

SHARENE **AN HEROIC FANTASY WORLD**

PLAYERS BACKGROUND

THE PLANET

The names of places, people, things in general, differ according to the language spoken. For the purpose of simplifying the understanding of the descriptions all names are based on the Dûnic language which is the most widespread on SHARENE.

Sharene is a planet with a circumference of about 36000 Km.

It is the second planet in a system of five planets orbiting twin suns.

The main sun, TASHAL is a red giant fading at the end of its existence.

The second sun, MYRKA is a white dwarf orbiting TASHAL.

Sharene is orbiting Tashal and Myrka and has a self rotation. Both suns rise from the east of Sharene, although due to the orbit of Myrka, the order in which they appear can vary. Regularly but with at a low frequency, Myrka will be hidden from Sharene, being behind Tashal. As Myrka provides most of the heating on Sharene, it will bring a fast but short lasting temperature decrease on the planet.

Sharene has three moons, with different rotating periods that make them appear in different sequences and not be always together in Sharene's sky.

AMYL, the biggest one has a pronounced red hue.

ORYL, the medium one is yellow white in color.

ETYL, the smallest, is also the less frequent and has a light green color.

BASIC GEOGRAPHY



Sharene has four continents.

The biggest continent, spanning from the north pole to south of the equator is **DORIMGHEN**.

To the south of Dorimghen stands the second biggest continent : **PAMALKOS**

At the south of Pamalkos, a small continent covers the south pole : **KOS**

In the eastern ocean, across and south of the equator is **LAMBAR**

There are many islands on Sharene's oceans, but one is of a size such as it is often called the fifth continent : it is **TULVELINDE**

The other major islands are **DAGROST** in the Doric Ocean, **TENGLOÏ**, east of Dorimghen and the **ARULEA**, a group of islands in the southern part of the Ghenic Ocean.

The oceans :

The western shores of Dorimghen are bathed by the **GHENIC** ocean. Tulvelinde stands in the middle of the Ghenic ocean.

This ocean in fact is the same to the west and east of Dorimghen, but to the east, it is called **DORIC** ocean.

The sea between Dorimghen and Pamalkos is called **DAEARMON** sea.

The sea between Pamalkos and Kos is the KOSIAN sea.

Between Pamalkos and Lambar, the ocean takes the name of CRUSEAN sea.

The main characteristic of Sharene is the Canals, that spawn its two main continents over thousands of kilometers. These canals are artificial and according to the legends have been built by the Aldani. On Dorimghen, their origin is the North Pole, a place called ELDEN - KARANI in LENVALINKAS On Pamalkos, the origin is a mountain, the VALATUR. It is the highest peak on Sharene.

MAIN RACES

Sharene seems to have been inhabited by a single race now disappeared: the ALDANI. They built the great canals and many impressive constructions that still remain. It is not known how they ended.

The oldest race still present is the OTANI, guardians of Sharene. They have many similarities to the Aldani. They are either considered as degenerates descendants of the Aldani or as the race who opposed the Aldani and destroyed them. It is impossible to be sure as the Otani are few and very secretive, and it might even be possible that they don't remember.

The major races appeared later on Sharene. Each race has an explanation for its appearance.

HUMAN.

They are the most powerfully implanted specie and control most of Sharene. They appear in various sizes and colors, white, yellow and black, with some variations, but always in the standard definition of humans, with an average height of 1.7 m although some human races can reach up to 2.1m

Ghenics, Audrans, Myrions, Grey, Hadati, Tuzla, Karnedain, Valinkars, Tarans, Pamalians, Lambrians, Kosani, are some of the most common human races.

A sub-specie of the humans is the TELERIONS. They are halflings (hobbits). Few, secretive, shy, they have an average height of 0.9 m

ELVES

They are divided in different subspecies.

The fewest, but most powerful and respected, rulers of the Elves on Sharene are the High Elves: QUESTAR. They have an average height of 1.9 m

The other elves are divided by their areas of control.

Wooden Elves : SILDAR. Average height 1.8 m

Sea Elves : ALUDAR. Average height 1.8 m

Shadow Elves : KATALUVAR. Average height 1.7 m. The Kataluvar are dark elves, generally evil and unlike the Sildar and Aludar don't recognize the authority of the Questar.

DWARVES

They have an average height of 1.30 m.

A sub-specie of the Dwarves is the GNOMES with an average height of 1 m.

ARGRUZ

The men wolves. They are massive and powerful warriors, wise and respected, but their numbers are few. They have an average height of 2.05 m

DRAKOS

They are mistakenly related to dragons, but are in fact a high specie of Lizard Men, with few links to other lower and degenerate species of reptile men.

They have an average height of 2.4 m.

GOBLINS

The goblins constitute a generic name for many species and the goblins themselves vary greatly in shape and size, from 1m for the standard goblins to 1.5 for the high goblins.

Subspecies of the goblins are :

ORCS.

The common orcs are the URUK with an average height of 1.5m.

There are high orcs : URUK-AI who have an average height of 1.65m.

TROLLS.

There are many different kinds of trolls.

The usual specie is the MOUNTAIN TROLLS. They are quite stupid and have an average height of 2 m.

The strongest are the STONE TROLLS. They have an average height of 2.3 m.

Another specie, living mainly in the dark are the CAVE TROLLS. They have an average height of 1.9 m.

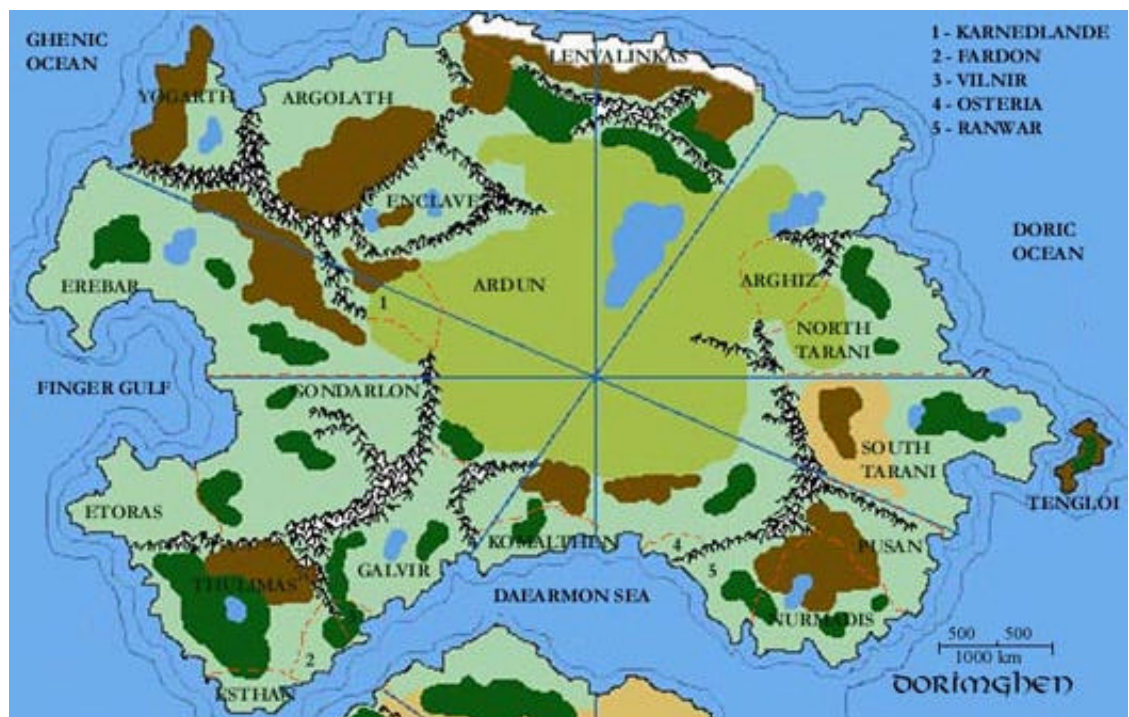
The trolls however have a dominant specie, the HIGH TROLLS. They don't like much their degenerate and stupid brothers and unlike them are not necessarily evil although their customs can be quite scary and tough. They have an average height of 2.1m.

DORIMGHEN

GENERAL FEATURES

This continent is basically split in two parts : The western and eastern coasts, and the center. The center is a huge plain, crossed in some spots by low ranges of mountains and hills, but mainly flat. The great canals cut through the plain. They provide for the main transportation system.

COUNTRIES



- **ARDUN**
- **ARGHIZ**
- **ARGOLATH**
- **ENCLAVE**
- **EREBAR**
- **ESTHAN**
- **ETORAS**

- **FARDON**
- **GALVIR**
- **GONDARLON**
- **KARNEDLANDE**
- **KOMALTHEN**
- **LENVALINKAS**
- **NURMADIS**
- **PUSAN**
- **OSTERIA**
- **RANWAR**
- **NORTH TARANI**
- **SOUTH TARANI**
- **TENGLOI**
- **TULIMAS**
- **VILNIR**
- **YOGHART**

DORINGHEN DAILY FACTS

LANGUAGES

Each country on Dorimghen has its own language and dialects, but for practical and commercial purposes, it is the language of the Ardun Empire that is the most widely spread on the continent. It is called the Dûnic and can be considered the closest to a common language. Most people understand it at least partially. This language uses a written form in a runic alphabet composed of 44 consonants, representing 20 sounds that can be pronounced with or without a breath to lengthen them, 28 vowels (single and composed), with short or long sounds and 6 signs to alter the tone of the syllabs. It is a tonal language, with 5 tones (high, low, rising, descending and flat) that give different meanings to the syllabs. (Ex: Tay with a descending tone means "don't", and Tay with a rising tone is a word used to introduce a question.)

There is no separation between the words. When writing in Dûnic, breaks appear only to mark the end of a sentence.

The names mentioned in the various descriptions of the continent are all in Dûnic. Sometimes, because of its widespread use, this language is also known as Ghenic.

CALENDAR

Dorimghen uses the Ghenic calendar, originally created by the Ardun Empire.

One year is made of 384 days, that form 12 months of 32 days. Every 12 years, one day is added at the end of the year to compensate for the slight difference between this system and the actual orbital period of Sharene. This extra day is called the TUNAR. A year with 385 days is called a Tunar year.

The year is divided in 6 seasons of 2 months:

-DRASIL (Winter) Months: ARAD and GUDUR

-KARMAL (Renewal) Months: ELMA and SUIRA

-KARSIL (Spring) Months: ISUIL and FINIL

-TULVAS (Summer) Months: ETAS and THAEL

-GELOS (Autumn) Months: KYROS and GENAR

-DRAMAL (Fall) Months: DRATH and MORAD

Each months is divided in 4 weeks of 8 days:

The weeks are : PREA, EREA, MOREA and TAREA

The days are : OLYS, GALYS, PALYS, VRALYS, DARALYS, ITOLYS, SYLYS and ARTH.

Each day is divided in 24 hours.

These hours are split in two parts, from midnight to noon, and noon to midnight.

They are split in 6 watches of two hours, with the low watch in the morning and the high watch in the afternoon. Thus, the first low watch goes from midnight to 2 in the morning, and the 6th high watch from ten in the evening to midnight.

The watches are numbered from one to six. The first hour of a watch is called AST, the second hour is ORT.

Thus, the time of the day can be expressed like, for instance, "Ast 3rd high watch" (for 4pm).

The current Campaign year according to the Dûnic calendar is 5301.

DEITIES

Many gods are worshipped all over the continent, by human and other species. The main Ghenic pantheon though, present all over the land is the Dûnic pantheon. Here are below the major gods of Dorimghen.

DUNIC GODS and Warhammer equivalents

ARMATHON (Myrmidia) God of Valor. Neutral

EBISHA (Shallya) Goddess of Healing and Mercy . Good

THORYM THE CARVER (Grungni) Chief God of Dwarves. Neutral

ELERIA (Esmeralda) Goddess of Telerions (Halflings). Good

FRESIA (Rhya) Goddess of the Woodlands. Neutral

GRAMAK () God of Gnomes. Neutral

ELLION (Verena) the Two headed God of the Suns. Neutral

ALVELINTHEL (Liadriel) Chief God of the Elves. Good

DORMAG (Ulric) God of Strength. Neutral

JAELLA (Morr) Goddess of Death and Magic. Neutral

BRADANGON (Ulric) God of Retribution. Neutral

ASCOR (Morr) God of Magic. Neutral

DARNUC (Taal) God of Roads and Canals. Neutral

ALKEAS (Taal)God of Nature. Neutral

IRSOTH (Manann) God of the Sea. Neutral

ESPERETH (Ranald) God of Thieves. Neutral

VISHIL (Manann) God of the Winds. Neutral

ARTHYL (Khaine) God of Tyranny. Evil

RACHMA (Morr) God of Death. Evil

VRATH (Malal) God of Secrets. Evil

SHADRAKH (Khaine) God of Slaughter. Evil

ORGHASH (Khorne) God of Orcs. Evil

SHATAN (Morr) God of Evil. Evil

NARVOD (Nurgle) God of Pestilence and Chaos. Chaotic

TRAZM (Khorne) God of Destruction and War. Chaotic

ESHKEZM () God of conspiracies and deceit. Chaotic

URU Great God Of Order. Lawful

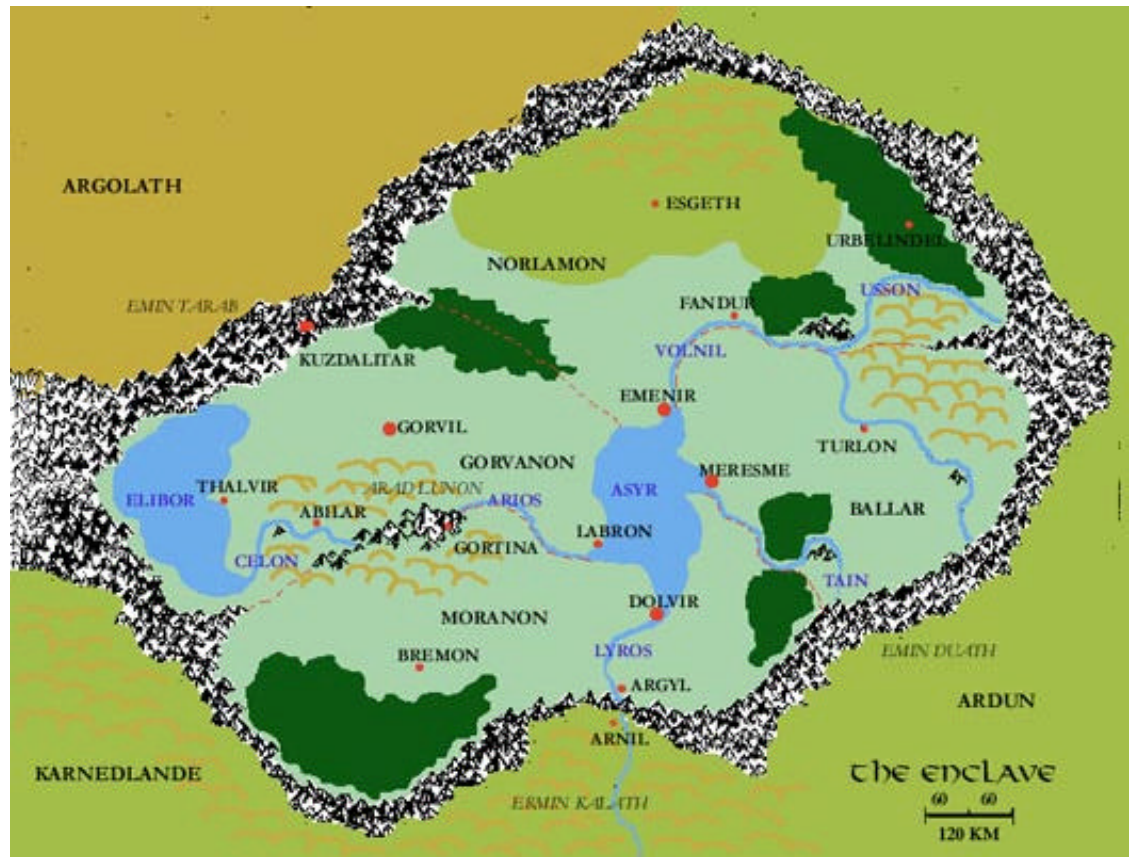
AAKAA Goddess Of Law. Lawful

INI God of perfection. Lawful

THE ENCLAVE

Visit the wonders of the Enclave, the great nomad city of Esgeth with its thousands of tents, the hanging gardens of Meresme and the academies of Turlon, play in the taverns of Argyl and admire the great gate and the tunnel though the mountain, discover the libraries and banks of Dolvir, taste the sturgeon eggs of Thalvir and wash them down with a cool wine of Abilar, go to pray in the great cathedral of Gortina and behold the rock city of Kuzdalitar...

1/GEOGRAPHY OF THE ENCLAVE



The Enclave is a basin surrounded by mountains. It is 900 km wide from North to South and 1200 km from East to West.

The climate is temperate, akin to Brittany or Normandy with an average temperature of 22° in Summer and an average of 0° with snow in Winter. The four seasons are clearly marked, with a cool and green spring and a rainy autumn.

Vegetation is like Northern Europe. Mountains are covered with pines. The main forests (Folesdron, Nestadron, Urbedron) are composed of Oaks, Chestnut trees, Birches, Cedars, Ashes, with thick bushes and fern thickets. They are very rich in mushrooms.

The highest peak inside the enclave is the Arad Lunon, in the chain of mountains called Emin Lunon, at the border of Moranon and Gorvanon. The Arad Lunon is 3550 m high. The only other mountainous range inside the enclave is the Arad Beltir, on the south east of Norlamon, between the forest of Geldron and the Ermin Tepil hills. The Arad Beltir is an ancient volcano,

now considered as dead although it might be just sleeping. It towers at 2870 m over the waters of the river Usson.

There are two main bodies of water in the Enclave. The lake Elibor, in Gorvanon, that gives this duchy a great part of its wealth, at the extreme west of the enclave and the Asyr lake where all the main rivers of the enclave join. The Elibor is cold and extremely deep, with small tides. The great mountains of Emin Tarab reflect in its silver waters. The lake is filled with fishes but also some more dangerous creatures that are believed to lurk in the deep waters. Thankfully though, they don't come often to the surface of near the shore. The Asyr is the key point of the enclave. A great part of the trade is conducted across it since it's shores are shared by the four duchies. Its waters are considered neutral territory but small conflicts often arise from fishermen who intrude on the fishing zones attributed to each duchy. The Asyr r is not as deep as the Elibor, and much warmer. Its waters can be quite treacherous though, since the many rivers flowing into it create numerous currents that build into small whirlpools and underwater streams that can be quick to drag a boat or a swimmer away.

Thanks to its mild climate and rich soil, the enclave can be completely autonomous. The mountains and hills provide several kinds of ore : iron, gold, copper, silver, coal, some gems. Various kinds of cattle are raised: cows for the milk and the meat, sheep for the wool and the meat, pigs, goats, chicken... The land allows to grow wheat, corn, potatoes, sunflowers, oat, beetroot and sugar beet, grapes that are transformed into the famous enclave wines, all kinds of vegetables, temperate climate fruits like apples, strawberries, cherries, pears, plums.

There is only one way out of the Enclave, a tunnel through the Emin Duath, on the south of the country, where the river Lyros crosses the mountains.

There is no central government in the Enclave. Originally, it was composed of many small zones of control under the influence of nobles or clans or major families. Slowly though, these many divisions were united under four Duchies: MORANON, GORVANON, NORLAMON and BALLAR. The four dukes rule over their land and maintain an easy peace and communication with their neighbors. They are sometimes controlled by the High Warden of ARGYL, a delegate of ARDUN whose responsibility is to prevent any outbreak or revolution in the Enclave, while avoiding to let the people feel jailed and watched over all the time. There is one area in the Enclave that has a complete autonomy from the duchies: it is the holy city of Gortina which depends directly from the Rulers of Etoras, a powerful religious country in the west of Dorimghen. The kingdoms of Kuzdalitar and Urbelindel are also autonomous and are not even under the authority of the High Warden since they are not considered part of the Enclave. Finally, the city of Orgonze is also a more or less autonomous city, cut from the rest of the Enclave.

The main language of the Enclave is Dûnic (also called Ghenic). Many people also speak the holy language of Etoras, the Tamir. It is the official language for the religious ceremonies in the Jesuanist churches of the Enclave.

2/HISTORY OF THE ENCLAVE

After the War of the Signs, in 4280 Arduin Time (AT), some human who had made the decision to abandon the old gods, destroy all magic and hunt the other races as creatures of magic and evil found themselves on the brink of destruction, considered as wrong doers, and their side having lost it all when the gods and the heroes came back.

Some of these human split, spread and acknowledged their mistakes, slowly mixing among others and forgetting their madness.

Others though, who had been more extreme in their conversion had become dangerous for the stability of the world and technically impervious to divine magic and general magic.

They were to be destroyed.

But there had been enough bloodshed and the temporary rulers who saw ahead of them the hard task of restoring the peace and harmony in the world decided to spare them. For their protection and the conservation of a wise balance among the mystic forces and the races, these human were placed in a country surrounded by mountains, in which they would become prisoners, cut from the world, with no right to mix with other races ever again: This country was thus called The ENCLAVE.

This country was nearly deserted. A few tribes of goblins and Uruk coming from Argolath had been living there, and there were two outposts from Argolath in the country. There were also some dwarves, elves, Argruz and Greys. An expedition was formed in 4298 to clean up the Enclave. The cleaning took two years, but the Argolath outposts were eventually destroyed, and all inhabitants of the Enclave exterminated or displaced. Or that's what people in charge thought at that time. Some were still living in the Enclave, although in remote and hidden places. Their fate is described further below.

The creation of the enclave took place in 4300 AT.

The country that had been given as shelter for these human was far from bad. Fertile lands well irrigated by quiet rivers, with lakes and grassy plains, deep forests and a mild climate made it into a rich a peaceful haven where these human prospered in complete autonomy, separated from the rest of the world. it was a strange land though. Completely cut from the rest of the world, the mountains that surrounded it were impossible to cross and there existed only one way out, toward Arduin : a great tunnel that had been dug by the Altani (Or so it is believed). For what purpose, no one knew and some suspected that this country had been long time ago a sacred place of the Altani. No information on the Enclave being available from the Otani, the only race to know a little bit more about the former masters of Sharene, and no temple or sacred site having been discovered, the matter was settled and the land being extremely convenient, it was decided to give it to the refugees. They could be left to themselves, without any fear that they would escape since only one gate had to be guarded.

There were also however some permanent guardians and inspectors roaming the Enclave to make sure that a new revolt or plan to overthrow the ancient order wasn't being conceived.

The peace and quietness that followed the creation of the enclave did more than punishment or war to soothe the spirits, and after some time, some communication was reopened between the

rest of the world and the Enclave, for commercial purposes mainly. Inhabitants of the Enclave were still forbidden to leave their country though.

The laws progressively became less tough and some special authorizations of departure were granted to citizen of the enclave who would be able to prove their willingness to mix with other cultures. The first men to leave the enclave departed in 5102 AT.

Strangely though, non human were not completely unknown in the Enclave. A small colony of elves had always lived in the forest of Urbedron in the North East and never accepted to leave their land, although they moved back inside the forest and are considered a legend for Human in the Enclave since they have no contact with outsiders and their forest is considered a dangerous place where no one goes. This Elven Kingdom is called URBELINDEL.

Similarly, dwarves are said to live in the mountains of Emin Tarad, a very important location since it is the border with the evil land of Argolath. One of the reasons to put the human refusing magic in the enclave was that this land was a border of Argolath for both Erebar and Ardun. The fact that these human were strongly militarized and resistant to magic made them a perfect choice to guard the border. They would fight dearly for their freedom and would be less likely to be tempted by the magic powers of the sorcerer lords of Argolath

This proved to be a good calculation and since that time no attempt was made by Argolath to invade the enclave or seduce their lords who are wary of any magical influence.

The mountains however are not empty. Even though they have the reputation to be impossible to cross, dwarves had come long time ago to mine ore and formed a colony on the side of the enclave in the Emin Tarad, .

This colony found itself cut from the rest of their folks, unable to move North or West toward Argolath, having to protect their back from the dangers of the sorcerers' country, and unable to move South or East since the Enclave was like a big no Man's land ending with walls to stop them from connecting with Erebar or Ardun. These Dwarves became autonomous and created their own city, eventually starting some little trade with the Enclave, but remaining discreet about it. They have a king and their city is called KUZDALITAR.

Other former inhabitants of the Enclave are described in the non human races chapter.

3/RELIGION IN THE ENCLAVE

The Enclave is monotheist, believing in a unique God they simply call God or the Almighty. As well as they refute magic, they refuse to believe in the existence and powers of other gods.

Their God is served by angels and, on the material world, by holy people known as Saints and Prophets.

They believe a Savior has come to help them triumph over evil as represented by polytheist religions they call heretic and heathen. This Savior they call JESUA was a prophet who led them during the war of the signs but was eventually crucified by the empire of ARDUN as a rebel and terrorist.

No one other than people in ETORAS and some people in GALVIR believes this JESUA was anything else than a conman adventurer and Wizard.

Because of their religious belief the people from the Enclave keep in some way the closest contact with ETORAS which is considered as the cradle of their religion.

Their religion, JESUANISM is led by a pope living in Etoras, elected by Cardinals. One of these Cardinals is ruling over the enclave, only man to have a unified power over the four Duchies. He is established in Dolvir. Under him are Archbishops, Bishops and Priests, who take care of their flock in parishes spread all over the Enclave.

The position of the clergy in the enclave is not as tough though as it is in Etoras. Nor is it as militarily oriented.

Jesuanism has a relatively short history, but it has already known dissensions. The main one, a new branch of the church is called Curlongism. Jesuanists and Curlongists are at odds on the personalities of Jesua and Curlong. To put it simply, for the Jesuanists, Jesua is the savior and Curlong, who came after him, a saint. For the Curlongists, Jesua is only a prophet and Curlong is the real Savior. Basically, they follow the same principles and worship the same unique God, but differ in some interpretations of the holy texts. It seems that Curlongism is especially strong in the Enclave and might have originated there, probably because the remains of Curlong are kept in the Cathedral of Ostina in the Enclave where they are said to perform miracles. Etoras, the capital of Jesuanism doesn't acknowledge Curlongism but as an heresy.

There is in the enclave a city that is directly linked to Etoras and therefore is considered independent from the duchies. It is called Gortina, in the Emin Lunon mountains, and is the holy city of the Enclave where pilgrims flock all year long to pray in the magnificent cathedral and holy sanctuaries. Ostina, is another holy city, second to Gortina in prestige, but capital of the Curlongism.

4-a/THE DUCHY OF MORANON

South And West of the Enclave, the Duchy of MORANON is generally considered the most powerful and rich, because the Gate of ARGYL is located on its Land and because it is the Duchy that has the most commercial contacts with lands outside of the Enclave.

The borders are the ARAD LUNON on north. This is the biggest mountain range inside the Enclave, with the highest peak of the basin, the LUNON. The border follows the river ARIOS up to the ASYR lake.

The eastern border follows the river TAIN and crosses south through the southern part of the ELKANDE forest. The southern Border is the uncrossable mountain range of EMIN DUATH.

The Main features of the Duchy are the ASYR lake, a quiet body of water where navigation is common as the easiest trade route between the Duchies, and fishing provides for a great income to the border cities. The river LYROS comes south from the ASYR, to the mountains, disappearing underground at the Gate of ARGYL.

The forest of FOLESDRON is the biggest forest in the Enclave, a perfect reserve of wild game for hunting, but accounting also for many disappearances in its many thickets.

South of the ARAD LUNON lie the hills of ERMIN DELAS, famous for their cattle.

The three main cities of the Duchy are:

DOLVIR. The capital of MORANON is located at the mouth of the LYROS when it comes out of the ASYR lake. It is famous for its Cathedral, SAINT TARPEION. It is home of the Duke's palace. The current Duke is ALTOR II. Dolvir has a population of 50000 people. It is a city that thrives on being a model for other cities in the Enclave. Therefore it is a display of magnificent buildings and stern and impressive public constructions. its inhabitants are reputed all over the Enclave as snobs, considering themselves as part as the only true advanced city of the Enclave. They also benefit from all the trade coming from outside of the Enclave. Therefore they meet more foreigners and have more cultural exchanges than the rest of the Enclave. This adds to their feeling of elitism. Dolvir is also famous for its banks. One of the greatest developments of Jesuanism is a banking system conducted by the order of the Church Knights. Originating in Etorsas, it has found quick development in areas where Jesuanism is strong and thus mainly in Galvir and in the Enclave. They have developped a system of credit letters that allow people to travel without having to carry huge sum of moneys and use special paper to get money from different banks all along their way. Such banks are present all over the Enclave but the min branches are all present in Dolvir, displaying their efficiency through offices located in magnificent palaces.

BREMON is a major commercial city on the plain of Moranon. Center for the trade coming from the different areas, the skins and game from Folesdron, Cattle from Ermin Delas and the farm products from the plains.

ARGYL is the most famous city in the Enclave. It is the home of the Gate, the only location where it is possible to exit the enclave It houses the castle of the high Warden and fortress of ARGYL. It is peculiar for being split, two fortresses watching each other: the high warden fortress belonging to Ardun empire and the fortress of the guard belonging to the duke of Moranon.

ARGYL is a city where merchant caravans stop and most of the traders entering the enclave do not travel further, that is why the markets at Argyl are the biggest in the enclave, accounting for 80% of the trade between the outside countries and the Enclave. It is also a city famous for its leisure, from gambling to prostitution and taverns, in a way that is most of the time disapproved of in the rest of the Enclave. It thus makes for a great travel destination for citizen of the Enclave who wish to experience some thrills and wild distractions.

The Ermin Delas has several villages and a small city called TEBILAS.

A border city located on the south bank of the ARIOS is CONDEIX.

Other cities are

PANARON near the Folesdron forest.

TROLAM on the Tain river, with a major castle protecting the border

KARDELLE, housing one of the main fortresses on the duchy, and watching the border with Gorvanon.

Productions of MORANON are : Iron, copper silver and Gold in the mountains, Cheese, milk, meat (Cow, Sheep, Goats, pigs), Wheat, Corn, Oats, Apples and Cider, Beer, Wild game, Furs, Vegetables, Timber.

4-b/THE DUCHY OF GORVANON

If MORANON is the richest Duchy because of its trade, MORANON is the richest because of its own production. With two lakes and many fertile lands, Gorvanon is a nice place to live with plenty of food for its population.

Its northern Border is the Emin Tarab, home of the Dwarf kingdom of Kuzdalitar. The mountain range is guarded by fortresses sitting on high ridges and overlooking the plains below and the paths, to protect from any attack from ARGOLATH. For this reason also, the duke of Moranon maintains peace with the dwarves because in case of invasion from Argolath they would be the first to be hit and their help would be invaluable to defend the Duchy.

The Eastern border, with the Duchy of Norlamon reaches from the Emin Tarab and goes through the forest of Nestadron to the ASYR lake.

Because of their trade with Dwarves (bringing more fortune to the Duchy) its inhabitants are often despised by the southern Duchies as non-human friends.

Attempts have been made by the neighbors to stop Gorvanon from dealing with the Dwarves, and mainly by Norlamon who resents having a mysterious Elven colony on its territory, a colony with which they have absolutely no dealing.

The capital of Gorvanon is the big rural city of Gorvil (30000 people), a wide gathering of low buildings where trade is conducted from all parts of the Duchy and with the dwarves of the north. Far from being as beautiful as Dolvir, it is a quiet countryside town, overlooked by the castle of the Duke, TIMON IV.

Gorvanon doesn't seem to have the same passion for architecture and displays of power than Moranon. The cities are less elegant, the castles more functional. The population is also much more spread across numerous villages and small keeps.

The two other main cities in the Duchy are THALVIR, controlling the great ELIBOR lake, and LABRON, on the ASYR lake, the only city to look more like a Moranon city, making its inhabitants quite snobbish and despising their countryside brothers from the rest of the Duchy.

In the Hills at the northwest of ARAD LUNON lies the city of Abilar, a small town famous all over the enclave for its wine.

BELLIAC is a city fortress on the border with Norlamon. It is one of the few "hot" places in the Enclave, because of the enmity between Gorvanon and Norlamon.

Facing KARDELLE on the ARIOS river is the city of COUZAC, contrasting with Kardelle with its simplicity, but in fact easily defended with its straight streets centered around a not very pretty but strong fortress. Couzac is a major trading point, where business is conducted directly with Moranon, but also where boats leave for the ASYR lake and further down, the city of ARGYL. There is no tax on the Arios river because of an agreement between Gorvanon and Moranon to split the navigation and keep it free. This is not the case of course when boats leave Labron and enter the Lyros river. Since they cross Moranon, they have to pay taxes according to their cargo.

People of Gorvanon are quiet, mainly peasants. They enjoy a comfortable and rich life and therefore it is a duchy with very few revolts or troubles in general. They don't look for war, practice their religion in a moderate way and seldom travel as they consider there is no better place to live than the one they are in. They are looked down upon by the more citylike and culturally elaborated people of Moranon, by the scheming people of Ballar and the warlike people of Norlamon. But they are no cowards and can be extremely tough to protect what they have and guarantee their peace of life. They live under the permanent threat of an invasion from Argolath (Although none ever happened) and therefore keep excellent relations with the Dwarves of Kuzdalitar who are their advanced guard. They know that nothing come for free and are usually benevolent, amiable and pragmatic.

Production from Gorvanon includes fish, wool, dairy products, fruits, cider, wine, oats, corn, wheat, sunflowers, vegetables, meat, (cow, goats, sheeps, pigs), iron gold silver and copper, manufactured products and metal craft from the dwarven kingdom. Gorvanon is also famous for the Sturgeon eggs coming from the city of Thalvir, a delicacy that is exported in the whole world.

4-c/THE DUCHY OF NORLAMON

Located in the north east part of the Enclave, the duchy of Norlamon is the least populated and poorer in terms of trade and production. It has also the doubtful reputation to be home of the Elven kingdom of Urbelindel although no one in Norlamon would want anything to do with the elves and they tend to be considered as mythical creatures since they are nearly never seen, staying in the deep forest of Urbedron where human seldom venture. People of Norlamon take a great pride in the fact that they hate non human and thus resent the fact that folks of Gorvanon dare to trade with the dwarves who live at their border. This is the main reason for the long enmity between the two duchies, along with the fact that Gorvanon is obviously richer than Norlamon, and populated with peaceful farmers whereas inhabitants of Norlamon have to stand a slightly more rigorous climate, less fertile lands and place physical exercise and army training to a foremost importance. Norlamon folks are hunters, and therefore considered as barbarians by people of Gorvanon and Moranon.

Norlamon is the largest of the duchies. But a great part of it is composed of hills and steppes. Agriculture is much more rare than in the other duchies, and the steppes are home to big herds of woollen buffalos, called GONTAS, and raised for their wool, meat and milk. (Anyone in Gorvanon or Moranon though would tell you that Gontas milk tastes like urine and smells worse. But it is a major part of Norlamon's diet and a potent alcohol can be made with the fermented milk.) People in Norlamon also raise small quick horses with long hair and use them to cross the step and go along the herds.

There are only three real cities in Norlamon : EMENIR, the capital, is a heavily fortified city, stern and dark, with a great cattle market that has been placed downwind, but gets upwind one day of the week when the FIROS wind blows from the Asyr. Then the stench gets hardly bearable in the wide city and its narrow streets. It has a population of 20000. This is where the palace (Fortress would fit better) of the duke stands. The duke is currently ARGON IV, a serious man with a hot temper who has often expressed the desire to clean his country from the elven trash that gives it a bad reputation. FANDUR, on the river Vonir is a quiet town, important market between Ballar and Norlamon, where most of the goods that are not produced in the duchy come from, people in Norlamon preferring to trade with those of Ballar than with these snobs of Moranon or dwarf lovers of Gorvanon. Fandur is the only mjoy agricultural community in the duchy, caring for wide fields of corn that color the land in spring and sway slowly in the northern wind, the BOROS. ESGETH, on the outskirts of the Ermin Boros hills is the most interesting city of the duchy. It is a great congregation of the nomadic families of Norlamon and is composed for two thirds of big tents that cover the area of a wide city. These tents were erected only in winter at the begining, but now stay all year long and are cared for by slaves and servants when the core of the family is away on the steppe. A great basilic and a fortress rise among the tents composing the major solid buildings in the city. They are both erected on different hills, as the city is formed of a flat land surrounding six hills on which the stone buildings are built. Esgeth is the sacred city of Norlamon and the duke spends in fact more time in his castle there than in the capital.

The people of Norlamon have a great nomadic tradition and live mainly in tents they erect on the steppe. They learn how to ride at a very young age and have to spend two years of compulsory military duty in the army. The army of Norlamon is split in many small factions, each controlled by the Lord of a Clan. These Clans are great families, composed of hundred souls, under the rule of a patriarch. The patriarch has also the function of religious leader, although each clan will have several priests attached to it to perform the mundane religious duties. Once a year in winter the great assembly of the clans takes place in Esgeth.

Norlamon is also the only duchy where slavery is tolerated. It is not strictly forbidden in the other duchies but people have stopped this practice as there are no conflict or invasion that would allow to take slaves among the losers. Slaves in Norlamon are born slaves for most of them, being offsprings of the first slaves brought in the enclave a thousand years ago. They are also criminals or people banished from their clans who thus lose their status of freemen, and, in some cases, captured Greys. They are quite a rare commodity and are quite well treated since it is not so easy to get new ones. They will very rarely be emancipated and only for the greatest of deeds.

Products of Norlamon come mainly from hunting and cattle raising: wild game, hides, Gontas wool meat and milk, alcohol, horses and some craft : weapons, music intruments and little items made of bones stone or wood. Trade is mainly conducted through basice exchange of goods more than with coinage. There are a few mines though that produce silver iron and gold.

4-d/THE DUCHY OF BALLAR

Located in the South East part of the Enclave, the Duchy of Ballar is a quiet and peaceful place to live in. Without any non human, far from the constant threat of Argolath, away from the major political and trading activities of Argyl, the area doesn't draw much attention and its inhabitant are happy to keep it that way.

This doesn't mean that nothing happens in Ballar. It is in fact a very secretive place with many hidden mysteries. And Ballar people don't like to share them with outsiders.

In the begining of its creation, the Enclave was split between many lords and factions and it was slowly united in four duchies. But it is in Ballar that this past is the most alive. The unification of Ballar is only theoretical. There is a Duke governing the duchy, his name is ELSARAS, Duke of KERMEN. But his power and function are mainly honorific, to represent the area in the rest of the Enclave. The true ruling body is the council of the Barons. The duchy therefore is split between twenty households, each with a claim to the ducal power, and none inferior to the others. They are the same than the lords who first took land and ruled over it at the time of the settlement. These households are ruled by barons who are invloved in a complex and permanent political struggle to secure their land and some advantages over the others. Trade is a very complex process in Ballar since the roads pass through the lands of various Barons who all levy some taxes on traders, at various rates and crossing the duchy with goods can be an expensive task if some pre arrangement hasn't been settled with the ruling families. These Barons meet in the council to rule over the country. They choose every 5 years one of them as representative to the other Duchies and grant him the title of Duke.

Each Baron owns a fortress and a city, over which they exert complete control. These cities therefore remain quite seperated from the others. But the Barons need each other since they all control parts of the land with different resources that are needed by all of them.

For purposes of trading and communication, the barons have agreed to create two neutral cities, where each household is represented and where the main trading and politics are conducted. The first of these and the capital of the Duchy is MERESME, built at the spot where the Tain river flows into the ASYR lake. This city conducts most of the trading with ohter duchies, holds the council of the Barons and the palace of the Duke. Meresme is a very pretty city, with canals that brings the waters of the Asyr and the Tain through the city. Transportation is done by boat as well as by foot and the place has been granted the name of floating city of the Enclave. It is mainly a display for the rest of the Enclave and therefore benefits from a heavy police force that guarantees a high security and many attractions to lure the visitors. Buildings must all have some specific character and display some work of art to give the impression that people of Ballar leave in luxury. The households also compete to have each the most magnificen palace in the city to represent them and one of the wonders of the place is the complex houses that have been extended and embellished over the years, tradition asking that each new Baron adds some part to the house to display his power and leave a trace of his passage. The result is maze like constructions with many terrasses, hanging garden, floors, towers... Sometimes added in a completely chaotic way but always in an eye catching and fascinating manner. Aside from the clean efficiency of Labron or the stern impressive constructions of Dolvir, Meresme really looks like a fairy tale city. It is also a place where all kind of deals can be passed, since the barons of Ballar specialize in offering various services to other duchies. Meresme has a population of 30000

The second city is TURLON. Located in the middle of the Duchy, it is not a well visited place and foreigners are not really welcome. The main purpose of the city is trading between the duchies and central training in some of the specialties of the area. It is said that the city is ruled by a thieves guild that overlooks the trading and is backed by the barons. Many academies can be found in Turlon where young people learn the arcana of warfare, trading, spying, science, medicine, art... Some of the secrets or traditions of each family are exchanged there to maintain a balance of the forces. It is a stren city with high buildings arranged around a maze of narrow streets. It is easy to get lost in Turlon and there is no guarantee to the stranger that he will find his way back alive or with all his goods.

Each household owns farms fields and villages that take care of the food production necessary for the autonomy of the fiefs. Products of Ballar are common meats, milk, fruits and vegetables, corn oat wheat and potatoes, game and skins. Some mines are located in the hills in the east and controlled by some of the families who trade the ore they mine with the harvest from the agriculturally richer households of the west. Most of Ballar's production is used for intern consumption, but some is kept for trading with Norlamon. Ballar is the friendliest duchy with Norlamon, maybe because they have also a strong family backed government and a tradition of warfare.

What they deal with the other duchies is services: Barons offer help in any possible areas to their neighbors. They provide mercenary troops that are used as bodyguards or to tame some revolts or brigand troubles. They offer services of highly trained spies, as well as thieves (Not always offered though. ballar's thieves often go to establish themselves secretly in other duchies and bring part of their benefits back to the main guild or to their household). They train specialists in all areas, that are always good advisors and have a high reputation all over the Enclave. That's why people from Ballar can be found anywhere in the Enclave.

There is a fierce competition between the households though and hiring a specialist from one Barony often means that all contacts with other barons must be severed. But the laws of the market always make it possible to renew some deals and change loyalties.

Ballar is militarily active and there are often skirmishes at the border of the duchies since they are not always clearly defined. This can be one more hinderance for the traveller who could quickly become a casualty in a fight or be caught as a spy.

People of Ballar are proud, considering that they outsmart all other duchies. The desire for the barons to get fame also push them more than any other duchy to try to send emissaries out of the Enclave to spread the fame of their families. And because of their peculiar way of life, these people are certainly the most able to survive in the rest of the world.

They have no special prejudice against non human although they seldom meet any. For the people in Ballar, non human are potential customers as any other and they would be curious to learn from them some secrets that they could use after to their own benefit.

5/ARGYL

La ville frontière est une grande agglomération médiévale fortifiée, avec bâtiments administratifs, bastions, fortins... Au sud de la ville, au pied des contreforts montagneux se trouve une grande étendue fermée par un mur d'enceinte, La place des Caravanes. Il y a deux issues à cette zone : au nord, une grande porte qui ouvre sur la ville, au sud, un portail fortifié protégé par un fort adossé à la muraille rocheuse. Celle-ci s'élève en pente abrupte sur un kilomètre, puis en falaise verticale sur encore plus d'un kilomètre d'altitude, le sommet se perdant dans les nuages. Cette barrière rocheuse ferme tout le sud de l'enclave, comme un mur presque rectiligne.

Une fois le portail passé, on se retrouve dans l'enceinte de garde du fort où les contrôles de sortie et d'entrée sont effectués. La grande cour est séparée en deux par un mur pour éviter que ne se mêlent ceux qui entrent et ceux qui sortent.

Elle se termine elle aussi par un portail qui conduit au tunnel.

Le tunnel avance sous la falaise pendant dix kilomètres. Il fait cinquante mètres de large sur cinquante de haut, éclairé par des globes phosphorescents. Des meurtrières s'ouvrent dans ses parois, permettant à des soldats d'y prendre place pour tirer sur les troupes qui tenteraient de le traverser. Des tunnels latéraux plus étroits accèdent à ces espaces, et des salles de garnison sont creusées dans la montagne. Les troupes qui y officient appartiennent au reste du monde et non à l'enclave. Des puits remontent jusqu'à la surface pour véhiculer de l'air, mais ils sont coulés de façon à ne pas laisser passer la lumière.

Au milieu de la distance, une grande rotonde dominée par un balcon fortifié percé de fenêtres avec une façade de château à l'ouest marque le point de rencontre des deux zones. Là, le plafond est percé de puits verticaux qui permettent à des colonnes de lumière de faire des tâches sur le sol et illuminer la grande salle qui fait trois cent mètres de diamètre. Les entrées nord et sud sont fermées par de lourdes herses de vingt mètres de large sur vingt de haut, car à cet endroit le tunnel se rétrécit pour permettre de défendre plus facilement l'accès à la grande salle.

La sortie du tunnel est également fermée par un château avec une salle de contrôle qui ouvre elle aussi sur un espace fortifié pour y faire attendre les caravanes. Après cette zone se trouve une petite ville, beaucoup plus modeste qu'Argyl. Elle s'appelle ARNIL et n'a pour principale fonction que fournir les vivres aux garnisons du tunnel. Elle est donc constituée essentiellement de fermes qui produisent bétail et légumes pour la nourriture, et de nombreuses tavernes où les soldats peuvent trouver alcool et prostituées pour se détendre.

Le paysage de ce côté est vallonné. De petites collines couvertes d'une végétation basse composée d'herbes épineuses et de massifs touffus éparses, qui montent lentement vers des hauts plateaux rocaillieux et désolés, l'ERMIN KALATH.

6/NON HUMAN AND GREYS

As it has been described in the History of the Enclave, the land was not completely empty when it was allocated to the refugees Jesuanists from the war of the signs. There were two outposts of Argolath who had been certainly planning to use the country as a front base to invade Ardu and Erebar. For this reason, Ardu maintained also some garrisons in the area. But the fact that the mountains closed completely the country and that only one way out existed, the mighty tunnel at Argyl, probably dug by the Altani, the ancient race that had ruled Sharene and disappeared long before the other appeared made it hard to use the land for any practical purpose. The outposts from Argolath had had to bring their troops through dangerous path across the Emin Tarab, at a high cost in lives. It was impossible to consider bringing a full invasion army through the same route and even then, the army would be extremely vulnerable when it would had to go through the tunnel to leave the Enclave and attack Erebar or Ardu. Therefore these outposts were only manned by a few human (Audrans mainly) and Uruks and Goblins and it was easy for the task forces sent at the time of the conquest of the Enclave in 4298 AT to wipe them out. The real inhabitants of the Enclave though, who had no intention to attack anyone were Greys.

Greys are a human ethny, different from the Ghenic (the main inhabitants of Dorimghen) from the fact that they tend to be taller, more slender and have a grey skin with no body or facial hair at all. Greys are mainly nomadic, living in clans that regroup a dozen families and traveling through the plains, supporting their life through hunting and raising some great herds of cattle. They were the original herders of Gontas before they were replaced by the human of Norlamon. The greatest number of Greys could be found in the north east of the Enclave and thus, most of them were either killed or brought into slavery when the Jesuanists came to occupy their lands. As a result, a great part of the Grey population in the Enclave was exterminated. Some though managed to hide, mainly in the great forests and the mountains. They remain there nowadays and can sometimes be seen by travelers. They keep away from everyone, living a secretive existence, but once in a while organize raiding parties to attacks villages or lonely settlements. This is the only cause of danger and insecurity for the farmers of the Enclave and all duchies try in vain to put a permanent end to this threat by regularly organizing some expeditions on their lands to kill all Greys. But these nomads have become experts at hiding, through one thousand years of secretive existence and they manage somehow to avoid a complete extinction.

Some Grey tribes though have come in the open and bought some land where they could live in. This has happened only in Moranon and Gorvanon, with the reprobation of the other Duchies who would hunt and kill or enslave any Grey on sight. These colonies are closely monitored and live in peace, cut from the rest of their race, and tolerated by the other human. In average though, a Grey is welcome no where and especially not in Norlamon and Ballar where they are outlawed. To occupy these lands, Greys have had to convert to the Jesuanist religion. They are therefore tolerated as long as they can prove their faith and desire to live in peace with human and abandon their barbaric and shamanic traditions.

Apart from the Greys, other races are said to live in remote places of the Enclave: Dwarves, Elves and Argruz. The Argruz in the enclave are but a legend. This race is respected and feared everywhere for their excellent dispositions toward combat. Scattered through the continent, they form excellent mercenaries. They always live in small groups, formed of a family leader and some sons or adopted sons, females and youths. They seldom unite in to larger groups, they have no country or known general government. The wolf men as they are often called are secretive, proud and dangerous. But they can be trusted as it is well known that they are completely bound by their word. (They won't give it to anybody though. It is a privilege that has

to be earned.) Some Argruz are said to live in the western part of Emin Duath, from lake Elibor to the Folesdron forest. They are so rarely seen by human that their existence is generally forgotten and there must not be more than a few dozen of them in all of the Enclave. They probably hunt and build their shelters high in the mountains. Why they remain in the Enclave is a complete mystery but since they don't disturb human affairs, their presence doesn't create any troubles. There are some rumors though that a few Argruz would be military advisors with some Ballar clans and that one of these would be leading a mercenary company for the Duchy of Moranon.

Dwarves and Elves are described in the next chapters.

Also, although the Argolath outposts were destroyed in 4298 AT, it is believed that some Uruks and Goblins escaped in the mountains. Once in a while, some are caught while trying to rob farms or attacks lonely settlements. They are often alone or in very small parties and therefore are not considered a real danger. It is also believed that they fall preys to the Argruz and the Dwarves in the mountains and therefore can never hope to see their number increase enough to claim any power over a given area. The ruins of the two Argolath outposts are now deserted but no one visits them as they are believed to be haunted. They are considered off limit and although it has been often considered to form some expeditions to clean them definitively of any evil, this task has been always postponed and they remain dreadful places that any traveler would avoid. By chance, they are located far from any inhabited place : one of these outposts is on the western side of the Arad Lunon, and the other is on the Arad Khem, a small but sharp and hard to climb mountain in the western part of Ballar.

Finally, other races can be encountered in the Enclave, but are mainly merchants that remain around Argyl or, on rare occasions, come up to Dolvir. They are shunned, avoided, despised and feared by the inhabitants of the Enclave, but there is no law to prevent their presence although of course practice of their cults or magic if they know some is absolutely forbidden.

One exception though, is the mysterious city of Orgonze, at the border of Moranon and Gorvanon, where all the "freaks" of the Enclave can find shelter. A more complete description of this city and its citizens of various races and religious beliefs appears in the chapter "Magic In The Enclave".

7/KUZDALITAR : THE DWARVEN KINGDOM

In 3312 AT, KUZDAL SILVERSTONE, a Dwarf lord and adventurer went to venture in the Emin Tarab mountains between the Enclave and Argolath. He was an outcast from his family, having been evicted from his clan after having tried to claim the throne of his clan in Erebar. He had plotted with some cousins to overthrow his brother and failed. Kuzdal was a very brave Dwarf, but blinded by his desire and conviction he was born to rule. Future would prove him right though. He discovered in the mountains a seam of Pure Silver, the fabled metal stronger than steel, and at once knew that he could use it to become rich and famous. He quickly sent for some of his former conspiracy companions and built a small settlement to dig and explore the deposit. The mountains proved even richer than expected for quickly gold, silver iron and gems were also discovered. Word of mouth helping, the settlement grew in size as more and more dwarves wanted to benefit from the new prosperity. The area was of course very remote and it was extremely long, costly and painful to trade the ore, but when pure silver is involved, problems are always overcome. Quickly, the settlement became a prosperous colony and Kuzdal proclaimed himself King, calling the colony Kuzdalitar. No one opposed him for after all it was thanks to him that the settlers knew prosperity and good fortune. As a ruler, Kuzdal proved himself fair and mild mannered. He had wanted power and a title but didn't intend to overuse this position. He never abused his power. He was content to be respected as King. Prosperity grew for a hundred years, until death came suddenly from Argolath. The dwarves hadn't been discreet enough, and probably overconfident. The area being remote, they had paid more attention to their mines than to security and when they were suddenly attacked by an army from Argolath led by a great Red Dragon, they were taken by surprise and quickly exterminated. Kuzdal fell this day, in 3438 AT, slain by Thaurmgaun the Great Dragon. The colony was lost and the few survivors had to flee.

But Dwarves don't forget easily. They remembered their treasures and their lost colony and the humiliation of defeat and they prepared their revenge. They were patient, careful. They built an army and waited for their enemies to make the same mistakes they did. And when the Dragon and his troops started to enjoy their new wealth and believe that the dwarves had been forever chased, they struck, in 3564. The army of the Dwarves, led by Rohmdir Fastaxe, ex assistant and advisor of Kuzdal, stormed over their ex settlement, killed the Dragon and the intruders and reclaimed their land. They kept watch over the area for some time and decided not to expose themselves uselessly. They dug in the mountains and disappeared from the face of the earth. They were carving a great city in the heart of the Emin Tarab. They named it again Kuzdalitar and Rohmdir became the second king of Kuzdalitar and first king under the mountain. His son, who succeeded him in 3740 was called Umdir Mountainheart. The city grew and prospered and started to trade with Erebar, Ardun and with the neighboring elves of Urbelindel. The Pure Silver ore though began to fade and the wealth of Kuzdalitar declined. With some new prospects having been found elsewhere and the strong competition from the better located kingdom of Urzdurn in Erebar, Kuzdalitar lost its fame and many dwarves moved away. But the great underground city remained.

When the Enclave was conquered in 4298 AT, emissaries contacted the dwarves to warn them that the gate of Argyl would be closed forever and that they would then be trapped in their mountains, having only the choice to cross toward Argolath which was certainly not a welcome prospect by the dwarves. This helped push more dwarves away from the kingdom. But some remained. They had enough wealth, a good city and could keep digging and crafting and make trades with the people in the valley, exchanging their ore for some food as they had done previously with the Greys. They stayed then. Ardun authorities left them gladly, since they would prove an excellent vanguard against any invasion from Argolath. People of the Enclave

knew that also and that's why inhabitants of Gorvanon became quite friendly with them and accepted to trade a part of their harvests for some ore and crafted tools or weapons.

In 5301, the king under the mountain is DRUMIR GOLDBEARD. There are about 3000 dwarves in Kuzdalitar, a city that can easily host ten times more. The kingdom is composed of great caves, carved in the rock, spacious and well lit and ventilated. They progress through the Emin Tarab and it is said that there is an exit facing the dreadful land of Argolath. These caves house residences, halls, pools, even orchards, workshops, everything required in a normal city. Hidden towers and windows allow the dwarves to keep a permanent watch over the surroundings and the paths across the mountain are carefully hidden and extremely hard to locate for someone who wouldn't know their secrets. From afar, the city can not be seen and even the mountain looks like a sheer wall of stone without any path or trail.

Dwarves come down to the valley to trade their goods. They can be seen in Gorvil, the city they frequent most of all. The dwarves are quite fond of the wine and beer produced in Gorvanon. They seldom travel further though, and only if they intend to leave the Enclave. They rarely send embassies to the High Warden and in general keep away from the affairs of the duchies.

The dwarves of Kuzdalitar are of the common specie of dwarves, around 1.3 to 1.4m tall, keeping their beards long although some of them, belonging to special casts choose to shave them, and keep only mustaches. Some dwarves bleach their beards also and red beards are quite common in Kuzdalitar. It is said that they know some spells and magic tricks and indeed some of the defenses they have laid over their city seem truly magical. Whether they still know how to perform this magic is not known for they keep it as a secret.

In the city, the dwarves are separated into casts and clans, according to their talents. The families are therefore split all across the city, sending their youngs to study some trade with masters, these youngs staying with the elders or replacing them when time comes and establishing their own branches of the family. Many casts exist, covering all the different trades: miners, silversmiths, ironsmiths, goldsmiths, jewelers, stoneworkers, traders, warriors, spies, harvesters (They work in the orchards), brewers (they produce some beer of their own), cooks, architects, healers, priests, artists, weaponsmiths, innkeepers, tailors, explorers (they roam the mountains searching for new ores of pure silver)...

They don't really like visitors but remain faithful to their old traditions of hospitality and although they will try to prevent it, they won't leave a traveler alone in the outside. But they will only allow them in the very first halls of the city and never bring them deep inside.

Dwarves don't practice Jesuanism but consider it as some light madness and therefore won't discuss the matter or try to insult believers. They believe in freedom of thought and religion. For themselves they worship THORYM THE CARVER, father god of the dwarves, GUZDUR the dwarven god of war, RHYMBOLD THE EXPLORER, dwarven god of the miners and adventurers ZHAGDOR SILVERHANDS, dwarven god of crafting and THRYLLA, dwarven goddess of the household.

8/URBELINDEL : THE ELVEN KINGDOM

2117 AT, in the Kingdom of Thulimas, in the south western part of Dorimghen... A tragedy began. Two Kataluvars, the Shadow elves, came to put an end to an old feud with the king of Thulimas, a Questar (High Elf) called ALORSIMBAS. They murdered him, his wife and his young son. A daughter only escaped their wrath as she was away visiting some parents. These two Shadow elves, trained killers and wizards were ELTERVARADUR and TARSIMBLEK. Not only did they plunge the kingdom in mayhem by murdering its ruler, but they also stole a priceless relic that was a symbol of Thulimas' unity: The Eyes of ARDAWEN, two gems set on a silver circle to be worn as a brow ornament and, according to the legend, endowed with a strong mystical power. The two killers escaped quickly with the gems, but not without leaving some clues behind them that allowed a young noble, LEDELVINDEL, to pick up their tracks. Assisted by a group of friends, some of the worthiest young nobles of the kingdom, Ledelvindel chased the two shadow elves across Dorimghen, trying to stop them before they could reach Argolath and give the precious gems to the warlock kings. The chase was fast paced, violent, terrifying and Ledelvindel companions died one after the other, killed in the many fights that opposed the Questars and the Kataluvars. Eventually, Ledelvindel found his salvation in a small group of adventurers he encountered in Karnedlande. Those were, oddly enough, a dwarf, two human and a Sildar (Wooden Elves). Ledelvindel and his new friends finally caught the shadow elves in the enclave, and avenged the death of the king after a violent battle in the forest of Urbedron in the North East of the Enclave. At last they had retrieved the precious gems. But they also had found remains of an old stronghold of the Kataluvars where the two murderers had sought shelter. Strangely also, Ledelvindel found out that the gems were reacting to these surroundings. The place had some strong power, directly linked to the earth. Ledelvindel thought that it would be necessary to guarantee that no evil would come back to this place and that it would also be an excellent outpost and sacred haven for his folks. But to ensure the success of these plans, he needed the gems. Ledelvindel contacted his new king in Thulimas and asked to keep the gems for a while, until the place was cured from its former evil. But the answer was negative. The king ordered Ledelvindel to come back and bring the Eyes of Ardawen. Ledelvindel had fallen under the charm of this area. He had been enchanted by the deep forest, its many springs and soft mossy ground. He decided to stay. And to keep the gems. Thulimas waited. The king was convinced Ledelvindel would change his mind. But he didn't... So they sent emissaries. And an army. And there was a battle, elves versus elves. Ledelvindel was not alone. He had convinced his family, friends, and many other elves to come and meet him in the Enclave, after he had named the place Urbelindel. This situation had been pushed by a strong disagreement in the succession of the dead king. Some supported the daughter, others backed a cousin, and the rest was behind a nephew who was the one who succeeded in claiming the throne. Many of those unhappy with this result decided they should seek elsewhere true justice and equity and the new land offered by Ledelvindel seemed like a good choice. After all, wasn't the place blessed with mystical powers and Ledelvindel was a hero. Some offered him to come back to Thulimas and seize the throne. But Ledelvindel declined. In the meantime though, he was the one with the gems, the symbols of power. To many, the true elven kingdom had moved to the Enclave. Thus many were those who traveled north and when the new King sent his army to reclaim the jewels, he was met by a troop much greater than he had planned. The battle took place, in 2140 AT. For long the outcome remained blurred, but eventually, the elves of the Enclave gained some advantage. Many were the great warriors and noble elves who fell this day and Ledelvindel wept when seeing he was the cause for their death. Thus he stepped forward and halted the battle. he gave one of the gems to the leader of the Kingdom's army and asked him to content himself with this trophy and come back to Thulimas. This is how the Eyes of Ardawen were split and how the new Elven kingdom of Urbelindel was born.

The elves of Urbelindel were mainly Questars. They soon felt trapped in the Enclave, far from the sea and too close to Argolath. Thulimas was regaining its ancient splendor and was growing more powerful and magnificent by the day. Elves began to leave Urbelindel, and when a powerful evil emerged from deep underground, an evil buried by the Kataluvar and that even the power of the eyes was helpless to stop, these departures turned into a full exode. Ledelvindel eventually succeeded in stopping this new evil, but his kingdom had been reduced to a small outpost lost in the deep forest of Urbedron. To many elves, Urbelindel was now a legend of the past, and they thought the second Eye of Ardawen had been lost. Ledelvindel decided to keep it in that way, and tired of politics and fighting, remained in his kingdom, welcoming the very few elves who dared to venture in the Enclave.

The inhabitants of Urbelindel became so discreet that even though more people passed through the forest, they never noticed the presence of an elven kingdom. After some time, no other elves were welcomed, and the small colony spent time isolated, some said to guard the evil underground, other said keeping to themselves the benevolent forces they could draw from the earth. And that's the way they remained : secretive and cut from the rest of the world. When the Enclave was conquered and the human came to settle in, no one had any idea there was an elven kingdom in the forest of Urbedron. Some wanderers had strange encounters, but they didn't even know who they had met. Most of the time they remembered falling asleep and waking up in another part of the forest. Some expeditions were lead to explore the forest but they got sidetracked and could never reach the heart of the woods. Later, as human became more insistent, elves made themselves known just to warn them not to go venture into the forest and let them in peace. In exchange, they would never come out and involve in the matters of the human. This was taken as arrogance by the people of Norlamon who highly disliked non human and would have loved to see the elves leaving. But the other duchies put pressure on Norlamon to make them accept this status quo and it has managed to last so far.

The exact location of the kingdom of Urbelindel is therefore not known. It is somewhere in the heart of the forest, guarded by heavy thickets, and in an area where the ground is cut by deep chasms filled with trees, and that cannot be detected from afar. In fact, deep valleys exist in the forest, often quite wide at the bottom but sometimes as narrow as a few meters at ground level. This makes the Kingdom of Urbelindel a nearly underground kingdom, although in the center there are also houses and palaces hidden high in the trees. Spells, guards, beasts and semi intelligent trees and plants guard the borders of the shy kingdom.

In the bottom of some of the chasm stand buildings of stone, erected some by Ledelvindel, some by the Kataluvars. And it is said that under the buildings of the Kataluvars, great mazes exist that plunge deep to the core of the earth.

The kingdom is still ruled by Ledelvindel, although he is now old and retired from the active duty of daily supervision of affairs thus he is assisted in this task by a council of elders who chooses every 50 years a Lord Protector, whose task is to guarantee the safety and quietness of the kingdom. Ledelvindel though is still the one who keeps the Eye of Ardawen that ensures the safety of the kingdom against the ancient evil. Some chasms are off limit, being said to contain unholy ruins of the Kataluvars that couldn't be turned to good and would have made bad settlements. These areas are sealed and guarded to ensure nothing wrong happens there. There are around 3000 elves living in the kingdom of Urbelindel. half of them are Questar, the other half being Sildar. They have no contact with their surroundings, finding in the forest everything they need for their sustenance : fruits, game, crops they grow in the valleys... Elves in Urbelindel are said to practice magic, especially magic linked to the earth and the nature. Among the wise

men of the council of elders, there is always a high wizard whose role is to control the forces that can be drawn from the mother earth.

9/MAGIC IN THE ENCLAVE

Does magic exist in the Enclave, and does it even work?

Magic does work in the Enclave. There is no special protection over the country. But its inhabitants, led by the principles of Jesuianism have outlawed it, considering it evil. Therefore the practice of magic is forbidden all over the Enclave, with the penalty for bypassing the law being death at the hands of the Holy Inquisition. For the same reason, all other religious beliefs are banned, along with all magical powers granted by the worshipped deities.

Magic however is not completely unknown in the Enclave. Apart from a few outsider fools who try to use it in Argyl or even Dolvir, and usually end up being executed in private or in public, it is known that the Elves of Urbelindel, the Dwarves of Kuzdalitar and the Argruz practice different forms of arcane arts, either from divine, shamanic or wizardry origin.

Furthermore, there is one place in the Enclave where magic is not forbidden...

In the South of Lake Elibor, in Gorvanon, a stretch of mountains spreads in the land from the Eastern Range of the Emin Duath. This small range, known as the EMIN DRUUN forms part of the border between Gorvanon and Moranon. On the northern side of this range lies a wide zone of swamps, spreading between the Elibor and the Emin Druun. These swamps are in fact a collection of hundreds of small islands of size varying from just enough space for a tree to big as a small castle, surrounded by a myriad of narrow waterways, some completely clogged by vegetation. Some of these islands are solid, other are mainly sand or mud banks. This area is known as the GOLGOR SWAMPS. They are inhabited by ermits, outcasts and strange creatures and are shunned by the populations of Gorvanon. They form a natural protection for the hills and the mountains rising just behind them, where nests one of the strangest cities of the Enclave: ORGONZE.

There is supposed to be some paths to walk through the Golgor swamps but they are quite elusive, not marked, and often changing as the waterways shift. It is dangerous to take any visible path for granted. It is much safer to take a boat although that can involve a fair deal of wandering through the maze of islands. Visibility is limited with the many trees and bushes growing everywhere, from spiky Red Tarnoments with their tempting but poisonous fruits, to majestic Willows and giant Boccobas whose feathery dark leaves shift softly in the wind. Many beautiful fruits and flowers grow on the islands, thanks to a warm climate as the swamps collect water from many hot springs flowing down from higher in the mountains. It is indeed a beautiful area to wander in, watching at night the reflection of the moons and the stars in the still waters and in day the many hues the suns give to the quiet mists that drift over the canals.

As of 5301, the best way to get in the swamps is to stop at the Willow Inn, on the northern edge, and arrange there for a boat and a guide. Most of them can be trusted although it is said that some lose their customers on purpose in the swamps...

After the swamps start the mountains, first with a few rolling hills covered in green grass and orchards, displaying the many colors of the apple trees, cherry trees, the straight Fulsins and the twisted Bonguses. Quickly though, the land rises and the soft earth gives place to hard stone. One road only leads to Orgonze, but it is easy to find as it begins with a great stone door, always open since the last war that pit the city against the neighborhood duchies. The door used to be part of a long destroyed castle and only small remains of the walls and a few scattered stones

can be seen nearby, along with the grave of Draken Casteros, defender of Orgonze, a mighty warrior who fell during the fight in 5198.

The road climbs steeply in the mountains and reaches a plateau where stands Orgonze, surrounded by mountains. The weather is surprisingly mild as the ground is full of hot springs that warm up the land. It is therefore a very fertile land and even in autumn, trees and flowers still blossom. The approach of the city is marked by many farms, prosperous looking, where can be seen grazing the brown and white sturdy cows typical from the area, along with the long horned goats with their thick wool and the black white spotted pigs that give the delicious sausages of Orgonze.

Orgonze is a small but dense city of grey stones buildings with roofs of blue tiles and black slate. The buildings are high and the streets narrow, apart from several wide avenues lined with trees. It is surrounded by a high wall and has only two main entrances, in the north toward the plains, and the south, toward the mountains. These gates are heavily guarded.

Orgonze is unique in the Enclave. It is a place where all the magic users, non humans, and worshippers of various deities can find shelters. The easiest way for many of them would have been to leave the Enclave, but for their own reasons, many preferred to remain in the Enclave, far from wars and great dangers. The city was founded in 4832, and destroyed five times. As the community grew in size, it drew the ire of the Jesuanist clergy and the authorities of the nearby duchies. Several times, they sent hosts of arms to destroy this nest of magic and paganism. Each time though, the survivors rebuilt it. Its heavily protected situation made it hard for a complete destruction, siege and thorough campaigning. After the years, an uneasy compromise was accepted. Orgonze would remain untouched, if its population swore not to spread their beliefs and magic in the Enclave. The city is self sufficient thanks to its small population and the fertile lands surrounding it. It therefore exists apart from the life in the Enclave, forgotten by all but some adventure seekers and the high clergy who would like the problem to be settled once and for all.

There is a high contrast between the peaceful appearance of the city, quite elegant with its tall buildings, many flowers, old trees, and its population. It is a congregation of ex adventurers of any kind, all the renegades from the Enclave. There are thieves, assassins, wizards, sorcerers, priests of any cult, and a full variety of non human races. It is said that anything and any service can be found in Orgonze if the price is right. This is more of a legend though, as the city has not much contact with the outside world and lacks the more exotic services and items that could be found in the major other cities of Dorimghen. But for the Enclave, it is certainly a source of wonder. It is the only place where magic and religion can be practiced freely in the land. Temples of all the major deities rise in various districts and all kinds of magic users live behind the dark wood doors of the narrow mansions.

There is about 20000 people living in Orgonze. They all are reservists, members of the army, having to follow a basic military training at the age of 15 with some regular update training every few months after that. In case of emergency, they can all be called to the defense of the city. For daily purposes and security, there is however a professional milice composed of hardened fighters. The magic users in Orgonze are free and not really united although they are represented by a council of mages whose members are appointed by the ruling body.

The city is ruled by a Military Governor, elected every 5 years, with the position of commander in chief of the army. He is elected by and among the council of leading citizens. These citizens represent the various trades in the city. (Thieves, Fighters, Priests, Magic Users, Craftsmen,

Shopkeepers, Innkeepers, Farmers...). They are usually designed by their peers for a period of 7 years. In 5301, the Governor is **BALAS BARTES**.

A notable place of interest in the city is, in the center, rising from the Tamar Square, the observatory tower. It is both designed for the observation of the sky, the stars, the moons and the suns, and also to watch over the surrounding lands and prevent any invasion of the city. It is permanently manned. It is also the oldest building in Orgonze, as well as the tallest, having never been destroyed through all the wars. It is topped by a splendid quartz cuppola that shines with various hues under the light of the suns. It can be visited for a moderate fee.

Human and Non-Human mix freely in Orgonze although they tend to split in different districts where the various races gather between folks of the same origin.

A MAP AND MORE COMPLETE DESCRIPTION OF ORGONZE CAN BE FOUND IN THE SECTION "Famous places and people in the Enclave" or by [clicking here](#).

10/FAMOUS PLACES AND PEOPLE IN THE ENCLAVE

A/FAMOUS PEOPLE

As of 5301...

ALTOR II Duke of Moranon

TIMON IV Duke of Gorvanon

ARGON IV Duke of Norlamon

ELSARAS OF KERMEN Duke of Ballar

ESOTH KALSYRIAS High Warden of Argyl

DRUMIR GOLDBEARD King of Kuzdalitar

LEDELVINDEL King of Urbelindel

ALONTHAMAS Lord Protector of Urbelindel

BALAS BARTES Governor of Orgonze

BRABANT Protector Father of Gortina

MONSIGNOR TRAPELLI Cardinal of Gortina

MONSIGNOR PREMITOK Cardinal of Dolvir

IVOR GUFLET Archbishop of Ostina

ODON RAVENEC Owner of the Silver Fish Inn in Thalvir. (The best table in the Enclave).

B/FAMOUS PLACES

ARGOLATH OUTPOSTS

ARGYL

DOLVIR

ELIBORA

EMENIR

ESGETH

GORTINA

GORVIL

KUZDALITAR

LABRON

MERESME

ORGONZE

OSTINA

THALVIR

TURLON

URBELINDEL

