

Doing the Job

Chain of Command:

- **Field Marshall**, Count Klerryed
- **Captain** Insgren 5 silver arun per week
- **Lieutenant** Loswyn 1½ silver arun per week Commander of the Watch
- **Sergeant** Burfill 9 bronze agol per week 2iC; daily running

- **Mounted watchmen** 8 bronze agol per week
- **Watchmen** 3 bronze agol per week
- **Special duty pay** +1 bronze agol per week

Equipment:

General Studded Leather Armour, Tabard, Longsword, Sheath

War Time Shield

The Code:

- Confessions or `unimpeachable` evidence must be found before charging suspects
- No excessive force
- Capture rather than kill
- Only evidence may be confiscated
- Never knowingly commit crime

Violation of the Code: release of suspects / dismissal of the watchman

Responsibility of the Watch:

Investigate - Evidence - Detain - Arrest - Magistrate - Present Evidence

- Sentence or Release

Detection of more serious crime

Hunt out traitors who sided with the Green Lady or Aragorn

Detention

Fine collection (all fines turned over to the presiding official)

Evidence:

The magistrate or court must verify evidence gained by magical or supernatural means

Detaining Suspects:

Commoners SL<9 Noble order or arrest by Watch

Release in 72 hours unless charges are made

Nobles SL10< Royal warrant

Priests Notify church immediately (exc. Mallus)

Noble priests SL 10< Royal warrant.

Cultists are not covered by this

Once charges are made detention can be extended by the magistrate or a noble

Judgement:

Trying Magical Crimes:

Judges: Duke Quintith, Lord Wizard of Kursaval

Rosalph

Witness: Prior Dergamay

Trying Serious Crimes:

Judge: Count Felquin, a former knight. All serious crimes excluding treason

Trying General Crimes:

Judges: Judge Armort. Most senior and experienced

Judge Tengral, business law

Judge Mallahall, international and interracial law. Aristocrat

Double Jeopardy:

Royal warrants must be obtained if any person, commoner or noble, is to be tried more than once for the same crime. Royal warrants do not expire.

Crimes do not `expire`

The Nyr Dan'r Regiment a.k.a. "The City Watch"

D Company, 1st Battalion

Special Investigations

Description & History:

The company was raised in 1163 in order to aid in the detection of more serious crime. It has also been used extensively to hunt out those traitors who sided with either the Green Lady or Aragorn. Although the unit works directly with the chain of command it is overseen directly by Count Klerryed (the current Field Marshall).

Watchman's Code (Being a variation of the Rule of Evidence): Proof, not suspicion, is the only evidence that matters. A suspect may not be charged with a crime until unimpeachable evidence of his or her involvement has been uncovered, or a confession has been obtained. Unnecessary violence in the apprehension of a suspected criminal is not permitted. A suspect should be brought to justice rather than killed whenever possible. Seizure of a suspect's goods is not permitted, unless such constitute evidence to be used in prosecuting that suspect or another. Evidence gained by detection magic, or other magical or supernatural means must be verifiable by the magistrate or court. Commoner's (SL9 or less) may be detained under the orders of a noble (SL 10 or greater) or by arrest from a member of the watch. No noble may be detained unless permission is granted by a royal warrant. If a priest is detained their church must be notified immediately (with due exception for priests of Mallus). Noble priests (SL 10 or greater) should be considered as per nobles and thus can only be arrested by royal warrant. Cultists are not covered by this. Commoners must be released in three full days time unless charges are made. Once charges are made detention can be extended by the magistrate or noble. A watch detective may not knowingly commit crimes. Violation of these codes may result in the release of a suspect and/or the dismissal of the watchman.

The "System": All watchmen follow the military chain of command. Once a suspect has been arrested they must be brought before the official responsible for trying them

(be that magistrate or someone else, depending on the crime). At this point the Watch must present all the evidence they have. The offender is sentenced accordingly if found guilty. Otherwise they are released. There is no system of `Double Jeopardy`; however, a royal warrant must be obtained if any person, commoner or noble, is to be tried more than once for the same crime. There is no `Statute of Limitations` and royal warrants do not expire. Detention and fine collection are the responsibility of the Watch, with all fines turned over to the presiding official.

Pay & Conditions:

Watchmen get paid 3ba per week as a basic wage whilst sergeants get paid an additional 6ba. Special duty pay is an additional 1ba per week. Mounted watchmen get paid a basic wage of 8ba. A lieutenant is paid 1½sa per week and a captain 5sa. Characters are signed up for a term of 3 years. Leaving before then is desertion. A character can buy themselves out. The character must pay a sum equal to 50% of their remaining wages. Characters may not buy themselves out in times of war.

Issue Equipment:

The Nyr`Danr Regiment is a regiment of Light Foot. All troops are issued with the following equipment: Studded Leather Armour, Tabard, Longsword, Sheath. In times of conflict they are also equipped with a shield. The regimental smiths carry out maintenance of equipment and costs are only docked if the officer believes his men have deliberately or negligently damaged their equipment. Loss of equipment is always the responsibility of the watchmen and must be paid or docked from wages.

Important People:

Duke Quintith: Lord Wizard of Kursaval. Quintith`s role in the judicial system is to try and magic related crimes. Since he is sometimes hard to get hold of, one of his apprentices, Roslaph, has been authorised to deputise for him. Roslaph is a young but experienced wizard.

Count Klerryed: Field Marshal of Kursaval & Regent of Lethander. Count Klerryed is in overall charge of Queen Tullia`s armies, including the watch in Nyr`Danr. Klerryed is a middle aged half-elf and son of the former Duchess of Uridge.

Count Felquin: The most senior judge in the land. Felquin is a former knight and distant relation of the Queen`s. Felquin is in charge of the most serious trials in the land, with the exception of Treason. Felquin is a middle aged human.

Judge Arramort: Arramort is the most senior of the three magistrates in Nyr`Danr. He is also the oldest and most experienced of all the judges.

Judge Tengral: Another of the three magistrates, Tengral is a middle aged human. He specialises in business law.

Judge Mallahall: The final of the three magistrates. Mallahall is an aristocratic judge who specialises in international and interracial law. He will not like Cpt. Ibsgren

Lady Brangwen: The knight-equites (commander) of Queen Tullia`s knights. Although not directly involved in the legal running of the city, anything to do with the

order of knights his down to her.

Prior Dergamay: Priest of Issiad and Chaplain to the Watch. An ageing cleric whose primary role is now in ministering to and assisting the watch. He is also a professional witness when magical cases are tried.

Cpt. Ibsgren: Commander of the 1st battalion of the Nyr`Danr Regiment (ie the Watch). A long-standing career soldier who is liked by his men but not so well liked by the aristocracy.

Lt. Loswyn: Commander of the Special Investigators, Loswyn is a former intelligence officer who spied on Aragorn for the partisans during the war.

Sgt. Burfill: 2IC of the Special Investigators, Burfill is a career soldier who will now be running the day to day business of the Investigators.

Hurssia and the New Emperor

Since his release, and the banishment of Aragorn, Luknar has re-declared himself Emperor. Although no one is in a position to argue, several groups have shown their displeasure. Among those who have outwardly sworn loyalty are Queen Tullia I of Kursaval, The Sheriffs of the Shire and King Ortar of the Larrowmor Forest.

Kursaval

Monarch Queen Tullia I *

Field Marshall Count Klerryed *

Lord Wizard: Duke Quintith

Master of the Knights Count Isandr, Sir *

Lord Chancellor * Knight Commander Lady Brangwen *

Lord Chamberlain *

Lord Magistrate Count Felquin *

Duchy of Rew: Duke Torman Duchy of Vern Princess Jekky *

Duchy of Lanmere Count Isandr, Sir * Duchy of Lethander

Duchy of Barrander: Count Kael, Sir * Duchy of Uridge

Turse

Close to civil war after being split in 1161. Ketteran is a controversial figure in Hurssian politics. Getyphin disapproves of, the split in Turse and Ketteran. Lucknar did not support this challenge.

East Turse: King Ketteran, formerly a knight of the Green Lady.

West Turse: King Getyphin, one of the former Barons of old Turse.

Believed to have died at the hands of the Green lady, some 200 years ago

Ukrall

Monarch: King Ervlich

Poor economy, the country has fallen into ruin over the previous decade.

Many of the senior positions within the Ukrallish regime remain unfilled, even by 1166.

The Larrowmor Forest and The Grusk Mountains

Larrowmor: King Ortar
Grusk Mountains: King Thekk of Clan _____
Regent Duke Vindalf, ruling until Thorluck is of age
Goblins: King Laranthug.

The Shire and The Shirewood

Shirewood: Earl Skaarin
Shire: Sheriffs
Shire has changed. Critical of Sir Ketteran and of the divine right of kings in favour of a more democratic and representative form of government of Hurssia

The Guilds

The Thieves Guild Persecuted unsuccessfully they hunt and kill Aragorn's followers
Slayers Brotherhood Persecuted unsuccessfully they hunt and kill Aragorn's followers

Guildmasters	Guild of Wizardry	Location
Silanus Shodonai	Grey School	Y'Goth, Ukrall
Mestranis Quillstrong	School of Wizardry	Nyr'Danr,
Grand Wizard Smake	School of Illusion	Gonrath Moors
Archbishop Xryssania	The Abbey of Tarak	Llanmir

Aragorn, who feared the guild and wanted them destroyed, decimated the Guild of Wizardry. The resulting situation in 1161 was a guild which numbered less than two dozen wizards and a small contingent of dragons. Most of 1161 has been spent sorting out which spell books survived, and thus which spells.

Crime & Punishment

Crime	Punishment	Judge
Arson	1, 5-7, 9	Ord. Magistrate / Local Lord
Assault (Grievous)	3, 6-11	Ord. Magistrate / Local Lord
Blackmail	1-2, 4-10	Ord. Magistrate / Lord Magistrate
Bribery of a City Official	5-11	Ord. Magistrate / Local Lord
Burglary	3, 6-11	Ord. Magistrate / Local Lord
Carrying Weaponry with Intent	5-10	Watch Captain
Damage to Property	5-11	Ord. Magistrate / Local Lord
Embezzling	2, 4-10	Ord. Magistrate / Local Lord
Fraud	2, 4-10	Ord. Magistrate / Local Lord
Genocide	1	Lord Magistrate
Illegal Spellcasting	2-3	Lord Wizard
Impersonation of a City Official	7-11	Ord. Magistrate / Local Lord
Importation of Controlled Items	2, 9	Lord Wizard
Incitement to Riot	2, 6-8	Ord. Magistrate / Local Lord
Magical Interference	1-3	Lord Wizard
Manslaughter	2, 5-8	Ord. Magistrate / Local Lord
Mass Murder	1	Lord Magistrate
Murder	1, 4	Ord. Magistrate / Lord Magistrate
Perjury	6-10	Ord. Magistrate / Local Lord

Possession of Controlled Creature	2, 7-9	Lord Magistrate
Rioting & Affray	2, 7-11	Ord. Magistrate / Local Lord
Robbery	3, 7-11	Ord. Magistrate / Local Lord
Sedition	1-5	Lord Magistrate
Tax Evasion	3, 7-11	Ord. Magistrate / Local Lord
Tomb Robbing	2, 6-11	Ord. Magistrate / Local Priest
Treason	1	King
Unlawful Animation	2-3	Lord Magistrate
Vandalism	8-11	Watch Captain
Wearing Armour in the City	8-11	Watch Captain

Other minor crimes attract a penalty of 8 or 11, but only if the perpetrator has been warned once.

Sentence Key

1 : Death

2 : Permanent Banishment

3 : Mutilation

4 : Labour for Life

5 : 11-20yrs Labour;

6 : 7-12yrs Labour;

7 : 5-8yrs Labour;

8 : 1-4yrs Labour;

9 : Enormous Fine = 90-95% of wealth, minimum of 100gr (500sa)

10 : Heavy Fine = 60-80% of wealth, minimum of 10gr (50sa)

11 : Standard Fine = 25-40% of wealth, minimum of 1gr (5sa)

Note : The above system is based around that practised by Kursaval. Other states treat crime and taxation differently, or they may be very similar. DM adjustments are required outside Kursaval.

Hurssian Rulers, 1154 - 1166

Nation Race Year Ruler (Race)

Kursaval Human 1139 - 1157 King Aleksandr XVI

1157 The Green Lady (Green Dragon)

1157 - 1160 Aragorn the White

1161 - 1166 Queen Tulia I

Turse Human 0947 - 1157 The Green Lady (Green Dragon)

1157 - 1160 Aragorn the White

East Turse Human 1161 - 1166 King Ketterin

West Turse Human 1161 - 1166 King Getyphin

Ukrall Human 1129 - 1156 King Ralsvik

1156 - 1158 The Green Lady (Green Dragon)

1158 - 1160 Aragorn the White

1161 - 1166 King Ervlich

The Shire Hobbit 1152 - 1156 The Sheriffs(Hobbits)
1156 - 1157 The Green Lady (Green Dragon)
1157 - 1160 Aragorn the White
1161 - 1166 The Sheriffs (Hobbits)

The Shirewood Elf 1133 - 1156 Earl Rallian (Elf)
None 1156 - 1160 No Ruler
1161 - 1166 Earl Skarrin (Half-Elf)

Larrowmoor Forest Elf 1032 - 1166 King Ortar (Elf)

Clans of Stonebeard Dwarf 1100 - 1166 King Galar (Dwarf)
1166 - Regent Vindalf (Dwarf)

Clans of Kallergan Dwarf 1100 - 1166 King Thekk (Dwarf)

Blood-Claw Clans Goblinoid 1151 - 1163 King Grutagg (Flind)
White-Frosts Clan 1163 - 1164 King Larinthug (Goblin)
Storm-Slayers Clan 1164 - 1166 King Nardik (Half-Orc)
White-Frosts Clan 1166 - King Larinthug (Goblin)

The White Forest Barbarians No formal rulership

Money and Taxation

Money	Coin	Abbreviation	Relative Worth
Iron	Tik	It	1/100
Bronze	Agol	Ba	1/10
Silver	Arun	Sa	1
Gold	Rilk	Gr	5
Dulitch		-	50*

*A Dulitch is a piece of dragon hide, inset with a diamond. These are very rare, and illegal.

Taxation and Licence Cost

Type : Value

PrivateTax : Simple Dwelling

Large Dwelling

Manor

Small Castle

Large Castle or Dukedom : 4sa per year

: 15sa per year

: 10gr per year

: 24gr per year

: 57gr per year

Business Tax : 5% of all profits per year

Luxury Items Tax : 5% of the value per sale

Inheritance Tax : 10% of the value

Import Tax : 5% of the value per cargo

Guild Tax : 5% of all profits per year

Toll : 1it per person, 2 per horse, 3 per vehicle

Weapon Permit : 1sa per year for any `military` weapon*
 Armour Permit : 1ba for non-metal, 1sa for metal armour*
 Spellcasters Licence : 5gr per year* or 5sa for guild / legal cult members

Magical Item Licence : 30gr per year* or 5gr for guild / legal cult members

Traders Licence : 2sa per year

Manufacturers Licence : 2sa per year

Import Licence : 2sa per year per cargo type

Special Import Licence : 5% of creature xp or cargo value per year (in sa)

*Subject to verification of identity - persons convicted of a crime may not be given these licences

Religion in Hurssia

God	Power	Followers
Issiad	strong	--
Lodus	strong	Dragons
Kratesse	strong	--
Lugnae	strong	--
Tarrak	strong	--
Skae	strong	--
Allaveer	Strong	Elves
Neptif	strong	Elves and some humans, mainly in the outlying areas
Insignious	strong	--
Frossim	strong	Barbarians
Mallus	Strong	Humans, mainly the White Legion
Orath	Strong	Dwarves
Mistray	strong	Elves, dwarves and some humans, mainly in the outlying areas
Griss	strong	--

The Gods and Cults

Name	Social Level	Nature
Death	(SL 10)	- `being` of death
Issiad	(SL 9)	- god of the sun and light
Kratesse	(SL 8)	- god of knowledge
Lugnae	(SL 8)	- goddess of the moon
Tarrak	(SL 7)	- god of magic
Skae	(SL 7)	- god of the sky
Allaveer	(SL 7)	- goddess of nature
Neptif	(SL 6)	- god of the sea
Insignious	(SL 6)	- goddess of fire
Frossim	(SL 5)	- god of cold and snow
Mallus	(SL 5)	- god of the dead
Orath	(SL 4)	- god of earth
Mistray	(SL 3)	- goddess of agriculture
Griss	(SL 1)	- god of luck and chance

Circle Of The Rat	(SL 2)	- cult
Issac Of The Jug	(SL 1)	- cult
Order of the Green Lady	(SL 3/9)	- cult (now dead)

Holy Times for each Religion and Cult

Religion	High Holy Days	Holy Days	Prayer Time
Issiad	14th-15th Midsummer	Every Issday	Noon
Kratesse	26th-28th Darkeven	Every Issday	Sunset
Lugnae	21st Yearsend	Full Moon (8th & 22nd)	Midnight
Tarrak	14th Midsummer	Every Frosday	Sunset
Skae	1st-7th Longday	Every Skenday	Dawn
Allaveer	1st-3rd Oaksborn	1st-3rd of the month	Dawn
Neptif	14th-15th Deepwinter	Every Neptday	Midnight
Insignious	1st-3rd Midsummer	Every Insdays	Noon
Frossim	20th-21st Yearsend	Every Frosday	Dawn
Mallus	Deadleaf	--	Midnight
Orath	26th-28th Reapers Harvest	Every Orday	Midnight
Mistray	26th-28th Reapers Harvest	Every Issday	Dawn
Griss	--	--	Any Time

- Daily prayer takes two hours and should only be carried out once.

- High Holy Days must be spent at one of the religion's main temples or churches.

Cult Worshipping

Cult	Time
The Order of the Green Lady	Dawn
Circle of the Rat	Every full moon (22nd)
Issac of the Jug	Every second Urday at lunchtime

The Guilds

The Unusual Guilds : Social Level Membership cost / Renewal cost

The Guild of Wizardry

(The Grey School, Y'goth

The School of Wizardry, Nyr'Danr

The School of Illusion, Gonrath Moors

The Abbey of Tarak, Llanmir) (SL 10) Cost : 36gr / 6gr

The Alchemists Guild (SL 8) Cost : 15gr / 3gr

The Mintworkers Guild (SL 6) Cost : - / - (Minters are auto. members)

The Slayers Brotherhood (illegal) (SL 2) Cost : 1d / 10sa

The Thieves Guild (illegal) (SL 1) Cost : 2sa / 5sa x SL

The Normal Guilds :

The Union of Sages, Astrologers & Astronomers (SL 9) Cost : 30gr / 5gr

The Guild of Architects (SL 8) Cost : 25sa / 3sa x SL

The Guild of Lawyers & Scribes (SL 8) Cost : 25sa / 5sa x SL

The Cartographers Guild (SL 7) Cost : 20sa / 2sa

The Guild of Jewellers & Gem cutters (SL 7) Cost : 24gr / 5gr

The Armourers' Guild (SL 6) Cost : 22sa / 7sa
The Guild of Smiths & Metal Workers (SL 6) Cost : 20sa / 5sa
The Union of Locksmiths (SL 6) Cost : 21sa / 4sa
The Brewers, Inn Keepers & Vintners' Guild (SL 5) Cost : 14sa / 4sa
The Glassblowers' Guild (SL 5) Cost : 16sa / 3sa
The Merchants & Traders' Union (SL 5) Cost : 35sa (10sa) / 10sa (5ba)
The Guild of Apothecaries & Herbalists (SL 4) Cost : 10sa / 1sa
The Guild of Performing Artists (SL 4) Cost : 4sa / 2sa
The Guild of Masons & Thatchers (SL 4) Cost : 10sa / 8ba
The Guild of Shipwrights & Ropers (SL 4) Cost : 8sa / 5ba
The Tailors' Guild (SL 4) Cost : 10sa / 1ba
The Carpenters' Guild (SL 3) Cost : 5sa / 5ba
The Guild of Bakers & Cooks (SL 3) Cost : 12sa / 1ba
The Guild of Barbers & Dentists (SL 3) Cost : 15sa / 1sa
The Sailors & Dockers' Guild (SL 3) Cost : 1sa / 5it
The Union of Moneychangers & Pawnbrokers (SL 3) Cost : 60sa / 15sa
The Union of Wheelwrights & Carters (SL 3) Cost : 7sa / 7ba
The Butchers' Guild (SL 2) Cost : 8sa / 1ba
The Candle-makers' Union (SL 2) Cost : 3sa / 1ba
The Coopers and Potters' Guild (SL 2) Cost : 4sa / 5it
The Guild of Embalmers & Gravediggers (SL 2) Cost : 3ba / 4it
The Lamplighters' Guild (SL 2) Cost : 5sa / 5it
The Guild of Leatherworkers, Tanners & Stablers (SL 2) Cost : 10ba / 5it
The Woodsmen & Furriers' Guild (SL 2) Cost : 6ba / 3it
The Labourers' Union (SL 1) Cost : 5ba / 1it
The Sewer-mans & Street-cleaners' Union (SL 1) Cost : 2ba / 1it

Ancient History

Back in the mists of time, Hurssia was ruled over by the dragons. The land was split into two areas, the mountains and the forests, and within the forests, the moors.

In the mountain ranges lived the dwarves, and their everlasting enemies, the goblinoids - the goblins, flins, ogres, kobolds, orcs, knolls and hobgoblins. The mountains were also home to many of the dragons. In the forests lived the elves, at one with their elven trees, and other fairie folk, as well as the hobbits. The gnomes lived in the forests, and on the moors.

Lucknar was the Emporer of the dragons, and he became imprisoned in a gem, called 'The Memory of the Mountains' which found its way eventually to the realms of Ravenloft, thousands of years later.

The peacefulness of Hurssia was broken when humans entered the land from overseas. With their coming, the elven forests were divided and diminished in size. Humans took the land for farming, though leaving the Grusk mountains alone in the main part.

In the third century, Lodos, god of the dragons, became a demigod. We do not know how this occurred, or if the humans caused it in any way.

Around the fifth century after the humans arrival, Hurssia had stabilised again. The elven forests had been reduced to two main areas - the Larromor Forest, ruled by King Ortar's family, and the Shirewood. A split occurred between the elves, and the Earl ruling the Shirewood aligned himself to Kursaval,

a human nation.

History of Hurssia 500 - 1153

In 502, Aragorn the White was born. Although unmomentous at the time, Aragorn's actions would effect the history of Hurssia for the next 600 years. At the end of the seventh century, Aragorn the White deposed King Hervan of Hervaxiath, claiming it for his own. Hervaxiath is a small island north of Hurssia. The gates of Morgaurd, which protected Hervaxiath against marauding white dragons, were destroyed by Aragorn in 723, in order to keep the country loyal to himself.

In 878, the second largest threat to Hurssia's stability, the Green Lady, attempted a hostile bid to take over the Wizards Guild. She was banished by Duke Mergash, and transformed into a dragon in 893.

927 - 947 were the Tursen wars, where the Green Lady took over Turse, killing all the barons except for Getyphin and Sherin I.

In 952, The Green Lady hired Aragorn to imprison Lodos. She paid Aragorn with 1000 Tursen slaves.

In 1142, The Green Lady instigated the Barbarian Wars. A year later, she made a pact with the Kursavalien king, King Aleksandr XVI to help in the war. In return, the king was forced to take on priestly advice from her Inquisitors.

Recent History

1155

Kael was knighted for capturing his former companion, Whiteflight.

Transporting Whiteflight to Turse, Sir Kael was poisoned at the village of Merrenbrook. After a daring rescue Sir Kael and Whiteflight both escaped and returned to Kursaval where Whiteflight was pardoned.

Sir Kael reported a massing army at the Tursen border, which nearly led to all out war.

Duke Torman, ruler of Rew, was captured whilst out hunting with Sir Kael and Sir Corwin. The group managed to rescue Duke Torman.

Brangwen displayed an amazing piece of riding skill in bringing down the treacherous Helren.

Sir Corwin defeated Sir Kerrin in single combat.

Battle of City Gate took place in Lanmere; Count Svallrik died; Sir Kael was named heir but Rossenfur, Svallrik`s missing half brother, claimed the title. Sir Kael and company were reported to have died fighting vampires in a ruined temple

1156

Kursaval declared war against Turse. The Green Lady won the First Battle of Rew. Nyr'Danr besieged, Ukrall surrendered to Turse by 18th Reapers Harvest Kallergan Highlanders sent reinforcements to Kursaval to try and aid Aleksandr The Shire surrendered to the Order of the Dragon.

Order of Dragon massacre the inhabitants of the Shirewood

Green Lady killed nobles and sheriffs opposed to her in the Ukrall and the Shire.

1157

19th Oaksborn, King Aleksandr surrenders control of Nyr'Danr to the Green Lady, most citizens were spared but King Aleksandr XVI was beheaded and called `a traitor to his people` by the Green Lady.

Count Rossenfur declared Barander an independent state. He escaped before Barrender was taken.

10th Early Summer The White Legions arrive on the north eastern coast of Turse and conquers the country within two weeks

Green Lady confronted Aragorn at the Second Battle of Rew but was killed

The White Legion sweeps across Kursaval. Archbishop Grugran was put to death very publicly

1158

Aragorn conquered Ukrall and declared himself Ruler of Hurssia.

King Ortar, of the Larrowmor elves, refused Aragorn`s terms of surrender.

Aragorn declares war.

13th Legion created.

King Thekk of Clan Kallergan allied with King Ortar.

Aragorn attacked the elven town of Selwynd. Elves inflict major losses on the White Legion.

1159

9th Legion, heavy infantry, is created made up of humans who have declared loyalty to Aragorn

2ic is Legate Rossenfur. Failed to secure Selwynd

13th Legion polices Hursia. 2 legions guarded dwarven and elven borders

13th Legion swept the countryside burning churches and their priests. The great colleges of magic were raised to the ground and their occupants butchered.

Non-humans living in the human settlements were driven out or killed as was anyone linked to former ruling families. Among the dead are some remaining knights and loyalist soldiers.

1160

Persecution of spellcasters, nobles and loyalists continues and many are driven away or killed.

For many peasants not much has changed.

Duke Torman leads bandits in Kavil forest. On one of his planned missions, Sir Kael, Sir Corwen, Brangwen, Chryssiana (only surviving priest of Tarak) and Florimel the mage were released from a magical prison after five years, whilst the rest of the world believed them dead.

Duke Tormen sent Brangwen and Sir Kael to the Dwarven Clanholds, to serve the Queen, where Tulia I, only surviving child of Aleksandr, was hiding.

King Ortar, King Galar, King Thekk, and Queen Tulia plan to combat Aragorn's forces on all sides

Headed by Sir Corwen, and aided by Duke Tormen, the outlaws accomplish many things in the months leading up to the war. They find Clintmar, a young black dragon who aids their fight, and are noteworthy in irritating Aragorn. The party also rescue Sir Ketterin and Sir Loark, formerly of Turse.

They release Lucknar, Gold dragon and Emperor of Hurssia, imprisoned over two thousand years before, and Krentish, a Silver dragon.

On the eve of 1161, Sir Corwin, Sir Kael, Brangwen et al storm the Palace in Nyr'Danr, and successfully kill the generals of Aragorn's army, preventing

reinforcements being sent to the battlefield.

The soldiers pour out of the palace in panic as Sgt. Kurngrim turns into a bear and rips apart their commander in a blind beserk. The townsfolk rise up in arms and Nyr'Danr is freed from the control of the 13th Legion.

In the Larrowmoor forest, Aragorn's 9th legion finds itself fighting within the forest. Heavy losses are sustained. At the borders of the Dwarven Kingdoms, the Legion is besieged, unsuspectingly. No reinforcements ever arrive and Hurssia is freed.

1161

On the first day of the year, Emperor Lucknar enters Nyr'Danr triumphant.

Queen Tulia is crowned queen of Kursaval

Aragorn banned to Hervaxiath.

The undead legions are laid to rest finally

Slowly and surely Hurssia is rebuilt.

Nations and Languages

Nation	Language	Written	People
Forlorth	Forlorthic	Yes	Forlorthic
Allath	Atoll Allathian	Yes	Allathian
The Grusk Kingdoms	Dwarven Gruskan	Yes	Gruskan
The White Forest	Whitan	No	Barbarian
Larrowmor Forest	Allathian	Yes	Larrowmoric
The Kingdom of Kursaval	Kursavalian	Yes	Kursavalian
The Barony of Turse	Tursen	Yes	Tursen
The Ukrall	Ukrallish	Yes	Ukrallish
The Shire	Hobbit	Yes	Hobbit
Hurvaxiath	Kursavalian	Yes	Hurvaxish

Other Languages	Spoken	Written	Notes
Druidic	Yes	No	This language is used by priests of Allaveer\$
Thieves Cant	Yes	No	--
Lethum	No	Yes	This is the language in which spells are written. Semantic spell components are of the casters own tongue.
Goblinic Gruskan	Yes	No	All Goblinoid races of Grusk and Darkmere speak this. There is a -3 penalty when trying to interchange this with Dwarven Gruskan.
Dragonic	Yes	No	This is the language of the dragons.