A Players Guide to
Sanctuary
Wild Places in Sanctuary

The Sea of Storms

The great northern sea is named for the year-round storms that rage across its surface and batter the north coast of Sanctuary.

This turbulent maelstrom of wind and waves is Sanctuaries only access to coastal waters and is one of the reasons Sanctuary has remained secluded from the rest of the world.

The Sea of Storms is known to have swallowed every attempt to sail its waters for as long as anyone can remember and so the people of Sanctuary have no real nautical tradition. However, there are fanciful stories of a town called Seahome, far to the north, where folk called Stormsingers have learned to tame the waters of the Sea of Storms allowing ships to sail its waters.

The bulk of Sanctuary’s sailing vessels are designed to sail the waters of the Deadwash and the various lakes scattered across Sanctuary.

The Wyrmwood

This ancient forest lies south of the Stormwall. It covers nearly ten thousand square miles of northwestern Sanctuary extending from Greenvalley all the way to The Silent Sea.

Believed to be home to many of the fell creatures that have plagued the civilized folk of Sanctuary for centuries, it is often said that the Wyrmwood is cursed and evil place, that its trees are fed on the blood of the mountains and the bones of the dead.

The forest has a gnarled and twisted appearance. Beneath the canopy of massive Heartwood trees lies a perpetual, misty darkness. Mazes of twisting tree roots, game trails, streams and caves snake through the forest making navigation extremely difficult.

While some brave hunting parties, loggers, and adventurers cross into the Wyrmwood, the dense forest is largely unsettled and dangerous. From higher ground, ancient hill dwarf ruins can occasionally be seen poking up through the misty canopy, tempting treasure hunters and culturally orphaned hill dwarves to seek them out. The treacherous reputation of the Wyrmwood is well known and most folk stay as far away from the place as possible.
The Devoured Lands

Stretching across the entire southern border of Sanctuary lay the Devoured Lands. It is a dark place, choked with deranged trees, strangling vines, and poisonous thorns. Legends hint at a hungry evil that devours all those foolish enough to go there.

In the past, there have been attempts to push back the borders of the Devoured Lands. Men have tried clear-cutting the foliage but the plants seemed to grow back as fast as they could be cleared. There have been attempts to burn the twisted foliage but the various plants are unnaturally resistant to flame. The poison thorns and carnivorous vines made both endeavors deadly work and many abandoned the project as they saw their fellows die.

Approaching the Devoured Land, one experiences a palpable sense of dread. The place not only looks unwholesome, it radiates fear, loss, and a sense of hopelessness. It is a constant reminder to the people of Sanctuary of the horrors that exist in the world.

Some say the Devoured Lands are a gateway to the Abyss, while others claim the land itself is possessed by an ancient, malevolent evil. All folk agree that no one has ever gone there and lived, and that only a madman would attempt to cross its border.

The Stormwall Mountains

The Stormwall is a vast mountain range stretching across northwest Sanctuary.

The Stormwall shields the interior of Sanctuary from the raging hurricanes blowing down off the Sea of Storms. It is also home to the mountain dwarves, who live in subterranean cities deep below the earth, and have a lucrative trade relationship with the folk on the surface.

No surface dweller can claim to have explored much more than a small fraction of the Stormwall. Even the mountain dwarves’ extensive knowledge of the Stormwall is focused on their world under the mountains while the world above remains somewhat of a mystery.

If the sheer cliffs and frigid heights aren’t enough to discourage exploration, the endless supply of bloodthirsty monsters mean that most folk daring enough to venture into the mountains disappear and are never heard from again. To make matters worse, these malevolent creatures seize any opportunity to come down from their mountain homes to raid and terrorize the good folk of Sanctuary.
**The Eastwall**

The Eastwall is a mysterious, and largely unexplored, mountain range that marks the border of north east Sanctuary. The range is characterized by its labyrinthine array of snowcapped peaks, bottomless chasms, and deep shadowed valleys.

Much like the Stormwall, the Eastwall bears the brunt of the northern storms coming off the seas. However, the stone of the Eastwall is less resilient than that of the Stormwall and the constant rain and snow has cut deep, lightless valleys into the rock, with near vertical cliffs and sharp peaks that pierce the clouds like ragged primitive sword blades.

Not much is known about the denizens of the Eastwall. Old dwarves claim that a civilization exists somewhere deep in these mountains but none have ever been there or can offer proof. The historians claim that the first halflings trudged out of the Eastwall centuries ago, starved and haunted by the terrible exodus from their lost homeland. Most know the place to be a haven for orcs, giants, and all sorts of slavering monsters with a hunger for flesh.

**The Sink**

The Sink is a massive swamp that stretches across three quarters of eastern Sanctuary. Treacherous, cold wetlands full of malevolent predators make this a singularly unpleasant place.

Unlike the other wild and dangerous places of Sanctuary, there are some small settlements and towns in the gloom of the swamp. It is said that the swamp folk are descendants of a nation of people who resided in similar lands and came to Sanctuary when the remnants of humanity came to Sanctuary in a mass exodus long ago.

Despite the presence of a few towns and villages, the Sink remains as mysterious and dangerous as any of the wild places in Sanctuary. The deep bogs, sucking mud, and quicksand alone make traversing the swamp a foolish endeavor. Swamp monsters prowl the muddy paths and waterways, seeking their next victim. Primitive tribes of nightmare creatures haunt the sinking ruins of ancient dwarf outposts which are rumored to be filled with lost dwarven artifacts.
The Civilized Folk of Sanctuary

Humans
Humans are the most common of the civilized races in Sanctuary. King Golomon the First led the war-ravaged remnants of humanity across the Wyrmwash, roughly one thousand years ago, to save his people from complete annihilation in The War of Chains. The details of that war and the events that led to the mass exodus of Golomon’s people have been blurred by time. The legend tells of a demon horde, led by an evil sorcerer called Letharian, that marched on the nations of men, intent on the destruction of humanity.

The people that survived the long and dangerous trek, were a diverse people, made up of several nations united under Golomon’s banner. The various tribes spread out across Sanctuary, settling in different locations, and forming the foundation for what would eventually become independent territories, formally recognized and united under one king.

Dwarves
Dwarves have lived in Sanctuary for so long that most believe that the gods themselves put them there when they forged the world. Dwarves are common in Sanctuary. They are long lived but reproduce slowly, making them less numerous than humans.

Long before the arrival of humans, the hill dwarves worked the surface lands now known as Sanctuary. Sadly, wars and politics of the surface world nearly drove them to extinction, forcing them into exile in the halls of their cousins, the mountain dwarfs. When humans arrived decades later, the hill dwarf clans ended their exile and forged an alliance with the newcomers, seeing a chance to exact vengeance on their enemies and restore their honor in the eyes of their ancestors.

Mountain dwarves live in the vast subterranean strongholds bored into the roots of the Stormwall. The mountain clans are a fiercely independent nation, living by their own ancient laws and traditions. They are ruled by one king, but have many independent states spread out under the mountains. They have always been steadfast allies with the people of Sanctuary and maintain lucrative trade agreements with the surface folk.

Halflings
Halflings are the most recent civilized race to settle in Sanctuary, having come down out of the Eastwall, ragged and starving, nearly five hundred years after the arrival of humans. The halfling bards tell a tale of their ancestral home and people being ravaged by a monstrous creature of chaos and forcing the survivors to flee west through the treacherous mountains of the Eastwall.

The sight of halflings out and about in the world is uncommon and usually draws attention. They enjoy the company of their own kind and are most inclined to stay within the safe confines of their small communities. They are generally cheerful and polite when dealing with humans and dwarves, but are always on the lookout for danger. When they do travel, they prefer to do so in groups, not only for safety, but for companionship.
Folk of Myth and Legend

Gnomes
Gnomes might exist somewhere in the world, but no one in Sanctuary has ever met one in the flesh. Humans believe Gnomes are mischievous spirits that rise from the earth at night to torment hard working folk. Some of the old whitebeard dwarves tell tales of their great-grandfathers visiting gnome cities in the Eastwall. Those old stories describe them as, “tiny creatures, with a good head for engineering, adequate beards, and an irritating inability to stop talking for more than three seconds.”

Half Orcs
Half Orcs do not exist in Sanctuary, as far as anyone knows. Calling someone a half-orc is an insult in Sanctuary. For dwarves, it is an insult that will almost always result in a bloody fight and a lifelong grudge. Orcs are an ancestral enemy of all dwarves and the thought of mating with one is too much to bear for a dwarf’s prickly sensibilities. For humans, calling someone a half-orc is far less grievous and more a way to poke fun of someone for being ugly, clumsy, smelly, or any number of qualities associated with orcs.

Tieflings
A tiefling would not live long in Sanctuary. Humans are very fearful and superstitious when it comes to anything connected to the denizens of the lower planes. A creature thought to be descended from demons would be hunted and destroyed with extreme prejudice. Nothing resembling a tiefling has ever been encountered in Sanctuary.

Dragonborn
Dragonborn are creatures of legend. An old folktale tells of the demon, Tiamat, taking the form of a beautiful woman and paying a visit to a bloodthirsty warlord called Krugan the Collector. Tiamat seduced Krugan and gave birth to a race of half-dragons who proceeded to terrorize the land, killing and enslaving entire tribes. The story ends when Krugan and the dragon-men were confronted and destroyed by a legion of warriors led by a young hero named Golomon. That same hero would, years later, unite all the nations of men under one banner and become the first king of all men.

Elves
Elves are referenced in a few ancient dwarven history books, but no living human or dwarf in Sanctuary has ever seen an elf. Most humans believe them to be a myth. Dwarves hold that they did exist but, for reasons unknown, disappeared long ago. Dwarven historians describe elves as fair to behold, but weak, inbred creatures, that were utterly dependent on magic to survive, and so arrogant that they were insufferable.

Half Elves
Half elves do not exist in Sanctuary. One can hardly breed with a mythical race that doesn’t exist. Alternatively, if dwarven accounts of the elves were accurate, why would any respectable individual seek to procreate with such a thin blooded creature?
The gods of Sanctuary have their origins in dwarven culture but were, over time, adopted by the humans. The civilized races of Sanctuary are polytheistic and will pay homage to different gods depending on whose favor they seek.

There are also numerous lesser spirits and demi-gods that are honored. For humans, these may be associated with specific locations or cultures. The humans of Sanctuary are the ancestors of a diverse alliance of peoples and many still honor the ancient gods of their forefathers along with the gods of Sanctuary. Humans also tend to be very superstitious and will often credit the spirit world for just about any good or bad fortune that comes their way.

Dwarves pay homage to their ancestors as well as the gods. They believe that those who live with honor and distinguish themselves in life are rewarded by the gods in the afterlife. These honored souls can petition the gods to show favor to their living descendants. Shameful deeds and loss of honor diminishes you in the eyes of your ancestors and, by association, the gods.

**The Slumbering Gods**

- **Aalder** is the force of life and creation. *Neutral*.
- **Ghreyal** is the force of death and decay. *Neutral*.
- **Kiel** is the god of nature. *Lawful neutral*.
- **Zonei** is the goddess of magic. *Chaotic neutral*.

**The Wakeful Gods**

- **Galdimmer** is the god of goodness. *Neutral Good*.
- **Baradath** is the goddess of love, creativity, beauty. *Chaotic Good*.
- **Abel** is the god of honor, mercy, and charity. *Lawful Good*.
- **Bannituk** is the god of evil. *Neutral Evil*.
- **Pagal** is the goddess of hatred, rage, and lust. *Chaotic Evil*.
- **Lugal** is the god of pain, deception, and tyranny. *Lawful Evil*.

**Commonly Known Demi-Gods**

- **Moradin the Forge Father** unlocked the secrets of the forge.
- **Golomon** led the exodus to Sanctuary, saving humanity.
- **Orcus** is the demon prince of the undead.
- **Tiamat** is the insatiable queen of greed and excess.
- **Tymora** is the Lady of Luck.
- **Yondal** the Protector, spirit guardian of those who seek refuge.
Religion in Sanctuary

Religion in Sanctuary is generally based more on superstition, legends, and faith than any physical proof that the gods exist. The gods of Sanctuary have not been overtly active in the worldly affairs of the prime material plane since ancient times... if the ancient holy texts of the gods are true.

There are stories in all the various churches telling of their patron deity walking the land, answering prayers, performing miracles, and communicating with the faithful. The religions have their rituals, sacrifices, and traditions meant to gain favor, and somehow influence the gods to act on behalf of their followers.

As a result, Sanctuary has all the trappings of religion that one can expect from a world with no concrete proof of the existence of their gods. Religious charlatans, faith healers, and demonic cults mix with the true believers, prophets and zealots, to make a chaotic, and sometimes violent, religious stew for all the peoples of the world.

True healing and actual magic, while often referred to in religious texts and legends, is generally rare in Sanctuary. Stories and legends are common. Superstitions and fear are also common.

In some places people accused of witchcraft are burned at the stake. In other areas of Sanctuary that same person might attract wide eyed curiosity, or adoration. Most people believe or want to believe that the gods watch over them, but are, at the same time, terrified by the idea.

If Galdimmer can touch the world, so too can Bannituk.

It is hard to predict how the people of Sanctuary might react if an individual with a true connection to the gods, who was able to perform true miracles, were to step forth and make themselves known.

Magic in Sanctuary

Magic is slightly more common in Sanctuary, but no less feared by the people. The power of the gods, demons, and restless spirits often get lumped in with magic use, even though the study of magic is a more scientific and intellectual discipline.

Many people associate magic with demonic communion, dark pacts, and bloody sacrifice. Because of this, practitioners of the magical arts walk a dangerous line and tend to be solitary, or congregate with others like themselves.

The use of magic, more often than not, elicits fear in the common folk, even though tales of magic swords, charm spells, and flight are tremendously popular. Small harmless magics might be viewed as entertaining parlor tricks, while other small displays may cause panic, fear, and violence.

People will seek to purchase magic items and potions to aid them and simultaneously fear and despise the person who sold them the very thing they desired. Folks are quick to blame magic and curses for their ills and misfortune and many a kindly old wizard has been set upon and brutally executed by a mob of angry citizens.

Ultimately, the reaction of the people to magic is as unpredictable as is the nature of magic itself.
The Government of Sanctuary

Kings and Queens
The king oversees the Lord’s Council and is charged with the preservation of peace and unity of Sanctuary.

The royal family resides in Golomon’s Keep. This ancient citadel sits at the center of Kingsford and has been the seat of the king since Golomon the First led the battered and war torn nations of humanity to Sanctuary after the final battle in The War of Chains.

The King maintains a large army of soldiers for the defense of Sanctuary. The army is made up of men and women from all the territories of Sanctuary. Ancient law requires all territories to contribute to the defense of the realm.

When the king dies, the Lord’s Council must choose a successor from qualified candidates that can trace their ancestry back to Golomon the First. The process can yield either a king or a queen, as royal blood and qualifications trump the sex of the candidate.

Lords and Ladies
Each territory in Sanctuary is ruled by a lord or lady. The law states that lords making the required contributions to the realm and to the stability of the confederacy are free to govern their territory as they see fit.

Each lord is responsible for keeping their own military force for defense and law enforcement. The lords also serve on the Lord’s Council as a representative for their territories to the king.

Lordship is traditionally hereditary, with the seat going to whichever heir the current lord names as their successor. In the absence of an heir, the king can elevate any individual he sees fit for the post.

Earls
The cities and villages in the territories each have an earl responsible for local governance. The amount of power the earl has varies, depending on how each lord runs their territory. At the very least, the earl must pay taxes to their lord and maintain a local militia for law enforcement and defense of their settlement.

Becoming an earl simply requires that the lord of the territory appoint an individual to the job. Some lords honor the system of hereditary succession, while others award the titles to persons they deem worthy. In some territories, the earldom can be bought while in others the earl may be elected by the people. The common thread that all earls share is that they can be removed by the lord should they fail in their duties.

Dwarves and Halflings
Hill dwarf and human society has been integrated for centuries, each having absorbed cultural aspects of the other, and both being equally qualified for positions of power. Halflings have a representative in the Lord’s Council but no apparent ambition to rule outside their own communities.
Well Known Organizations

The Silent

Groups of these hooded and masked figures can be encountered in all parts of Sanctuary. Their sole purpose is to perform the traditional rites and ceremonies that allow the dead to pass unimpeded into the afterlife.

The Silent are considered the mortal tools of the god of death. As such, they are given wide berth and deference across all of Sanctuary.

These mysterious monks quietly maintain sacred burial grounds spread out across all of Sanctuary, each walled and accessed through consecrated black gates. The most famous of these burial sites is the great Necropolis located on the Drown Plain. This massive city of tombs and mausoleums is traditionally where the greatest leaders and heroes of Sanctuary are laid to rest. It is also the home of the order. Within the walls of the Necropolis, initiates are trained in the proper rituals and embalming techniques that will allow the dead to pass into the afterlife unmolested by demons, and evil spirits that seek to devour them. These rites also prevent them from returning as undead to haunt the mortal world.

Villagers often leave food and other small charities to aid the Silent in their travels and it is tradition that the families of the dead pay passage to The Silent for their services. Everyone must die and be carried by The Silent through the Black Gates for their final rest, as such, most consider it unwise to mistreat them.

The Stranglers

The Stranglers are a criminal organization based in western Sanctuary. While their strength is concentrated in the Speckled Highlands, this band of ruthless cutthroats have illegal operations all over Sanctuary.

The Stranglers are involved in virtually every crime imaginable. Assassinations, extortion, and smuggling are a large part of their portfolio but, they are said to have their hands in every criminal endeavor all the way down to the lowliest pick-pocket.

They are led by a vicious and cruel man named Killarney Bean. There are bounties for his capture or death offered by every territory in Sanctuary. Even the mountain dwarves have offered a rich reward for proof of his demise!

Unfortunately, no one has been able to claim the reward as no one knows what the villain looks like. Bean has used this anonymity to pull off lucrative cons and capers. He is famous for tricking local earls and lords into paying him bounties for delivering his enemies into their custody and claiming they are the infamous Killarney Bean himself! No one can say how he manages to pull off some of his audacious feats. Bean is rumored to be a master of disguise, a peerless swordsman, insatiably greedy, and a complete sociopath.
The Kennel Masters of Houndshead
The kennel masters in Houndshead are known far and wide for breeding the best dogs in all of Sanctuary. The massive Orchound is their signature breed.

Bred for its size and ferocity, the Orchound is a large intelligent mastiff that can be trained for many duties. These impressive dogs were originally bred for war against the raving hordes of Orcs that roamed the highlands. Orchounds can be trained as guard dogs, hunting dogs, and war dogs. Some say that halflings sometimes use them as mounts.

The Burning Shroud
The Burning Shroud are a group dedicated to subverting the will of Ghreyal, the god of death, and obtaining immortality. The Shroud has been known to desecrate temples, exhume burial sites, and steal corpses to fuel their necromantic experiments. Not much else is known about this enigmatic cult.

The Lord’s Council
The Lord’s Council is made up of the six ruling lords of Sanctuary and the king. This council meets annually in the spring to discuss and make decisions regarding important matters of the realm. Occasionally, emergency meetings are called when a situation arises that cannot wait for the annual spring meeting.

The Pathfinder’s Guild
The Pathfinders Guild is a group which believes that Letharian, the ancient sorcerer, used his demonic army to drive humanity into Sanctuary, away from their homelands, so that he could claim man’s vast knowledge and riches for himself.

Members of the guild view Sanctuary as a prison and are always seeking for a way to breach the deadly lands that surround the realm and find a way back to the birthplace of man.

The Pathfinder’s Guild is generally regarded by sensible folk as a group of armchair adventurers and conspiracy theorists, made up of bored aristocrats with nothing better to do.

Ghoulers
In a land, full of ancient ruins, lost treasures, and unexplored wilderness, some are inexorably drawn to a life of exploration and adventure. These professional adventurers are commonly referred to by regular folk as Ghoulers. The name refers to the treasure hunter’s tendency to rob ancient graves of their valuables much like ghouls rob graves seeking the flesh of the dead.

“Trouble clings to Ghoulers like fleas on an Orchound” is a common saying and not without historical precedent. There have been many incidents in the past where a party of treasure hunters inadvertently woke some sleeping monster, which then proceeded to terrorize the countryside, after devouring the trespassers.
Greyvall Overview
Tucked between The Devoured Lands, The Stormwall and The Wyrmwood, perpetually damp and shrouded in fog, lay the gloomy forests and logging towns of Greyvall. This wild and oft forgotten corner of Sanctuary makes it's living logging the southern borders of The Wyrmwood and sending the products of their labor south to the wood starved settlements on The Shivering March, including Kingsford, the capital of Sanctuary.

Common Dangers
There are a variety of threats that plague Greyvall. Most coming down from The Stormwall and The Wyrmwood. Orcs and Goblins are a regular nuisance. Ogres and Hill Giants haunt the outskirts of civilization looking for opportunities to raid.

Greyvall is often regarded, by outsiders, as a place of escape for cast outs and those marginalized by society. Criminals will sometimes seek refuge from justice in Greyvall because of its seclusion from the rest of Sanctuary.

Both the Wyrmwood and the Stormwall are home to a multitude of monstrous creatures and civilized folk must maintain a constant state of readiness to survive.

Commerce
Logging is the most common occupation in Greyvall. The valley is heavily forested with Blackpine and Blisteroak. Both species of tree are regarded by craftsmen as superior building materials.

Ambitious lumbermen will occasionally brave the dangers of the Wyrmwood to harvest coveted Heartwood trees. Heartwood is renowned for its strength. Carpenters skilled in working it are paid well by rich patrons for their Heartwood creations. However, the dangers of the Wyrmwood make harvesting Heartwood difficult, if not deadly, and most content themselves with logging the trees that grow in the less dangerous groves south of The Wyrmwood.
**Climate**
The weather in Greyvall can be just as dangerous as the monsters that haunt the vale. There is a perpetual fog that blankets the valley, making for a climate that is in general cool and damp.

Summer brings fog so thick that visibility can be reduced to an arm’s length. Winter storms can bury camps and villages under snow and ice. Spring can bring massive thunderstorms causing flooding and mudslides. Sunny days are rare, but the fog and clouds occasionally part to give locals a break from the constant gloom.

**Borders**

**Northeast**- The ancient and deadly Wyrmwood marks the northeastern border of Greyvall. Though some brave hunting parties and adventurers delve deep into the Wyrmwood, the dense forest is largely unsettled and dangerous.

**Southwest**- The southwestern border of Greyvall is marked by The Silent Sea. This vast lake is fed by the Stormwall and is named for its calm surface. Across the Silent Sea lies The Devoured Lands. A place that no man has ever ventured and returned to tell the tale.

**Southeast**- To the southeast the Greyvall valley and the Silent Sea narrow and funnel into the Wyrmwash. Flowing south out of the Silent Sea, this raging river cuts a deep cleft in the land with its deadly rapids, crashing falls and strong, unpredictable currents. Drawing a line from the southernmost tip of The Wyrmwood to The Ghostfalls marks the border.

**Northwest**- To the northwest towers The Stormwall Mountains. Many believe the mountains to be haunted by the souls of The Hundvalk Clan, an ancient clan of hill dwarves believed to have been besieged by an army of demons.
**Major Landmarks**

**Greywater Lake**
On the northern ridge of the valley, surrounded by Blackpine forests sits Greywater Lake. Fog and clouds reflect off the surface of the lake, giving the water the color that inspired it name.

Numerous small streams flow south, out of The Wyrmwood, feeding Greywater, while other small streams continue to flow south out of the lake, down into the Greyvall valley below.

The lake has a forbidding look to it and stories of evil dwelling at the bottom are common, fueled by the occasional disappearance of people that visit the lake. However, fish are plentiful in Greywater and are harvested by fishermen and sold to the settlements for enough coin to make braving the legends worth the risk.

**The Silent Sea**
This vast lake is fed by the Stormwall and is named for its calm surface. Fog hovers on the surface of the lake and few will dare the waters lest they become lost in the mist and eaten by sea monsters.

Two ruined dwarven fortresses on two small islands sit crumbling and shrouded in fog near the center of the lake. These mysterious towers are called The Sentinels since old dwarves speak of them being watchtowers guarding the land from fleets of seafaring demons. Across the Silent Sea lies The Devoured Lands. A place that no man has ever ventured and returned to tell the tale.
The Wyrmwood
The Wyrmwood is an ancient and vast forest at the foot of the Stormwall. It covers nearly ten thousand square miles of northwestern Sanctuary and is home to countless dangers.

Few men venture into the heart of the Wyrmwood, and those who do never return. The forest has a gnarled and twisted appearance. Most never tread more than a mile or two into the forest for fear of getting lost, or worse. Beneath the canopy of massive Heartwood trees lies a perpetual, misty darkness. A maze of twisting tree roots, game trails, streams and caves snake through the forest.

A multitude of useful plants grows in the Wyrmwood. Moss, ferns, lichens and fungi grow profusely throughout the forest. Alchemists contract brave woodsmen and pay them well for various species of flora that grow in the gloom.

The Hundvalks
The Hundvalks are a series of mountain peaks that mark the southern tip of The Stormwall Mountains and mark the northwestern border of Greyvall. They are named for a lost mountain dwarf clan that called them home long ago, before men came to Sanctuary.

The legend says that the Hundvalk Clan was attacked by an enormous army of demons, intent on plundering their horde. Outnumbered the dwarves fell back their mountain fortress at the crest of Grungir’s Peak. From there they held the demons at bay for years and fought until the last defender dropped dead of starvation. The ancient keep still stands, scarred, battered by war and time, and is known as The Starved Keep.
Map of Greyvall
Settlements

Whispers is the only true city in the vale and is home to Rayek Goldermun, Lord of Greyvall. Most travelers have no reason to venture beyond Whispers as the other settlements are logging villages, with not much to offer travelers, and where the locals tend to be unwelcoming towards strangers.

Logging camps can be found sprinkled throughout the vale but the largest logging towns are Stumps slightly north and east of Whispers, Needle Creek on the banks of The Greywater, and Blisters far to the north.

People

Being surrounded by a dangerous and unforgiving countryside has made the people of Greyvall tougher than most people. Death can come swiftly and without warning from any number of dangers, both natural and unnatural.

The people of Greyvall are very superstitious and are fond of charms and talismans as protection from evil spells and spirits. They are generally a hardworking people of grim demeanor. Outside of Whispers, folk tend to be clannish and suspicious of outsiders. Newcomers are expected to prove their worth before being accepted by the community.

Towns and villages are fortified and able bodied men and women are expected to take part in the defense of their homes. All settlements employ a small, full time, contingent of militiamen to keep the peace.
Leaders of Greyvall

Lord Ravek Goldermun
Hill Dwarf, Lord of Greyvall

Goldermun came north to Greyvall a little over one hundred years ago, on a quest to rediscover his lost ancestry.

Greyvall was still a wild and orc infested territory in those days. It took years to secure the ancient keep that was the ancestral seat of his clan, and decades to drive out the various tribes of orcs.

Goldermun’s Keep was recognized by the king as the seat of the lordship for the new territory of Greyvall. As industrious folks came north to try their luck on the frontier, a city grew around the keep. The city was named Whispers after the sound of the misty winds that blow over the Silent Sea.

Goldermun is as close to content as a dwarf can get. Having reclaimed the lands of his clan, Ravek believes he has gained some favor in the eyes of his ancestors and the gods. He now focuses his efforts on bringing wealth and prosperity to Greyvall.

Earl Elias Burkman
Human, Earl of Stumps

The son of a poor lumberman, Elias Burkman worked his way up from nothing to become the earl of the largest logging settlement in Greyvall.

He is a shrewd and cutthroat businessman with a reputation for getting results. Some say he has criminal ties to The Stranglers.

Earl Alaine Hulder
Human, Earl of Needle Creek

The widow of the late earl Toland Hulder. Alaine quickly stepped in for Toland. Her ruthless business sense, cleverness, and quick wit won over Lord Goldermun.

Toland approached leadership with stubbornness and brute force. His widow takes a more diplomatic, and effective, approach to the role of earl.

Earl Angus Knottwood
Human, Mayor of Blisters

As a young man, Angus gained notoriety leading the storied Northern Fist against orcs raiders on the frontier. His exploits earned him the earldom of the logging village of Blisters.

Many years later, the greying earl has become surly and withdrawn, relying on his subordinates to keep the town in order.
The Village of Blisters

Overview

The village of Blisters is located in a small hollow three miles south of the Stormwall and roughly two miles from the southwestern edge of the Wyrmwood. Like most settlements in Greyvall it is a logging settlement. The Oakwater Creek flows south, snaking through the bottom of the valley and powering the three lumber mills that contribute to the prosperity to the region. Most of the village lays on the slope of the west side of the valley with Earl Knottwood’s manor at the crest.

The village is surrounded by a reinforced wall of sharpened logs with a narrow wood plank walkway that allows one to walk and see over the wall. There are two strong, iron banded, wood gates – one at the north and one at the south. Watchtowers are spread out along the perimeter of the wall and manned by armed members of the militia.

The village has a handful of services that supply the locals with the necessities that can’t be taken from the forest. Population varies depending on the cutting seasons but is usually somewhere between 250 and 350. Men outnumber women by a large margin with humans accounting for roughly seventy percent of the population and dwarfs making up the rest.

Life in the logging settlements is spartan and luxuries are scarce and expensive. The people who live here are hardy folk. Death or despair tend to weed out the weak. Industrious and hardworking individuals can make a good living harvesting the forest. Some come seeking wealth, others come seeking a fresh start, while some travel north to disappear. Drinking, boxing, gambling and storytelling are popular forms of relaxation.

Newcomers that come to Blisters to work or support the community in some way are generally welcome. Minstrels, storytellers and performers are welcome until their acts become repetitive at which point they are encouraged to move on or get to work. Ghoulers (professional adventurers) are not looked kindly upon as they tend to stick their noses into places they shouldn’t and inevitably cause trouble that ends up threatening the village.
1 - Militia barracks
2 - Chapel of Light
3 - Earl Knottwood’s manor
4 - Walraven’s quarters
5 - Greygums’ apothecary
6 - Tolver’s fish hut
7 - Hollmun’s general store
8 - Village stables
9 – The Cups alehouse
10 - Brogan’s smithy
11 - Leadra’s leatherwork
12 - Maud’s bakery
13 - Korman’s flourmill
A1 - Garimon’s lumber mill
B1 - Garimon’s tenements
A2 - Malcolm’s lumber mill
B2 - Malcolm’s tenements
A3 - Horace’s lumber mill
B3 - Horace’s tenements
<table>
<thead>
<tr>
<th>Name</th>
<th>Occupation</th>
<th>Age</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Angus Knottwood</strong></td>
<td>Earl of Blisters – Human, Mid sixties</td>
<td></td>
<td>Retired mercenary&lt;br&gt;Surly and withdrawn&lt;br&gt;Heavy drinker&lt;br&gt;Enjoys swapping tales of heroic battles</td>
</tr>
<tr>
<td><strong>Fentner Walraven</strong></td>
<td>Captain of the Guard – Human, Mid forties</td>
<td></td>
<td>Appears to be perpetually tired&lt;br&gt;Lost a leg in a fight with a Gnoll pack&lt;br&gt;Stern but fair, irritated by his loss of mobility&lt;br&gt;Son of Gavin Walraven, famous ranger</td>
</tr>
<tr>
<td><strong>Abbot Hammon</strong></td>
<td>Priest – Human, Late sixties</td>
<td></td>
<td>Luminar of the Chapel of Light&lt;br&gt;Kind and helpful, but seems depressed&lt;br&gt;Loves to hear news from outside of Greyvall&lt;br&gt;Has lived in Blisters all his adult life</td>
</tr>
<tr>
<td><strong>Nonna Greygums</strong></td>
<td>Herbalist/Seer – Human, Late eighties</td>
<td></td>
<td>Reclusive and thought to be a witch&lt;br&gt;Been in Blisters longer than anyone&lt;br&gt;Speaks a strange, unknown language&lt;br&gt;Has a pet crow that can roughly translate&lt;br&gt;Folks seek her aid only as a last resort</td>
</tr>
<tr>
<td><strong>Doel Garimon</strong></td>
<td>Village Council/Timbermaster Human, Early forties</td>
<td></td>
<td>Runs the smallest lumber company&lt;br&gt;Even tempered but cautious and jittery&lt;br&gt;Prefers low risk business ventures&lt;br&gt;Very religious</td>
</tr>
<tr>
<td><strong>Horace Kinseeker</strong></td>
<td>Village Council/Timbermaster Dwarf, 197 years old</td>
<td></td>
<td>Runs the oldest lumber company&lt;br&gt;Came north seeking his heritage&lt;br&gt;Short tempered and impatient&lt;br&gt;Keen interest in dwarf artifacts</td>
</tr>
<tr>
<td><strong>Malcolm Hekt</strong></td>
<td>Village Council/Timbermaster Human, Mid forties</td>
<td></td>
<td>Runs the most profitable lumber company&lt;br&gt;Quiet and thoughtful, generally pleasant&lt;br&gt;Has a taste for bold business ventures&lt;br&gt;Ex-soldier, served in the Highlands Army</td>
</tr>
<tr>
<td><strong>Maud Brownfloer</strong></td>
<td>Village Council/Baker Human, Late thirties</td>
<td></td>
<td>Stern and outspoken, very stubborn&lt;br&gt;Represents local merchants in the council&lt;br&gt;Rumored that she hunted down and killed the orcs that murdered her husband&lt;br&gt;<em>Quietly</em> referred to as ‘The Shrew’</td>
</tr>
<tr>
<td>Character Name</td>
<td>Rank</td>
<td>Age</td>
<td>Key Traits</td>
</tr>
<tr>
<td>-----------------------</td>
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</tr>
<tr>
<td>Karl Skinner</td>
<td>Hunter/Tanner</td>
<td>22 years old</td>
<td>Took over business after his father died, Perpetually serious and glum, Weak sense of humor, easy to provoke, Completely smitten by Tara Bluebell, The responsible one</td>
</tr>
<tr>
<td>Erik Skinner</td>
<td>Hunter/Trapper</td>
<td>18 years old</td>
<td>Extremely skilled hunter and trapper, Young and reckless, prankster, Townsfolk think he’ll end up as a ghouler, Enjoys tormenting his older brother Karl, The irresponsible one</td>
</tr>
<tr>
<td>Leadra Skinner</td>
<td>Leatherworker</td>
<td>Early forties</td>
<td>Mother of Karl and Erik Skinner, Rarely speaks, Haunted by her husband’s death, Seeks to always be working</td>
</tr>
<tr>
<td>Kreggy</td>
<td>Village Hostler</td>
<td>Early twenties</td>
<td>Very good with horses – a horse whisperer, Said to be birthed by a local whore, Looked after by Noberta Aleman, Has difficulty speaking, stutters</td>
</tr>
<tr>
<td>Tolver Kricks</td>
<td>Fishmonger</td>
<td>Mid fifties</td>
<td>Gregarious and friendly, loves dirty jokes, Has an uncanny ability to predict trouble, Has a strange habit of talking to the fish, Absolutely despises Hopper Aleman, Has a soft spot for ‘old Greygums’</td>
</tr>
<tr>
<td>Hopper Aleman</td>
<td>The Cups</td>
<td>Late fifties</td>
<td>Owns ‘The Cups’ alehouse, Extremely nosey, horde information, Notorious cheapskate, Generally regarded as mean and lazy, “The only drink in town”</td>
</tr>
<tr>
<td>Noberta Aleman</td>
<td>The Cups</td>
<td>Mid fifties</td>
<td>Wife of Hopper Aleman, Works the bar and kitchen at ‘The Cups’, Friendly and kind hearted, Woefully overworked, Always seeking “small victories”</td>
</tr>
</tbody>
</table>
### Blisters NPCS — Merchants and Tradesmen

<table>
<thead>
<tr>
<th>Character</th>
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</tr>
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</table>
| Tara Bluebell      | Softhouses — Human, Late twenties                | - Runs the local brothel  
- Generally friendly and good humored  
- Dwarves get a discount in her establishment  
- Wears ‘the whore’s mask’ expertly         |
| Lem Krollum        | Miller — Human, Mid thirties                     | - Runs the local flour mill  
- A quiet, forgettable man  
- Pays local children to collect acorns for him  
- Clearly in love with Maud Brownfloer       |
| Jorge Hulmun       | General Store — Human, Late forties              | - Affable and friendly, but always tired  
- Has a very large family to support  
- Has three wives and twelve children  
- Always seeking new ways to make money     |
| Skalf Steincaller  | Storyteller/Historian — Dwarf, 285 years old     | - Claims Hundvalk ancestry by his mother  
- Collects Hundvalk artifacts and lore  
- Generally crotchety, typical of old dwarves  
- Brightens up for drinking, storytelling, and anything relating to his ancestry |

### Blisters NPCS — Locals of Note

<table>
<thead>
<tr>
<th>Character</th>
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<th>Details</th>
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</thead>
</table>
| Yon Yon            | Local Hill Giant                                 | - Very old giant  
- Missing a foot  
- Territory lies just south of Wyrmwood  
- Malcolm Hekt gives Yon Yon food/trinkets  
- Has a taste for onions  
- Lazy                  |
| The Silent         | Servants of Ghreyal                              | - Never speak  
- Tend the local graveyard south of Blisters  
- There are three Silent local to Blisters  
- Referred to as, The Short One, The Bent One, The Giant One |
| Hebrin             | Walraven’s Steward                               | - Nervous, tends to be jumpy  
- Thorough and dependable  
- Never drinks  
- Often teased- referred to as “The Monk” |

Yon Yon, the local Hill Giant, is a very old giant who is missing a foot. He is territorial and resides just south of Wyrmwood. Malcolm Hekt provides Yon Yon with food and trinkets. Yon Yon enjoys onions and is known for being lazy.

The Silent Servants of Ghreyal are three local figures referred to as The Short One, The Bent One, and The Giant One. They never speak and tend the local graveyard south of Blisters.

Hebrin, Walraven’s Steward, is nervous and tends to be jumpy. He is thorough and dependable and never drinks. He is often teased and referred to as “The Monk.”