The Outcasts

The original dwarves of Melana were monarchist outcasts from the democratic Free Cantons of the Ironcrags. Their descendants still cling to the older traditions of lost Nordheim and believe a dwarven king should rule the Ironcrags. This philosophy does not sit well with their free cousins, who view the Melana dwarves as a collection of local lunatics, at best. A few tradition-minded dwarves still find their way here from the Ironcrags every generation. Melana’s warmest relations are with the cantons of Barekiss, Gunnacks, and Nordmansk.

The Undercity

Underneath the paved streets of human Melana lie the tunnels and halls of the dwarves. Great mine shafts deep into the earth provide workshops, forges, living quarters, and mines that extend for miles. Estranged from their Ironcrag cousins, the dwarves of Melana value the contributions of every dwarf as they expand the Undercity into a maze of halls of the dwarves. Great mine shafts deep into the earth provide workspaces, forges, living quarters, and mines that extend for miles. Estranged from their Ironcrag cousins, the dwarves of Melana value the contributions of every dwarf as they expand the Undercity into a maze of

The kobold Warrains

The kobolds live in a series of warrens and natural caves discovered by dwarven miners during one of the initial expansions of the Undercity. The kobolds were quickly put to work digging in dangerous areas, mucking out privies, and hauling ore for the dwarves. Although not slaves, the kobolds are treated poorly by the dwarves, who see them as little more than animals.

The Dwarven King’s Tomb

Hidden in the halls of central Melana is a tomb the dwarven monarchists claim holds the remains of Baggoson the Golden, the dwarf who should have ruled all the Ironcrags. This tomb serves as a secret meeting place for the dwarven monarchists and is strewn with offerings of ale, ore, tea, crowns, and even semi-precious stones. The monarchists meet at each turn of the seasons to consult the spirits and plan for the renewal of the dwarven monarchy. They claim Seppo is the rightful heir and support him as ruler of Melana, and hopefully someday all of the Ironcrags.

The Silver Crown Tavern

Deep in the bowels of the Undercity sits a tavern where no lamp has ever burned. Here dwarves refuse to strike a light, to create a place only for themselves where few humans dare visit. The Silver Crown Tavern is currently a place of grousing discontent over the recent election and a center of active support for Seppo, the Master of Smiths, the “true censor.” Some say he is more than that, but Seppo ignores the loose talk of his supposed royal lineage. He wants to see the roads restored. If they decline further, he fears for the livelihoods of his ironvein and significant deposits of silver and semi-precious stones. These mines have attracted dwarven miners, and Brescia is growing quickly.

Ferrero:

Primarily a trade town with a border castle to the south, Ferrero once produced salt. Trade and customs provide much of its money, especially now that patrolling the road falls to (and is paid for) by Melana.

Keep of Atrante:

The largest and richest mines of Melana lie within a day’s march of this huge and heavily garrisoned keep. The Scarlet Citadel:

The castle of Gellert the Grausome, a notorious warlock who retains a private army. He scrupulously swears fealty to the censors each year and defends the border against the creatures of the White Forest and the war wagons of the Magdar—though sometimes he fights for the Magdar King Stefanos as well, and his loyalty is suspect at best.

The Seven Cities

The Seven Cities

The Stone Pipes of Friula, a strange fortress in the marshes. To open the iron chest under any circumstances.

Friula, City of Secrets

Symb: Golden basilisk on a black field

Rules: The Bibliotori

Important Personages:

- Bibliotori Urban Blanco (CN male human wizard 9/expert 5); (CN female human rogue 13);
- Ussassa Mentos, the Golden Vellek (CG male human bard 12);
- Ferrywoman Santa Leynir (NF human female cleric 14/Charun)

Population: 133,350 (130,000 humans, 3,000 dwarves, 300 gnomes, 20 eladrins and elves)

Capital: Friula, population 15,000 (12,000 humans, 3,000 dwarves, 200 gnomes, 20 eladrins and elves)

Major Cities: Feymott, population 13,000

Great Gods: Charun (charm), Herace, Mavron, Sarastra, Thoth-Hermes

Trade Goods: Vellum, Ink, smoked meat, gemstones, poison, scarlet-dye

Friula, the Iron Redoubt:

At the base of the Ironcrags, the fortress city of Friula sits in a deep valley, surrounded by a high-walled tower where they showed skill. Thus, unlike some of the Free Cantons, the dwarves of Melana do not clout their women. Women can take on any role they choose.

The kobold Warrains

The kobolds live in a series of warrens and natural caves discovered by dwarven miners during one of the initial expansions of the Undercity. The kobolds were quickly put to work digging in dangerous areas, mucking out privies, and hauling ore for the dwarves. Although not slaves, the kobolds are treated poorly by the dwarves, who see them as little more than animals.

The Dwarven King’s Tomb

Hidden in the halls of central Melana is a tomb the dwarven monarchists claim holds the remains of Baggoson the Golden, the dwarf who should have ruled all the Ironcrags. This tomb serves as a secret meeting place for the dwarven monarchists and is strewn with offerings of ale, ore, tea, crowns, and even semi-precious stones. The monarchists meet at each turn of the seasons to consult the spirits and plan for the renewal of the dwarven monarchy. They claim Seppo is the rightful heir and support him as ruler of Melana, and hopefully someday all of the Ironcrags.

The Silver Crown Tavern

Deep in the bowels of the Undercity sits a tavern where no lamp has ever burned. Here dwarves refuse to strike a light, to create a place only for themselves where few humans dare visit. The Silver Crown Tavern is currently a place of grousing discontent over the recent election and a center of active support for Seppo, the Master of Smiths, the “true censor.” Some say he is more than that, but Seppo ignores the loose talk of his supposed royal lineage. He wants to see the roads restored. If they decline further, he fears for the livelihoods of his ironvein and significant deposits of silver and semi-precious stones. These mines have attracted dwarven miners, and Brescia is growing quickly.

Ferrero:

Primarily a trade town with a border castle to the south, Ferrero once produced salt. Trade and customs provide much of its money, especially now that patrolling the road falls to (and is paid for) by Melana.

Keep of Atrante:

The largest and richest mines of Melana lie within a day’s march of this huge and heavily garrisoned keep. The Scarlet Citadel:

The castle of Gellert the Grausome, a notorious warlock who retains a private army. He scrupulously swears fealty to the censors each year and defends the border against the creatures of the White Forest and the war wagons of the Magdar—though sometimes he fights for the Magdar King Stefanos as well, and his loyalty is suspect at best.

The Seven Cities

The Seven Cities

The Stone Pipes of Friula, a strange fortress in the marshes. To open the iron chest under any circumstances.

Friula, City of Secrets

Symb: Golden basilisk on a black field

Rules: The Bibliotori

Important Personages:

- Bibliotori Urban Blanco (CN male human wizard 9/expert 5); (CN female human rogue 13);
- Ussassa Mentos, the Golden Vellek (CG male human bard 12);
- Ferrywoman Santa Leynir (NF human female cleric 14/Charun)

Population: 133,350 (130,000 humans, 3,000 dwarves, 300 gnomes, 20 eladrins and elves)

Capital: Friula, population 15,000 (12,000 humans, 3,000 dwarves, 200 gnomes, 20 eladrins and elves)

Major Cities: Feymott, population 13,000

Great Gods: Charun (charm), Herace, Mavron, Sarastra, Thoth-Hermes

Trade Goods: Vellum, Ink, smoked meat, gemstones, poison, scarlet-dye