

Geography and People

South Fork – The town you are in, it is the southernmost navigable point on the **Rialnin River**, and the southern end of the kingdom of Dalnia. It is a walled city, primarily due to its proximity to Kradjh. Prominent citizens in South Fork are:

- Lord Montgomery Ransom – head of the local garrison/army/police. Not noble by birth, but his battle prowess has earned him respect.
 - Senesa Ransom, his daughter, recently of marriageable age
 - Karrack, a half-orc, the head of the city watch
 - Andrela Malikov, a human wizard who is an assistant to Ransom
 - Rajaë'la Par'e'neh, a half-elf ranger and frequent traveling companion
- Garamon – a half elf wizard. Originally from El'Nar'Riah
- Father Morrison – local head of the church of Shelyn, the largest denomination in South Fork
- Baron/Baroness Morton – A wealthy merchant of noble birth, and his wife
- Duke Percival Sinelah – Close relative of the royal family, and a strong supporter of Lord Ransom
- Lady Victoria and Lord Randall Ness. Elderly but well-connected and influential merchants and minor nobles.
- Brienne – Halfling head of the thieves' guild.
- Mesea – Niece of the queen of El'Nar'Riah, she is now an elven ambassador.

Joe's: A very seedy inn, run by the innkeeper, Joe. It is an open secret that it is affiliated with the Thieves' guild.

The Drowned Rat: A nicer but not upscale establishment, it is owned by Milton Farview and his wife Matila. Matila is competent, Milton is a bit crazy, but not apparently in a dangerous way. Popular with adventurers.

The Three Coins: An expensive establishment, popular with guards, especially officers. It is run by managers on behalf of a corporation of several wealthy citizens.

Relative to South Fork, as you go in different directions:

N – Following the Rialnin River, you end up first in **Bardaga** and then eventually the coastal city **Martos**, the capital of **Dalnia**. To the east of these are several other cities of Dalnia. North of Martos is the **Sea of Storms**, beyond which is **Freyland**, a cold nation. Even farther north is the gnomish caverns of **Gromsch**.

- King Bartom the 4th lives in the capital Martos, reportedly in ill health. He has three sons
 - Prince Bartom the 5th, a decent fellow, but many doubt he has the personality, courage, whatever to make for a good king
 - Prince Darnik, a simpleton. He is married but has no sons
 - Sharduk, the youngest, has a reputation for ruthlessness and scheming. He has two sons
- Baron Farnalia Olm, is the head of Olm's Keep.

NE – The **Iron Hills**, filled with all manner of unknown creatures. Beyond that is **Helfen**, the Halfling kingdom, with capitol **Hops**. **Falkion's Rest** is one of the Inns in the city of **Nob Hill**.

E – The Iron Road leads to the **Durm Mountains** where the dwarven nation of **Durm** is. But this road is constantly menaced by orcs from **Kradjh**. Generally only used by military forces strong enough to deal with any orc squads they encounter.

SE – This rugged terrain is the domain of **Kradjh**, a nation of orcs and their allies. They lay claim to the Iron Road. They generally avoid Naar's pass.

S - Naar's pass leads between **Kradjh** and the Dark Mountains, but it ends in the **The Forge** a trackless desert to the south. Leading NE into the Dark Mountains from the south end of this pass is a road now called **the Giant's Road**. There is a ruined city beyond the south end of Naar's pass.

SW – The **Dark Mountains** are said to contain all manner of exotic and dangerous beasts. It is avoided, for the most part, by all but the hardest. The easternmost part is inhabited by giants. Beyond the Dark Mountains are the lands of the desert people, the dark-skinned **Karnath'lah**, who control the Temple of **Sarenrae**, and **The Darnath'lah**, the light-skinned westerners.

W – The Timber Road leads west through the gently rolling **Misty Woods**. Slightly south of the road is **the Keep**. The road itself is relatively safe, though areas nearby are not so much so. Eventually the road leads to **El'Nar'Riah**, the elven kingdom. South of this kingdom is the **Ancient Grove**, an enchanted forest containing a sacred **Avensadora** tree.

- Queen Mellisandre, an elderly elf and powerful wizard
- Volantis the Gardener is a powerful elven druid who guards the **Avensadora** Tree

NW – across the **Rialnin River** from **Dalnia** lies the **Great Swamp**. Among the inhabitants are the **Lizard Folk**

Faction scores of the group:

South Fork (Dalnia)

Garamon the Wizard	+1
Nobility	+1
Karrack (head of the city watch)	+1
Lord Ransom (mayor)	+1
Merchant's Cooperative	+1
Thief's Guild	0
Father Morrison	0

Meadowlark Hill (Dalnia)

+1

Nob Hill (Hilfen)

Mayor	+1
Goblin Equality Group	+1

The Great Swamp

Iruxi	+1
Fungal Leshies	+1

Others

Sylvia, a powerful ally	+1
Red Rocks Tribe (Iron Hills)	+2