civilization. They began to meet people, even more scattered than they; small clans that had no trace to civility to them. Over time, they found these were the last of a shattered people from the War of the Ancients. Utterly defeated by their Ancient and left to die in the wilds. With so few that survived, the best they could do over the generations was to survive.

The Torsackian wanderers welcomed them into their fold, offering protection in numbers and a new life. The clans accepted in most cases and brought with them a new understanding of the forest itself, the creatures and elements that inhabit it, and magic. As a group, these merged people became protectors of their forests from the evil things that lurked in the shadows and from encroachers from the outside.

But, they remained scattered from one another. Able to sustain themselves in their home, they were living a very spartan life. Each day brought a very real danger of survival a constant battle with other beings of the woods that plagued their existence. With so few of them, all seemed to close in. Beasts and monsters made pacts with one another to destroy these clans and oust the Torsackian from the forests. Some clans fell, while others fought a losing war.

The whole time, they knew of larger settlements around the forests of their lost Torsackian kin, but never made contact with these people who desecrated their lands and had no respect for the living world. Now, with ever fewer of them surviving, that had to change.

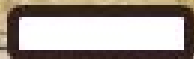
## **The Colonists**

That group that blamed the Order of the Mason for their predicament went the opposite way of the Masonists, the eastern coast. They crossed over a large river and began to set up a town. All staying together, the settlement quickly came together.

Many of these people were those who built and designed the siege machines Old Torsak was so famous for. Although lacking the proper materials, namely the green clay, they did their best fashioning catapults and other machines of war to protect themselves. At first, raiding parties of strange creatures would charge the village and would be beaten back hand to hand. As these machines were built, most were killed before they even reached the village wall. Within 5 years, nothing dared attack the place.

Many of the people had learned to survive in the woods far off, gathering timber and herbs for medicine to bring back to Cannoneer. They became friends with some of the nomadic people that lived in the area, learning their ways and how to respect the land. Many became exceptional fighters and started to call themselves Wardens, to distinguish from the guards and warriors who stayed close to Cannoneer and never ventured into the woods.

Life became sustainable. The people made farms and lived off the land. They chose to keep their lives simple so their future would not be the same as what was brought on them by the Order of the Mason. Within 30 years, the Village of Cannoneer was a shining example of what these people could do together. But, they were outgrowing the place.



A large group of colonists volunteered to establish a new home to the south. Most of the Wardens pledged their swords to protect these brave people on their journey. Through the Northern Forest they went. Attacked time after time, and defended by the Wardens each time. They eventually came to a beautiful clearing just south of the forest. With a pristine shore line, majestic cliffs against the southern shoreline, fertile fields and many natural resources.

Close to the forest, daily incursions were a part of life. The Wardens found they could not leave, and had to stay to protect their people. Within 10 years, the village was well-established, and a thriving community lived. They named the place, Warden's River in honor of those who made it possible.

Again, the place grew, and again they began to outgrow it. A travelable route between there, Cannoneer and Skara Brae was established and the three towns decided to work together. Whenever the places became too big for their location, they would call for new colonists, guarded by Wardens, to travel to a new place and start a home.

By the second generation, the people had established the towns of Perin's Field and Kilsint (later named Five Points). One group traveled south out of the forests into Dafterian Lands and was wiped out. When Kilsint sent people to look for the lost colonists, they were met by Dafter at the edge of the forests who reminded them of the agreement between the people. While outraged at the murder of their kin, the Torsackian people had no way to fight the Dafter, and left.

Others who ventured out into the brown plains of Dafteria met similar ends, and it soon became common knowledge that the Dafterian lands were truly forbidden. They began to call the edge of the south-most forest and the south of the River Baun the "Dividing Line".

The prosperous towns of the Torsak Province continued to grow and again colonists were sent out, this time west to stay away from Dafterian lands. They came upon a very large and deep forest, but one of immense potential. Fruit trees grew everywhere, many rare herbs were common here, and the soil was black and rich. They pressed on into the forest and found a grand clearing to set up.

For the next few years, the Wardens had their hands full defending the place. Here, all manner of creatures, monsters and even the very woods constantly attacked. This new town of Glenville did not share the same success, and within 5 years, very little had changed. Moreover, the Wardens were becoming few. Even with reinforcements from the other towns, more were killed than could be trained or make the long and dangerous journey to Glenville. Something needed to change, or they must abandon Glenville.

## **The Reunification**

One day, it seems, a party of emerged on the outskirts of Glenville and sought an audience. Their leader was a man named Tivik of the Glen, a stout and powerful leader of the wanderers. The people of Glenville could see many of these nomads were of Torsackian decent, but there were others mixed in they could not discern. There was no true leader in Glenville, but the most respected person was Millis Havaten. The two met and everyone was astonished, especially the two, of how similar they looked. Millis introduced himself, and Tivik stood amazed. He responded that his name was "originally" Tivik Havaten, before he took on the name of the wilds. The two, as it turns out, were bore from the same grandmother, each one's father went a different way during the schism.

Seeming as old friends now, all diplomacy was made easy. The nomads asked for help to finally defeat a powerful band of Ssauros who had made ally of all foul things in the forest, bent on stamping out Kivik's clan. Seeing an opportunity to make an ally, Millis agreed, and took all the Wardens he could spare and immediately left for Kivik's home. Tales of the cousins fighting alongside of one another still are told today. The battle was great, and many were lost, including Kivik and Millis, but they found victory.

In the wake of the battle, the clan pledged loyalty to the southern people for their defense of their home. They renamed the place Havaten's Glen, after the two cousins. From then on, the two places, while staying to their own way of life, worked together. The clansmen, who Glenville now called the 'woodsmen', would bring in supplies and Glenville would do the same.

Word spread of this alliance, and others from Perin's Field and Warden's River began to do the same. Each met with different levels of success, but within another generation, a peace was in place. Many of the woodsmen became true friends of the larger towns.

### **Enter Catlit**

30 years after the battle of Havaten's Glen, a small party of wounded and exhausted travelers made their way into Glenville. They were from a place called Catlit, just beyond the mountains to the west. They told those from Glenville they were looking for supplies for their whole city. They told them that they had no one who could adequately farm the land, or harvest timber, or make medicine from herbs.

Glenville loaded a caravan full of supplies, and sent a Warden guard to escort the people back to this Catlit. When they arrived, the Wardens were amazed. They had never seen such a thing. A city-castle, with walls a hundred feet tall, buildings as large as the tallest tree made completely out of stone, paved streets and more. They found many artisans and craftsmen who could make such exceptional things. But, the people were starving and sick.

While the food was welcome, there was not nearly enough. It would take hundreds of caravans to feed this city. The people of Catlit repaid the Wardens the only way they knew how, with Bronze coins – something the Wardens had not seen before, but had heard about a metal currency, different from the wood lots they used to barter with. The Warden's returned to Glenville and spread the tale. Soon, it spread to other towns.

Other towns started to make the long journey to Catlit to see if the stories were true. The people of Catlit, the families actually, began to intercept and trade with the caravans before they even got to the city. In short order, caravans would arrive to a town square and barter for goods, paid with Bronze coin. Within a year, Bronze coins started to flood the towns outside of Catlit, and started to be used for bartering. The exceptional wares that could be found in Catlit made their way into the other towns and became what everyone wanted.

In 20 years, this became the norm. Regular caravans would bring their trade goods to Catlit and buy what the craftsmen made there, only to sell it for Bronze in their own towns – a working commerce and trade was finally put back into place after 2 generations. People all over could now get what their area did not produce without having to make dangerous journeys into the wilds, or go without. The quality of life greatly improved for many, although, the woodsmen did not take much part in the trade directly.

The woodsmen would harvest the raw goods needed, anything from silk, to herbs, to skins and more. They would bring it to the closest large town outside of Catlit, where those people would put the goods into caravans along with their own food stuffs bound for Catlit. They'd return with coin and craft goods like shoes, clothing, metal tools and more.

### **The Contracts**

The woodsmen never took to using Bronze coins and prefer to stick to bartering. So, an interesting issue came to the front: how, and who pays the woodsmen? The woodsmen would often need goods that other clans brought in. But those goods now being part of a caravan bound for Catlit, and who could take off the caravan's goods to pay the woodsmen? Indeed, who did those goods belong to? The town, the woodsmen, or some combination? Most of the woodsmen clans would give to the caravans directly, as their compensation was better than bartering with

other clans. So, the caravans became a bazaar of sorts before they left for Catlit, with many people trading for what they needed directly off the wagons. Crime and favoritism began to grow.

It was when a busman from one of the families of Catlit came on a return trip of a caravan to see Glenville that he came to see this issue they were facing. Trade was beginning to break down and people were feuding over supplies.

He went to the stables and asked to speak to the caravan master. Finding there was none, he made a proposition to all of those who worked there. He said he would buy all the wagons, horses, oxen and tackle that was used to take goods to Catlit. He would pay those who transported the goods a regular sum. He would also pay all those who brought goods to the caravan, the woodsmen or townspeople who traded with the woodsmen, on the spot. He explained that then, the woodsmen could bring the people of Glenville the goods. Whatever the Woodsmen needed in payment could be bought from the caravan company directly.

When word of this reached Catlit, the other families were outraged. They sent people to Glenville, and the other locations to do the same. In Glenville, other families made deals with the actual people for the specific goods. There was a deal made for food, and another for silks, another for timber and so on. Before long, all goods had a family who directly bought from them. The woodsmen, however, did not make deals and remained as a bartering producer of goods. They didn't care who got the strange metal coins, as long as they got what they needed for their clans.

A huge amount of confusion and power-struggling took over the land. The families were still getting what they needed to pay their people and keep them loyal. The people from places like Glenville were getting what they needed in payment, and the Woodsmen got what they did as well. But, amidst the profit was an unhappy peace. People from the towns outside of Catlit were drawn into the families' politics. As in Catlit, families did their best to buy out deals made with other families for goods and supplies. While none were happy with the situation, the Torsack province had become a merchant-driven land of profit and backroom deals for generations.

## **The Electorate**

Some say, the War of the Sky was the best thing that ever happened to the Torsack Province. The mighty Airships of Varoon, laden with their legions, brought a force the Torsackians had not seen since the War of the Avatars. They landed in Skara Brae and declared a martial law. Moving faster than word could travel, The Airships hopped from town to town doing the same. However, they bypassed Catlit. It was later known that Varoon saw Catlit as a place that would take time and many men to bring down. Instead, they sought to bring them to their knees through embargo of the trade routes.

The plan worked, and soon Catlit was barren of all the goods it so desperately depended upon. An officer from Varoon made a non-aggression pact with Catlit. In exchange for them pledging ally to Varoon, they would allow the trade routes to resume, but with a tax. Catlit had not the strength to oppose the might of Varoon, and begrudgingly agreed.

But, supplies didn't come. The Varoon legions, flush with conscripts from Hammer Isle, ate much of the food, putting some villages in starvation. They took goods and pressed craftsmen to fashion more weapons and armor. The Province fell into a state of occupation.

Many of the villages and towns only had a "hand-shake" alliance, and would not stand together to fight the invaders. Those that did faced forces far beyond what they could defeat. Clans from the forests came to the aid of the towns, bringing with them elementals and forest beings to fight alongside their Torsackian brothers. Each one of these fights took resources away from Varoon, who would mobilize to face these threats. Overall, these incursions were limited, and the Province could not band together as a whole. Many people, and beings, died in defense of their home, but Varoon was too much for each town and village alliance. With no official leaders, the people outside of



Catlit surrendered the fight after only 1 year. Catlit would not come to anyone's aid due to the pact they had made. They had however, made an impact on the Varoon forces. But, the Torsackian people were in chaos, subdued, leaderless and starving.

When Varoon fell to the Dafter, they immediately left the Torsack province. While the people rejoiced, they saw the need for a standing force. They had become a nation, albeit divided, but non-the-less in need of national protection. The families called for a council to be formed and devise a way to build an army and unify the Province. When the people outside the walls of Catlit heard of this, already disgusted with Catlit's conduct during the Varoon occupation and fearing this council would only serve the rich families, all dispatched their own leaders to speak on the people's behalf.

In Catlit, the council chamber was overflowing with representatives of the families. Self-proclaimed dukes, barons, viceroys and chancellors argued their points over each other, all with their own interests in mind. When the emissaries from the town arrived, they were rejected. But, one of them stepped forward and threatened the nobles. He said if their voice was not heard, not a single caravan would ever come within 100 leagues of Catlit, and the people of Catlit would be "unwelcome" outside of their own walls.

In an amazing turn of events, the people from outside of Catlit found they had power, and spoke for their kin. The nobles sat in shock as the council talks were taken over by these pedestrians. After days, and no small amount of family interference, a solution was found.

Each of the major towns (Glenville, what was now called Five Points, Perin's Field, Warden's River, Cannoneer and Skara Brae) would each elect a person to speak on their behalf. The nobles argued for Catlit to have 2, due to the number of people there, and got it. One of them would be made to be the Prime Elector, chosen by the 8, to act as a tie-breaker and figure head of the nation. This council of 9 would decide all things for the nation.

The Electorate made a pact with all people of fairness and putting people first. In return, they asked for the people's support in warriors should another force ever try and take their land again. The Electorate would also control who could trade with who. Instead of families going into the towns and making back-room deals with the people who supplied goods, each family would be given a contract for exclusive trade for a certain commodity for 5 years.

It seemed as if the people were now in control of Catlit. But in practice, the families who buy the goods still hold an immense amount of sway over trade.

## **Present Day**

Torsack again prospered. The Great Tradehouse found its way to the Torsack Province to barter for the rare things that northern Dafteria has to offer. The families still fight with one another for power, but the Electorate stands in their way. While bribes are still offered, many of the Electors are just and honest in their ways. The Electors from Catlit, however, are puppets who follow the families lead. Which family, that is a question of how and through who they came into power.

They hold a force-in-ready of the people from Catlit, for the Elector Towns and the woodsmen and their forest allies.

Through all this, the city of Catlit has remained loyal towards the fallen Order of the Mason, and allow no other Order within their walls. The clans utterly rebuke the Orders. The Elector Towns have recently allowed the Orders to start and settle in their lands. The Orders tread somewhat lightly to appease the people, but are still the Orders.

Not all is well in everyday life. Coin seems to rule, and the politics of the families still reach to even the most remote towns and villages. The ever-growing threat of the reformed Varoon is looming, creatures and beasts from the wilds still threaten caravans and villages, and the average farmer still faces a life of uncertainty.

## Landscape

Northern Dafteria is a wooded land. Great forests that rival that of Elvenwield are everywhere. Dotted with hills now and again, it is a green verdant land. The Vol Mountains make up the only true mountain range in the Torsack Province. Large rivers, lush fields and deep forests are what one will find here.

## Flora

About plants... Is this needed?

## Fauna

Talk about what monsters are here.

## Points of Interest

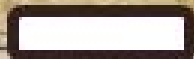
Special points that are known to most.

## Parts Unknown

Dungeons and special places will be listed here, but not in detail.

## Factions

The Torsack Province is a world-recognized power. They hold an army of people integrated with all manner of beings that live in the deep forests. They prefer hit and run tactics and have no desire to make war outside their home. More...



# Notable Powers

## The Families

The Trauncheon Family – Lady Emily Trauncheon.

The Trauncheon Family is without an heir currently. Viceroy Warren Trauncheon was killed in a duel against Baron Elix Von Helios over a point of honor. The Trauncheon family has sworn revenge against the Helios, and will not rest until they are destroyed.

The Helios Family – Baron Elix Von Helios

Considered to be the most honorable of the families, the Baron is commonly seen in the Elector Towns meeting his workers and making good faith with the people.

The Immalus Family – Baron Donovan Immalus

The Immalus family is probably the richest of all, coffers overflowing from their mining contracts. The Baron is hedonistic and only cares for money. They hate the Markanis Family, who constant scheme against the Baron for control of this most lucrative commodity.

The Markanis Family – Lord Pellios Markanis

The Markanis family is a story of almosts and second places. The Markanis Family has always been just a step behind everyone else. This has left the family poorer than that other families, and hungry to take over. They do, however, have mastery of the shadows and hold many ties to those of unscrupulous origins.

The Takid Family – Earl Borin Takid

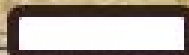
The Takid family survives on their ability to politic. Most deals are made through them. They set up meetings, introduce people, advise other families and provide information – all for a price. While they have decent holdings, these contracts bring in little revenue and they rely on other means to fill their coffers. They are also the most outwardly pompous in nature and demand show and regalia wherever they go.

The Cijsob Family – Baroness Allisia Cijsob

After her husband's (unexpected) death, the Baroness took over the family. With an iron hand and cold negotiation, the family holds most of the contracts in the land.

The Reitguard Family – Lord Furion Reitguard

Descendant from the Tol-Son house of the same name, the Reitguard family are the nation's warriors. Most formally trained come from the schools of this family. They have been elected to be the generals and officers of the army, should the need arise. While they have some contracts, they are paid a duty from all families to train troops and raise competent officers.



## The Wymon Family – Count Havar Wymon

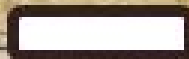
The Wymon Family were the first holders of the craftsmen in Catlit. Through the generations, it has become a sign of prestige to work in the employ of the Wymon. They possess very few contacts, but hold the very best craftsmen.

### The Electors

Electors:

Electors:	Manyon Cultan
Catlit North:	Tomas Payvin
Catlit South:	Pulmin Reitguard
Glenville:	Lesil Havaten
Five Points:	Shalik Domon
Perin's Field:	Taten Ulten
Warden's River:	Jon Glindeep
Cannoneer:	Thason Swiftwind
Skara Brae:	Keltia Morrowshade

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# Catlit



Continent:	Dafteria	Rich	Commoner
Location:	Size:	41,000	12% 88%
	Population Mix:	Hu: Maj	WE: Min
Allegiance:	Torsack Electorshi	BE: Nil	SE: Nil
Governance:	Elector	GE: Min	HD: Nil
Faction:	Torsack Province	GD: Min	SD: Nil
Major Products:	Gems Ore	Rd: Nil	Ly: Nil
	Services	Df: Nil	Other: Nil

Notes: Catlit is the "capitol" of the Torsak Province. While it does not hold direct control over any of the other settlement, it is where the Electorate meet and hold council. Catlit is the largest city in Wyrmsbane

Catlit is built in a natural valley between two fingers of the Vol Mountains. The inner side has been carved into sheer cliff walls over 200 feet high, and beyond are the snow-capped peaks of the Vol. The only way in or out is through the gates. The topography is very hilly, with the higher areas being towards the south. Catlit is the largest city in Wyrmsbane, built generations ago by the dispossessed fallen Order of Zanax. While there is no "Order" per se, the edicts of Zanax endure in these people. The other Orders are shunned, still blamed for the fall of Old Torsak.

There are 4 tiers in Catlit, both physically and socially. The ground-level near the gates is the "Merchant Tier", where most of the commerce takes place, along with taverns and inns. Next is the "Residential Tier", where most of the denizens live. The "Artisans' Tier" is where the valued craftsmen in service to the noble families reside. The "Noble's Tier" is where the noble families dwell, as well as Catlit's most affluent. To the north, and outside of the city is the Port Extension, where the Sea and Wind ports lay.

Inside the walls of Catlit is a bustling metropolis, with crime and greed, aristocratical deviance and plotting. A Thieves' Guild, called the "Catlitians" rules the underground. The rich rule by coin and the poor scrape by. Hunger is a real problem in Catlit, as not enough food can be brought in and the city itself does not have farms or crops outside its walls.

To the north, west off the path to Skara Brae is a large plain where people see odd beasts that look like men and bucks combined. The Wild Wood has many horrors and those who enter are rarely seen again. There is a great sink west of Catlit that some say holds crazed Elementals. Further south one will find an impenetrable marshland with large lizard creatures and rodent-people. Even worse, there seems to be a set of caves and tunnels all throughout the Vol, dug in Eons ago, by some unknown people or thing. Just east of Catlit is the entrance to these caves, called the "Vol Catacombs" as it is considered a grave for any that enter.

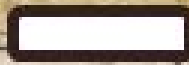


# Glenville



Continent:	Dafteria			Rich	Commoner
Location:		Size:	650	3%	97%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	Torsack Electorshi		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Min	SD: Nil	
			Rd: Nil	Ly: Nil	
Major Products:	Herbs & Spices		Df: Nil	Other: Nil	
	Textiles				

Notes: Tucked deep in the woods, Glenville is the location of many parts of the Province's history. The closest place to Catlit, this is a melding pot of many different peoples.



# Five Points



Continent:	Dafteria			Rich	Commoner
Location:		Size:	3,600	9%	91%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Min	
Faction:	Torsack Province		GD: Maj	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Textiles		Df: Nil	Other: Nil	

Notes: After the War of the Sky, the Tradehouse made its way here and set up a post to do business with Torsak. In five Points, the Tradehouse is law, and they hold most sway here. There are no contracts in Five Points and all trade is done through the Tradehouse. One will also find many Raazian caravans leading to the Windports in Torsak.

# Perin's Field

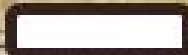


INN



Continent:	Dafteria			Rich	Commoner
Location:		Size:	800	5%	95%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	Torsack Electorshi		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Food		Df: Nil	Other: Nil	

Notes:





# Warden's River



Continent:	Dafteria			Rich	Commoner
Location:		Size:	1,500	4%	96%
		Population Mix:	Hu: Maj	WE: Maj	
Allegiance:	Torsack Electorshi		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Food Textiles		Df: Nil	Other: Nil	

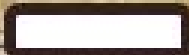
Notes: This is the summer retreat of many families. Far away from Catlit, Warden's river is beautiful and peaceful.

# Cannoneer



Continent:	Dafteria			Rich	Commoner
Location:		Size:	2,100	3%	97%
		Population Mix:			
			Hu: Maj	WE: Min	
Allegiance:	Torsack Electorshi		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Min	
Faction:	Torsack Province		GD: Nil	SD: Nil	
			Rd: Nil	Ly: Min	
Major	Self-Sustenance		Df: Nil	Other: Nil	
Products:	Gems Ore				
	Services				

Notes: Still one of the great manufacturers of cannon, mortars and other explosive weapons. They will normally build the weapons without the ammunition from lol. They do, however, have a large stock for defense.



# Skara Brae



Continent:	Dafteria			Rich	Commoner
Location:		Size:	5,000	6%	94%
		Population Mix:	Hu: Maj	WE: Maj	
Allegiance:	Torsack Electorshi		BE: Nil	SE: Nil	
Governance:	Elector		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
			Rd: Nil	Ly: Nil	
Major Products:	Lumber & Spices Herbs Textiles		Df: Nil	Other: Nil	

Notes: The original landing place of the dispossessed Torsakians. Skara Brae is a major port and commonly sees many peoples on their travels.

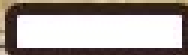


# Vd Mines



Continent:	Dafteria			Rich	Commoner
Location:		Size:	150	3%	97%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	Catlit		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Maj	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Ore		Df: Nil	Other: Nil	

Notes: Technically independent, Catlit itself does direct business with this mining town.

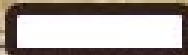


# Cavasint



Continent:	Dafteria			Rich	Commoner
Location:		Size:	125	1%	99%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Self-Sustenance		Df: Nil	Other: Nil	

Notes:



# Miltin Depths



Continent:	Dafteria			Rich	Commoner
Location:		Size:	110	1%	99%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	Catlit		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Maj	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Ore		Df: Nil	Other: Nil	

Notes: Much like the Vol Mines, the families of Catlit deal directly with this mining village.

# Feytun's Gap

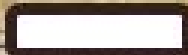


INN



Continent:	Dafteria			Rich	Commoner
Location:		Size:	60	2%	98%
		Population Mix:	Hu:	Maj	WE: Min
Allegiance:	None		BE:	Nil	SE: Min
Governance:	Elder		GE:	Min	HD: Nil
Faction:	Torsack Province		GD:	Nil	SD: Nil
			Rd:	Nil	Ly: Nil
Major Products:	Horses Herbs & Spices		Df:	Nil	Other: Nil

Notes: The last stop before Warden's River, Feytun's Gap is laden with inns and taverns.



# Berd River



Continent: Dafteria

Location:

Size:

130

Rich

Commoner

2%

98%

Population Mix:

Hu:

Maj

WE:

Min

Allegiance: None

BE:

Nil

SE:

Nil

Governance: Elder

GE:

Min

HD:

Nil

Faction: Torsack Province

GD:

Nil

SD:

Nil

Major

Rd:

Nil

Ly:

Nil

Products:

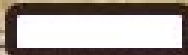
Food

Df:

Nil

Other: Nil

Notes:



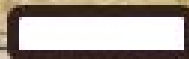


# Havaten's Glen



Continent:	Dafteria			Rich	Commoner
Location:		Size:	150	3%	97%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
			Rd: Nil	Ly: Nil	
Major Products:	Herbs & Spices Textiles		Df: Nil	Other: Nil	

Notes:

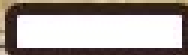


# Edton Cove



Continent:	Dafteria			Rich	Commoner
Location:		Size:	75	3%	97%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Min	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Horses Lumber		Df: Nil	Other: Nil	

Notes:



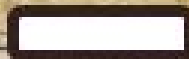
# Prominence

INN



Continent:	Dafteria			Rich	Commoner
Location:		Size:	80	4%	96%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
			Rd: Nil	Ly: Nil	
Major Products:	Horses		Df: Nil	Other: Nil	
	Services				

Notes:



# Everdeep Pass



Continent: Dafteria

Location:

Size: 100

Rich Commoner

4% 96%

Population Mix: Hu: Maj WE: Maj

Allegiance: None

BE: Nil SE: Nil

Governance: Elder

GE: Min HD: Nil

Faction: Torsack Province

GD: Nil SD: Nil

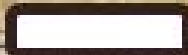
Major

Rd: Nil Ly: Nil

Products: Food Textiles

Df: Nil Other: Nil

Notes:

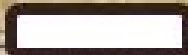


# Kip Mines



Continent:	Dafteria			Rich	Commoner
Location:		Size:	50	2%	98%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Maj	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Food Ore		Df: Nil	Other: Nil	

Notes:

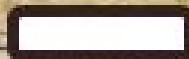


# Stockin



Continent:	Dafteria			Rich	Commoner
Location:		Size:	50	1%	99%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Min	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Self-Sustenance		Df: Nil	Other: Nil	

Notes:



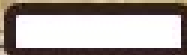
# Pullard

INN



Continent:	Dafteria			Rich	Commoner
Location:		Size:	50	2%	98%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Textiles		Df: Nil	Other: Nil	

Notes:



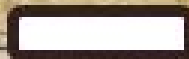
# Hatenberg

INN



Continent:	Dafteria			Rich	Commoner
Location:		Size:	75	3%	97%
		Population Mix:	Hu: Maj	WE: Min	
Allegiance:	None		BE: Nil	SE: Nil	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
			Rd: Nil	Ly: Nil	
Major Products:	Food Other		Df: Nil	Other: Nil	
	Trade Goods				

Notes:





# Morvien



Continent:	Dafteria			Rich	Commoner
Location:		Size:	80	4%	96%
		Population Mix:	Hu: Maj	WE: Maj	
Allegiance:	None		BE: Nil	SE: Min	
Governance:	Elder		GE: Min	HD: Nil	
Faction:	Torsack Province		GD: Nil	SD: Nil	
	Major		Rd: Nil	Ly: Nil	
Products:	Self-Sustenance		Df: Nil	Other: Nil	

Notes:

