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Notable Historical Events

EM1045-1048 – Alistair Vavassour founds the Order of the Rising Sun and takes the kingdom in less than 30 days with his army of 100 Solari. The capital is moved from Stingard northwest to Burrova, which is renamed Solstar. Alistair claimed to conquer the kingdom in the name of Heironeous (now known as Helios), and the Solari were originally considered holy warriors of the sun god.

EM1681 – In an effort to

FS17 – Dragons meet on Erda Tol (deserted isle) and form the Warden’s Concord; the meeting lasted almost 2yrs, causing the island to be renamed “Seldarine Tol” or “Isle of the Gods”

HIS ROYAL HIGHNESS LUC II, LORD OF SOLSTAR, KING OF SOL POVOS

Royal family’s last name is technically Fontaine, although it is uncommon to use the family name when addressing them.

Luc II lacks the fiery inspiration and charisma of some leaders, but he is an effective leader – supremely organized, excellent delegator, level-headed. He’s conservative and thoughtful in his decisions, but rarely takes risks. A tall man with a quiet demeanor who generally speaks little in public, instead allowing his surrogates to do it for him. Luc II took the throne fairly young because his father Luc I, did not marry until he was nearly 30 years old, and therefore did not produce heirs until relatively late in his life. [Concept: Necip]

Luc II is married to Marie Corbin of Janbridge. The marriage was arranged to ensure loyalty of Sol Povos’ most distant province of any real significance.

Luc II’s mother, Marie, is still alive. She was born FS471.

SOLARI AND THE ORDER OF THE RISING SUN

Most of Sol Povos’ military power derives from the elite order of knights known as the Solari. Early on, the kings of Sol Povos realized that powerful knights were the equal of a hundred men in battle, if not a thousand. As such, their entire military tradition is built around recruiting and training powerful knights (read: >=lv10 NPCs). These are known as the Solari and theirs is the Order of the Rising Sun.

Whereas some municipalities around the world rely on hundreds of trained militia fighting in close ranks, the lords of Sol Povos rely on a small number of Solari acting in close coordination. A baron might only have a dozen such warriors at his disposal, but that is enough to dispatch entire armies of common soldiers.

The Solari come from two sources. Some are recruited young (or as the result of exceptional performance in a tournament or other such competition) and trained for years at the Rubicant Academy, a prestigious military college that is considered the world's foremost authority on small unit warfare (battles between a small number of high level characters). It is named after a Solvian king who lived shortly after magic was brought back into the world during the Mad Dragon Holocaust. King Rubicant also established the mage's college in Springmage and struck an alliance with them. He is widely considered one of Sol Povos' greatest and most influential kings. However, not all Solari come from the Rubicant Academy. A good half of them are brought into service after proving their worth through independent adventures.

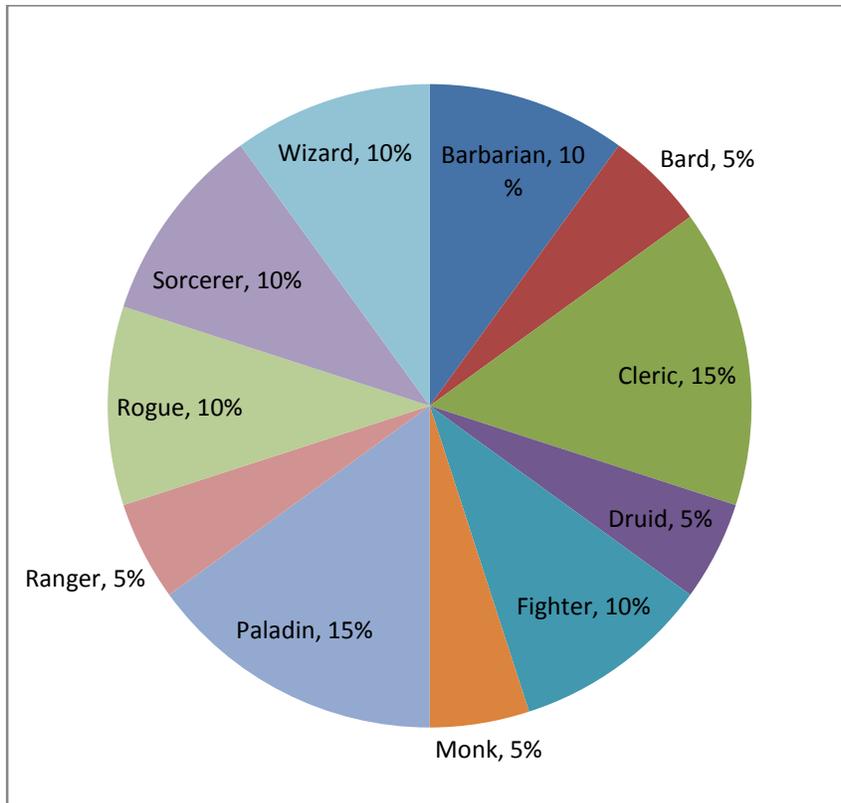
All Solari are initiated into the Order of the Rising Sun, and generally display the order's insignia prominently:



This insignia alone is enough to strike fear into even the most connected criminals, for it is closely associated with great power. Woe to the individual seeking to falsely display the insignia of the Solari.

The teachings of the order itself are closely aligned with the religious beliefs of followers of Helios, and a great number of the rituals borrow heavily from the religion. Allegiance to the sun god is not strictly required of members of the order, but nonetheless a great number of clerics and paladins of the sun god join the order. Generally, those trained at the Rubicant Academy are much more likely to worship Helios while those joining after independent adventures are likely to have diverse religious beliefs.

Altogether, approximately 40 Solari are initiated each year, and the order goes to great lengths to seek balance in their force, according to the teachings of the Rubicant Academy:



Becoming a Solari is a lifetime commitment, but brings with it a great number of benefits. After initiation each year, the king’s administrators establish a support price for each individual, according to their abilities. It ranges anywhere from 8,000gp/yr to over 100,000gp/yr. The barons, earls, and dukes of Sol Povos then “bid” to obtain the services of specific Solari. Those Solari will then move to the lord’s territory where they are provided an estate and servants according to their station (free “stronghold” feat) as well as their yearly wage. In the cases where multiple lords “bid” on the same Solari, the king’s office assigns them. For Solari who particularly distinguish themselves, the lordship may become a hereditary title, which is one of the chief motivations for many to join the order.

Regardless of the arrangement, every Solari is required to spend at least one month out of each year in the capitol, “training and studying” at the headquarter of the order. In reality, this is a constraint imposed by the crown to make sure that no Solari become disloyal to the realm, and allows the crown to keep tabs on them.

Generally, Solari and Royal Battlemages have the same deal and their assignment is handled by the same office. However, they come from two different sources. This split is an artifact of the fact that the Order of the Rising Sun predates the founding of the mage’s college and the reintroduction of magic into the world. To most people, “Solari” tends to mean the combined force of Solari and Battlemages, even though the latter are typically not part of the order and do not carry the insignia.

CROWN PRINCE LUC III, ARCHDUKE OF PARAS

Paras is the seat of the throne’s heir, who is also given the title of archduke. Analogous to Charles, Prince of Wales.

Prince Luc III is an experienced ruler. Although not as quiet as his father, he is nonetheless extremely business-like in his administration. Like his father, Luc III was thrust into a prominent role at a young age. He spent but a single year in Rivermeet learning the ropes of rulership before being thrust into the Duchy of Paras at the age of 17. Although utterly loyal to his family, he has a somewhat distant relationship with his no-nonsense father, was raised mostly by advisors and tutors, largely due to the fact that Luc II had to ascend to the throne himself at such a young age.

Luc III is married to the beautiful Agatha Deerdon of Lakemont. The marriage was somewhat controversial because there were two options being considered, one from Lakemont and one from Alaspar. Ultimately, King Luc II felt it was more important to secure the Suncoast province since The Vale was closer to Solstar and bordered by Corwick, the home province of his wife. Of course, this upset the Duke of Alaspar.

PRINCE JULIAN, DUKE OF RIVERMEET

Rivermeet is generally awarded to whoever is second in line for the throne. When the king dies, the Duke of Rivermeet would generally move to Paras and assume the title of Archduke. Analogous to Prince William, Duke of Cambridge.

Prince Julian is the oldest son of Luc III, who resolved to have a better relationship with his son than he did with his father. One result is that Julian is not betrothed, much to the king's dismay. Typically a prince in the direct line of succession would be matched with a suitable bride by the age of 10, with the expectation of marrying once they came of age. With Prince Julian's ascension to the seat of Rivermeet, pressure has become even higher to find him a wife and begin generating heirs.

While the House of Fontaine has never been known for its good looks, Prince Julian is an outlier. He takes more after his mother, the beautiful Agatha of Lakemont. Members of House Fontaine are usually quite tall, and somewhat muscular although in a stocky sort of way. They typically have dark brown or black hair. Agatha was tall and thin with angular features and long blonde hair. Julian is the best of both: Tall and broad-shouldered, but chiseled instead of stocky; prominent features with golden hair. He is, quite simply, the most eligible bachelor in the realm.

MARCEL OF HOUSE FONTAINE, DUKE OF ERIKOL

Erikol is generally awarded to the highest-ranking member of the royal family who is not in line for the throne. For example, the king's brother in the case that the king has a male heir, or the king's second son in the case that his first son is married and producing heirs of his own.

The current Duke of Erikol is Marcel Fontaine, the king's brother. He is often referred to as Duke Fontaine. He is married to Sophie Montagne of Stingard and has a large family (many marriages are arranged between members of the royal family and the nobles of the powerful Lorille province). He is somewhat more outgoing than his brother, becoming even jovial at times. Many look Marcel and believe the many years of rulership from a young age made King Luc II as cold and distant as he is.

ANNON, CITY OF ELVES; INDEPENDENTLY RULED BY EDICT OF HIS MAJESTY

The City of Annon and the forest Duendewood are often not distinguished from one another, but in reality Annon refers only to the city and the area in immediate vicinity. The eastern part of Duendewood is not really ruled by anyone at all, and the elven settlements in the west have their own governments.

Duendewood was given to the elves as part of the Deundewood Reparation Edict, issued by King Thierry in EM1840. This created the Duendewood Allocation for 999 years, which is the technical name for all the land in the forest that's not part of any of the other duchies. Under the terms of the edict, the elves are allowed partial sovereignty, with the ability to make laws and govern their lands within bounds. For example, they can establish courts, tax trade in and out of their territory, and are not liable for any taxes to the king. However, they are still a part of Sol Povos, and there are cases where Solvian law prevails. The king has the right to extradite Solvian citizens who have committed crimes, and such individuals have the right to seek judgement in one of the main provinces. In terms of enforcing laws on the citizens of Duendewood, the elves are allowed as much freedom as any duke, meaning they can put people in dungeons or even sentence them to death. However, when it comes to capital crimes such as murder and treason, the king has the right to pursue additional punishment beyond what was levied by the elves (meaning they cannot choose to simply *not* prosecute capital crimes; such criminals, even if they're elves native to the forest, could be prosecuted in Solstar).

If Sol Povos let the Duendewood Allocation expire, it would happen in FS774.

The elven name for the city is "Aramar."

OLIVIER CHATEL OF ALASPAR, DUKE OF THE VALE

Predominantly a farming culture, irrigating from the Caveta River: Vast, fertile land extends in all directions. Alaspar is also bustling with "value-add" industries such as woodcarvers, furniture makers, tanners, rugmakers, and particularly jewelers. Since the roads from most other cities in The Vale funnel into Alaspar, it makes an ideal location for craftsman to reside, creating their goods from the abundant raw materials and components shipped in from the west. Jewelry is a particularly large industry because of the large silver supply from Silverbridge and other precious metals from the Picos Gigantes. Some of this trade comes from the Hoary pass, and thus crosses over from Suncoast to the Vale on the road from Merrowhaven. Trade on this route is a constant source of dispute between the two dukes.

BARON BRYCE STOLTZFUS OF MILLKEEP

A family of great rocs lives in the Picos Gigantes and they can often be seen flying in the distance on a clear day. On rare occasions, usually when food in the mountains becomes particularly scarce, they have been known to swoop in to the settlements around Millkeep and make off with cattle.

Note that Millkeep is on the SOUTH side of the river, and there is no convenient way to cross the fast-moving river at this point. This is fortunate since giants live in the hills on the north side.

The name of the town comes from the large numbers of mills distributed along the Caveta River. Due to sharp elevation changes, the river runs quickly here, providing boundless energy. Many of the farms in the Valley of Stars will ship their raw stock up to Millkeep and the surrounding towns to be ground into flour and other products. The power of the Caveta also allows the construction of some enormous lumbermills, capable of processing incredibly large trees. This is one of the only non-magical ways the ambitious lumberjacks in the

Nuven Toqar in the south can process their sought-after redwood. Some of the mills are capable of processing trees up to 15' in diameter.

Although few viable passes exist up into the mountain passes themselves, Millkeep is surrounded to the northwest by countless small mining villages producing mostly gold and rare metals for arms such as mithril, adamantium, and some cold iron. Some gem and platinum mines exist as well. Colonies of dwarves have sporadically inhabited this region over dozens of centuries, and can be found in greater concentrations here because they are drawn to the mining culture. If you combine all these factors together, the end result is an absolute labyrinth of both manmade and natural caverns connecting mines and old settlements. There exists no accurate map of all the caverns, and many cartographers have gone missing in attempts to create one. Mining colonies are extremely careful to restrict their industry only to mapped areas of the caverns and often board up unused passageways to keep workers from getting lost. Some believe the passages are extensive enough that there's even a way to get into the elevated mountain passes themselves if one knew the way.

BARON ALBIN LESSARD OF SILVERBRIDGE

Long ago, a lesser lord named Philip Lessard brought a group of about 100 settlers to this region. They were initially drawn to the region because it was the only part of the Valley of Stars that had a direct road to the capitol. However, one day the children of Philip's guard captain, Drake Kannon, were playing upriver in the Caveta and brought home a bunch of shiny rocks they found. After examining the rocks, Drake believed them to be chunks of silver, and consulted with Philip. They believe the rocks must have washed out of the hills to the north, and mounted a small expedition to find their source. What they discovered was one of the largest silver deposits in the world. Unfortunately, the hills were quite dangerous as well, with roaming creatures such as bulettes on the surface, and sometimes even worse underneath. Initial mining was plagued with setbacks as they lost workers and sometimes had difficulty recruiting new ones. However, Drake and Philip persevered. Philip visited Alaspar frequently, recruiting more settlers, while Drake built guardposts and organized patrols. Over time, they were successful, and the money started pouring in. Silver was exported to Alaspar by the cartload and the population swelled.

Despite success as a mining settlement, Philip still greatly desired to tap the agricultural power of the Valley of Stars, so he used funds from the silver trade to build an enormous bridge across the Caveta. It is nearly one mile long. This became the only way to cross the wide, fast-moving Caveta anywhere northwest of Alaspar. More importantly, it provided a viable path from the Valley of Stars to the rest of Sol Povos. After completion of the bridge, immigration skyrocketed as people flocked not just to the Valley, but also to Merrowhaven and Millkeep beyond. The road from Merrowhaven to the Valley of Stars was constructed, and trade started funneling across the border from Suncoast and into the Vale, where the road to the capitol was more expedient. Silverbridge became a large, important city and a major contributor to the economy of the region. Eventually, the Duke of Alaspar made Philip a baron, and his family rules the city to this day.

BARON GREGORY KOESTLER OF ESTERPOND

This town on Pale Lake is probably best known for its beer-making. The lush farmlands to the northwest grow all manner of grains and the lake provides plenty of water. There is also a large tournament grounds on the lakefront and frequent tournaments are held in the region.

HARALD DEERDON OF LAKEMONT, DUKE OF SUNCOAST

This large, sprawling city lines ten miles of canals between the Forqueta and Colher lakes. It is split into twelve districts, with appointed lords administering each of them (approximately 4x3 equal sections, spanning a larger distance in the east/west direction). The Duke and his family are very traditional and prudish. He worships Helios and has little patience for other religions, which is why many of them have setup temples on the nearby Pietor Ledge. For the most part, the duke does not accept fighters, barbarians, or rogues, opting instead of a force of almost exclusively paladins and clerics. He does accept wizards and sorcerers out of necessity.

The many paladins in the area have become known as the white warriors of Lakemont, and they can often be seen patrolling along the canals and streets.

ARCHMAGE MAL ZERAL, BARON OF SPRINGMAGE

The most prominent feature in Springmage is the towering central structure of Arx Magnus, or Castle Magnus as the common folk like to say. This literally means "Great Castle" or "Great Fortress." This large keep, second in size only to the royal castle in Sol Povos, houses the world's foremost college of mages.

The college was founded shortly after the reintroduction of magic into Povos. Decades later, after realizing that warfare would be forever changed, a famous Solvian king by the name of Rubicant struck an allegiance with the college. The kingdom would receive into its service each year 10 powerful wizards (lv10+ in game terms), possessing of at least minimal training in magical battlefield tactics. In exchange, the king granted the barony of Springmage to the college, with the sitting Archmage acting as the baron as well as a member of the king's privy council. In addition, they would receive substantial funding for their endeavors. However, the funding was indirect – instead of portion of the king's tax revenue, they would own all rights to the shipping lane from the Bay of Lions to the Capitol. As a result, the river was later renamed the "Wizwater."

Granting the wizards trade rights is a convenient arrangement. It absolves the king of administration of the largest trade route in the region, while at the same time providing the mages with the ability to control their own bottom line. Since it is administered by an entire college of mages, it is said that the Wizwater is also the safest and most efficient trade route in the world. Only the most audacious pirates and thieves would dare steal from the wizards of Spring mage.

Since 30% of the region's trade travels up and down the Wizwater, typical yearly revenue from the trade routes is around 900kgp.

In exchange for the king's handsome investment in the college, they are bound to provide him 10 battlemages each year. Some of these are trained as field generals and often serve as the foremost commanders in the king's army due to their extensive education in military tactics. Others are only minimally instructed in battlefield tactics, trained only enough to understand the functioning of mixed combat in the cast that they are forced into a war. Otherwise, they serve a variety of other functions in the king's employ, including as advisors, diplomats, and scouts. Since they are naturally the "brains" of the king's army, they fall into these roles naturally.

Each of these battlemages is bound to serve the king for 26 years. During that time, they will live and work either in the capitol, for the king himself, or in one of the other territories for one of the lords. Those lords (or the king) are agreed to provide the mages with a non-hereditary lordship, including a salary, lands, and housing befitting their station. For those that distinguish themselves, a baronet is available after 10 years of service. For many, obtaining a hereditary lordship is the main motivation for entering the king's service.

Additional treaties establish alliances between the crown and the mages in cases where the realm's sovereignty is threatened, and most kings work hard to establish strong relationships with the college and its members. As a result, most any member of the college is treated with reverence around the realm. It is rare for them to find a town or village where they will not be housed and fed for free.

The college only takes wizards of extraordinary skill (must be able to cast lv3 spells), and many aspiring mages spend years training just to get accepted as apprentices. Total membership of the college is around 4000 mages. The vast majority are apprentices and live in the city, but many of the higher ranking mages live in the castle itself or in lavish estates in Springmage.

BARON SAUL BRIDEAU OF IRONSHORE

Along the rocky coast between the Costa Seca Savanna and the Lakewoods lies the barony of Ironshore, named for how difficult the shores are to navigate by sailors. This is due to the rocky shores and high winds. Nonetheless, the coast is dotted with hardy fishermen, and the land around Ironshore is dotted with farms.

BARON PASCAL LATOUR OF DOIS AMANTES

The city's name literally means "Two Lovers." A local legend tells of a local lord's daughter, Beline, falling in love with his rival's son, Corin. Unwilling to let the union come to pass, Beline's father prayed to dark gods. They answered his prayer by splitting off a piece of the peninsula and flooding the area in between it and the main continent, separating the two rivals from one another, and thus the two lovers as well. This legend is of great importance to the local residents. There is a famous statue of Beline on the island, known as Mar Amante, and a corresponding one of Corin on the main continent. Each year a festival is held commemorating the two lovers, and many marriages are performed during the time since it is considered great luck to be married on Dia Amantes, the "Day of Love."

Today the city of Dois Amantes is almost equally split in population between the island and the mainland. It has a prominent fishing culture and does a decent amount of trade, hindered only by the fact that it lacks the convenient path to the delta like the coastal cities to the east. The castle itself is one of the most unique in Sol Povos. Designed by a famous architect named Florentin Jacqueme, it is constructed in two parts that appear to be separated as if sliced down the middle. One part is on the island and one is on the mainland. Both were constructed on sheer cliffs, facing one another. Such detail was taken in these designs that various floors will have features that exist only on one side of the strait (for example, privies). Generally, the baron resides on the continental side of the castle, and the seaside castle portion is used mostly as housing for entertaining and housing of less important family members. In the past, some barons with less than enviable family situations have housed their wives on the island and their mistress on the continental side, or vice versa. Regardless of the situation, most barons have found a convenient use for the two castles, so they have purposely not purchased a teleportation circle.

Large barges run continuously between the two parts of Doi Amantes and passage is free but slow (takes most of the day). Much faster transport is available for those with coin.

BARON TAVARES LEMIEUX OF CÉU

Céu is the Hawaii of Sol Povos. It is a tropical island with white sandy beaches and constant climate. Its industry is almost exclusively tourism and the island is a favorite travel destination for wealthy people from all around the world. It is not unusual for one to find a king or queen staying on the island. The baron doesn't have much land to defend so his main responsibility is guaranteeing the safety of wealthy tourists. The current ruler, Tavares Lemieux, is known among high circles as one of the most unscrupulous and two-faced rulers in the land. To wealthy visitors, he is the very picture of subservience, bowing and catering to their every whim. However, to those who cross him and his overarching goal (making as much money for Céu as possible), he is cold-hearted and vicious.

Céu has no small amount of extra funds from their tourism industry, most of which is spent on recruiting higher level knights and battlemages for security.

** THE STARROADS INN

This large inn, stationed at the intersection of 5 major roads in Sol Povos, has grown into a small city of its own. It is on the northern edge of the Dry Coast, at the transition between the (relatively) inhospitable grassland and the wet farmlands to the north. Land-based trade between Solstar and Paras travels through this intersection, as does all trade between Lakemont and Solstar, which are not connected by rivers. Since so much traffic passes through, many other buildings have sprung up around the inn and the "town" of Starroads actually has an appreciable population.

MANTON CUNTASSE, EARL OF FAIRCASTLE

The long territories of Faircastle extend north along the Lago Forqueta, but the most populous area is around the western road. Much like Alaspar, Faircastle is the hub where western trade funnels into a single city before it heads east to the capitol and the delta. Most land trade from Terra Povos also runs through this corridor. As such, it is a popular location for value-add industries.

BARON SERGE MCKINNON OF WOODDALE

Wooddale is one of the more rural areas of Sol Povos, inhabited by farmers, rangers, and hunters. The locals are highly superstitious regarding the Barrow Grove and as a rule nobody goes near it. The Pes Dedo Toqar forest has bountiful game and large trees for constructions. The Bay of Deceit is a source of shellfish, which the territory largely exports. Wooddale has viable ports on the bay, but few sailors land there unless their final destination is Wooddale because it is an inconvenient entry into Sol Povos.

BARON LEOFRICK CHARBONNIER OF VALFORT

Valfort is a territory of great military importance. The king will often station some of his own Solari there to aid in defense of the realm, and it is one of the few territories that actually maintains a standing army in addition to its force of Solari. It is stationed at the border with Terra Povos, and since the Picos Gigantes serve as a natural barrier between the two countries, it is the only viable option for a land-based invasion force. The Valfort itself is a massive castle built over the top of a rocky valley that the road runs through (the road is actually at a *lower* elevation than the castle grounds. In addition, the baron of Valfort is responsible for a number of gatehouses on the road leading east. These are generally staffed by common soldiers, however Solari are randomly and secretly rotated through the forts such that enemies cannot count on a fort being absent of Solari. Furthermore, there is a

teleportation circle from Valfort to the biggest fort that allows both for quick troop movement as well as an effective method for falling back to another defensible point in the case of invasion.

BARON HENRI GAUCHER OF MERROWHAVEN

After Landsend, Merrowhaven is probably the most remote territory in Sol Povos. It is far away from Lakemont and few have reason to travel there as a final destination. Much of Merrowhaven's trade goes through the Valley of Stars. This leaves Merrowhaven as a territory somewhat on the border between the Vale and Suncoast – technically a banner of the latter, but interacting more on a daily basis with the former. It is probably best known for its ambitious lumberjacks, who cut down giant redwoods on the eastern slopes of the Nuvem Toqar and haul giant logs up to Millkeep for processing.

HALDOLE

Small town approximately 70mi due east of Merrowhaven on the edge of Humbolt Hills at the border between the Vale and Suncoast.

- Small Town
- Mayor: Bayard Dawlish (lv4 noble)
- Population: 1200
- Strong wooden walls around most of town proper to protect from goblin raids. The 2-story fort is part of the walls in the southeast corner of town.
- Main Industries: Farming and an important nearby granite quarry
- GPL: 800gp
- Temple: Helios (lv5 cleric, Paulette & lv2 paladin, Dimitri)
- Inn: Rosie's Cheeks (lv5 bard, "Rosie," is performer; lv5 commoner, Quentin, is owner)
- Healer: Laeh (lv6 adept)
- Other Notable Residents
 - Barnabe Vernet, a famous sculptor (lv11 expert; wants to live near quarry)
 - H'rograr Savageheart, a half-orc mercenary (lv4 bbn)
 - Estelle, an aspiring wizard (lv4 wizard)
- Fort Haldole
 - Called "The Halhole" by soldiers
 - Commander is Sgt. Randall Pepper (lv7 ftr). He is a grizzly man with just barely enough charisma to lead (but not nearly enough to enjoy his company). Likes to call his men by such affectionate names as "maggots" and "old ladies."
 - This is one of the chief garrisons along the Humbolt Hills in Merrowhaven's territory, and altogether there are about 60 commissioned militia stationed there and half that number of indentured prisoners earning their freedom (90 total).
 - Men are typically stationed at the nearby quarry and patrols frequent the surrounding region.
 - Larger patrols (either a squad of ~12 or a smaller group of higher level soldiers) are sent on longer expeditions up and down the border of Humbolt Hills to locate, track, and eradicate goblin raiding parties. Similar patrols are sent to reinforce the smaller hamlets and farming villages when they experience and uptick in pressure from the goblin raids.

WINDHILL

- Hamlet
- Mayor: Rudyard Ansel
- Population: ~160
- No walls; 4 guards acting as minimal protection as well as police force and magistrate; led by lv3 warrior named Serge
- Industry: Farming only
- In cases of raids, they rely on farmers to take up their own arms
- Other Notable Residents
 - Mace Brugo, the town's most successful farmer who owns considerable lands (lv5 commoner)
 - Ann Chatel, a beautiful (lv4) priest of Demeter
 - Justin Rousset, an expert blacksmith and farrier (lv5 expert)

BARON EMMANUEL MERCIER OF LOCHSEA

Lochsea is a mostly rural and loosely-connected territory extending down into the Sun Plains. Its main distinction is being the halfway point for trade between Lakemont and Alasapar. Other than that, most residents are farmers, hunters, or loggers.

SILVIE MONTAGNE OF STINGARD, GRAND DUKE OF LORILLE

MAURICE TESSIER, EARL OF BAYPORT

BARON JEAN-JACQUES CAILLAUD OF SILVERCLIFF

BARON JULES POURCEL OF CLEARSEA

BLAISE BRUNEL, EARL OF ROSEDALE

BARON ALEXANDRE ROYUER OF WELLROSE

BARON CHRISTIAN MICHAUD OF THRONSHIRE

BARON ISAAK TAILLEUR OF FOXBROOK

ARSENE BROSSARD, EARL OF GREENFAIR

BARON JEREMIE DEVEREAUX OF FALCONPORT

BARON FABIAN LEJEUNE OF STARRYFOG

BARON LAURENCE ORFEVRE OF BEECHWYN

THE MARQUIS DAMIEN BOUVIER, EARL OF SUMMERWYNNE

BARON CHRISTOPHE COLLARD OF RIVERMOOR

Local legends swirl around the history of Dragon Mound, a large hill to the southwest.

BARON ARMAND MARCHAND OF NORTHFAIR

BARON LUC COURTOIS OF FAIRFLOWER

Lots of hunting in the Darkwoods

BARON JEAN-LOUIS LAMBERT OF SOUTHFAIR

BARON AUGUSTON CHEVRIER OF BROOKMARSH

BARON THEODORE AVRIL OF MORCOAST

CHARLES BOISSON, EARL OF BRIGHTLAND

BARON ARNOT BASTIEN OF FLOWERHEDGE

BARON MAXIME GIRARD OF ROCKDALE

GUSTAVE LECROIX, EARL OF RENFALL

BARON FABRICE POTIER OF GARAMOND

BARON OCTAVIAN MOREAU OF SPRINGHOLLOW

BARON GILBERT PELLETIER OF LYSORIA

ANTOINE BERGERET OF WELLFORT, DUKE OF REINO

The Reino Province is named somewhat in jest. It literally means “kingdom.” One of the early dukes of Wellfort, the oldest city in the region, changed the name to Reino in response to the constant criticism from other, more powerful lords. He declared, “It may not be the most desirable, but my land is as vast as a whole kingdom!” He styled himself as the “king of the desert” and the Duke of Reino is often referred to as the desert king to this day.

Wellfort is very, very old, built on top of Fomorian ruins. In the cellars and basements of the oldest temples and castles in the region, there exist tunnels and boarded up ruins of even older structures, buried beneath the earth. Some believe that Castle Wellfort itself sits on top of an extensive network of catacombs [concept: labyrinth beneath Hungarian castle].

BARON CONRAD BIDAULT OF SANDER'S REACH

Long ago, an enterprising noble named Sander Bidault convinced several hundred families of artisans, merchants, and farmers, to settle the coast on the east side of the Alambian Bay. Most of them gave Sander their entire life savings to found the expedition and the settlement. He convinced them that the new settlement, which they took to calling Eastbay, would become as vast and wealthy as Beechwyn, Falconport, or even Rosedale. Unfortunately, as most sailors already knew, there's hardly any wind on the east side of the bay, and few ship captains chose Eastbay as their entry to Sol Povos. The nobles in the delta took to calling Sander's failed expedition "Sander's Reach," and eventually the town became known by that name.

Despite early hardships, Sander's Reach did enjoy some prosperity from fishing, farming, and as a last stop for the caravans traveling across the desert. Eventually, it grew to a reasonable size and became a territory of its own – not as wealthy as Beechwyn or Falconport, but respectable nonetheless. Unfortunately, the Bidault family were the only ones to truly profit from the endeavor, for most of the merchants and lesser lords who hoped to profit from being early founders of an important port city died penniless and poor.

BARON MILEON SEXTON OF LANDSEND

Landsend is technically an important territory due to military significance, but in reality it is a forgotten afterthought. This changed somewhat in FS476 when Count Miles Sexton mounted a rebellion. He wanted to separate the area east of the desert into an independent country. In an effort to isolate himself from the capitol, he destroyed the teleportation circle to Solstar. The king acted quickly and the rebellion quickly went south. It was ended once and for all when Miles' second son, Alen, sided with the kingdom against his father. Miles was executed for treason, and his older son, Asher, was killed in the rebellion. The king allowed Alen and his heirs to keep their land, but as punishment the king reduced his title from count to baron. In addition, the barony would be subjected to an extensive yearly inspection by the king's men. Among the king's hefty requirements is keeping Fort Dedo fully staffed. Preparing for this yearly inspection is a huge event in Landsend, and the soldiers work double shifts drilling and training.

CLAUDE DUCHAMP OF FALSHIRE, DUKE OF EVERSFRING

Falshire really IS the territory of Everspring. Both Caristhium and Aldpond are extremely remote. Falshire itself, however, is part of the densely-populated region around the capitol. The lands of Falshire are vast and extend all the way to the Savage Hills. The area is humid but not sub-tropical like the delta; think of England's climate, but slightly warmer.

BARON PERCIVAL BLACKRAIN OF CARISTHIUM

Caristhium is a portal town between the realm and Duendewood. Its customs are less prudish than the rest of the kingdom, and a much larger percentage of non-humans live here, including a noticeable quantity of elves. It is a favored location of rangers and explorers, who wish to still live within the realms but have access to the vast tropical forest to the east.

BARON RENE VILLENEUVE OF ALDPOND

Aldpond is one of the dominant producers of sugar cane in the quasi-tropical forests surrounding it. Over the years, Aldpond has also developed a large industry of confectioners who export their goods all over the world. Due to flat rate of Aldpond's tariffs, local entrepreneurs discovered that they could make more money by converting the sugar cane into sweets than they could by selling raw cane. It is partly due to this industry that the large hills to the north were nicknamed Caramel Ridge. The baron is sometimes referred to (usually derisively) as the "Candy King."

REYNARD CORBIN OF JANBRIDGE, DUKE OF CORWICK

Duke of Corwick was the chief lord in charge of rounding up elves and fought many bitter battles with them. The residents of Corwick to this day do not like to discuss the events, much in the same way that Germans do not like to discuss the holocaust.

The walls of Janbridge straddle the entire width of the land between and the Green and Blue Lochs. Farmland and industry stretches in both directions, and countless smaller settlements stretch south into the Bravio Plains. Since it is remote and disconnected from the delta, Janbridge and its surrounding territories tend to be the most classically medieval areas of Sol Povos. Since there are no tariffs on international trade through Annon, and since the realm is prohibited from levying taxes on trade coming from Duendewood, most trade in the Copo Deus Bay comes through Annon and very little comes through Corwick. Therefore, the residents here rely mostly upon their own industry. The land is fertile and varied, but life is not as easy as it is in the delta.

BARON IGOR NEVILLE OF TARKIN'S POINT

Major port for emerald trade, mined out of mountains to west. Due to the rocky and uncertain underground terrain in this region (a continuation of the Picos Gigantes as they descend below water), Tarkin's Point is the most viable port west of Blackbeach. It is most famously known for the emerald trade but also sports a bustling fishing culture. Many wealthy merchants also call Tarkin's Point home since it is more luxurious than Blackbeach and many don't wish to actually live in Annon.

BARON ANTONIO BONFILS OF BLACKBEACH

Was a frequent landing site of invaders from the north hoping to pillage Sol Povos. Now it is known as home to some of the world's greatest shipwrights. Many of the vessels that sail the Copo Deus Bay were constructed in Blackbeach. The town has access to many different types of wood from the Windy Woods, the Blackwoods, and the Devil's Orchard. The Blackwoods in particular are known for their black, salt-hardened bark, which mineralizes the wood into a stronger substance that's much desired in vessels that will see combat. Sometimes they even import giant redwood planks from Merrowhaven and Millkeep in the south, allowing them to use panels as much as 15' in width without a seam.

A large number of laborers are required to support the ship-making industry, many of which are non-humans and savage humanoids. The town is also typically full of sailors, and a local industry of bars and warehouses has developed to support them. It is common for a merchant vessel to drop off its goods and trade in Annon, then sail on to Blackbeach to allow the sailors to have some "fun" before their return journey. All of this has combined to make Blackbeach a rather seedy place, where most of the money belongs to the famous shipwrights and the rest are relatively poor. The town has a very industrial feel to it, and the surrounding territories are typically isolated and poor (for example, on Stormy Point).

MICHEL TALBOT, EARL OF NEWACRE

Newacre sits on the fork between the northern territories of Corwick and the road to Duendewood. It is charged with chief administration of tariffs on the king's northern trade routes, and the Earl is usually the one responsible for enforcing laws regarding the trade routes and hunting down offenders (mostly smugglers). Since the earl spends most of his effort on these activities, he tends to choose Solari who are adept at hunting people down (lots of rogues, rangers, etc). There is a major temple of Helios where criminals are often taken for judgement.

BARON LIONEL GAGNE OF WOODHILL

Woodhill is the last stop of the realm before entering the Duendewood Allocation. Like Caristhium, it is an ideal location for those wishing to live in the realm but journey frequently into the forest, and sports a larger than typical population of non-humans. Unlike Caristhium, it receives a tremendous amount of traffic since it is situated on the main road to Annon. Hence, those preferring seclusion and quiet generally choose Caristhium instead.

A number of griffon trainers have popped up in the city, seeking to catch, train, and sell griffons as mounts to those with the cash. There is even a local guild supporting the industry, which lobbies hard to keep exclusive rights to the industry in Woodhill.

The town is home to the king's Office of Eleven Affairs, which is charged with protecting relations with the elves of Duendewood and resolving any disputes related to the allocation.

BARON LEON JOUBERT OF DRISNAN SPRINGS

Known for a number of natural springs and geysers, believed to be connected underground to the Pale Lake in the south. There's even a rumor of a clever smuggler who once found a way down one of the springs into an underground river which led him into the Pale Lake.

Drisnan Springs has a number of local attractions and tries to take advantage of its numerous local attractions (such as Gallows Hill, the Pale Lake, springs & geysers, Blinkwood, etc) to extract some money from travelers along the road north. It has a booming industry of inns and taverns, often importing beer from Esterpond. In addition, a number of wainwrights and smiths seeking to perform repairs for all the various merchants coming through town.