

A Rough Guide to Galpatria

Written by Caius Velus, Senior Scribe

By order of His Majesty King Delvos Andivas, for the convenience of far travellers and honored guests, his royal words:

In recognition and in honor of the glorious return of my victorious soldiers, who have wrested control of The Far Lands in the name of mighty Galpatria, I, King Delvos Andivas do welcome you to celebrate humanity's glory in the very land of its heritage. Be you mighty hero, honored dignitary, or far traveller, by my royal decree I bid you read on and learn the history and customs of our great people and their lands. Stay in peace under the watchful eyes of our Ancestors,

Galpatria Supra Omnia, Aute Vilorda

The Peoples of Galpatria

In this volume, you will find a traveler's guide to the human lands of Galpatria, including overviews of her great regions and cities. You will find our lands a varied and welcoming place, rich with culture and full of hearty peoples. Most numerous amongst those people are the human races, descended from the mighty heroes of The Madness War, saviors of all Natus Locus. Humans are a strong and passionate folk, but welcoming to outsiders, just as outsiders they were welcomed onto Galpatria's silvery shores generations ago. Dwarves are the second most prevalent peoples on Galpatria, having been the native dwellers those many centuries ago. The hill dwarves of Galpatria are more welcoming than the mountain dwarves of Vagheim, having perhaps learned a softer touch from their human neighbors. The dwarves mostly tend to dwell in the hills near Goblinwatch and west of the hamlet of Camb, but it is not uncommon to see more sophisticated dwarves on the streets of Antorise or pedaling wears in the markets at Agmonleir. Less common are the elves of Galpatria, divided chiefly into two groups: the wood elves of Sylvetris and high elf immigrants from Cynserine. The aforementioned wood elves might be found arguing with dwarves about who the real natives are to Galpatria, but mostly they keep to themselves in their lofty tree homes in the far north of Sylvetris. The high elves are more commonly found in the three cities, though mostly in the capital, Dux Vilordan.

Particularly in these exciting times, you might find peoples of all exotic races filtering in and out of the shops and taverns of our capital; visitors from the Far Lands and the like. If you happen to be one of such peoples, it might behoove you to take care in the more isolated villages of Galpatria, as many of our more secluded folk may take surprise at an unusual face.

The Order of the Land

The encompassing law of our Lord King

Welcome though you are, each soul that walks among the golden grasses and sprawling trees of Galpatria is subject to the divine will of her King. You will find these edicts and statutes most wise, full of wit and reason, and merciful to all peoples, especially visitors. Most of our laws are common to all civilized peoples; do not steal or burgle, do not kill or otherwise harm a citizen of Galpatria, and follow without question the will of the King, his Governors, and the mayors of his lands. The enforcement of these laws is the charge of every soldier and guard under official employ, but most vigilant among these are The Searchers. The Searchers are the elite agents of the King himself, descended from the original heroes who found and snuffed out the madness. They carry on that proud legacy with unfettered loyalty and zeal for the King's law. If you find yourself an enemy of our King, it is The Searchers you should most fear.

Perhaps the most important of the King's edicts, at least for foreigners, is the restricted use of magical arts in Galpatria. Anyone who casts a spell without special licensing from the regional government commits a crime in the eyes of our King. Visitors often receive a warning for a first time infraction, but depending on the enforcing agent, the consequences might be dire. Take care not to practice magic without a license!

The Capitol Region

Vilorda's Pride

The Capitol Region of Galpatria is the seat of its King, the site of its most beautiful and powerful city, and the most blessed land that Vilorda herself first trod upon in glory so many centuries ago. You will find the weather in this region most comfortable, with sunny skies for most of the year, tempered perfectly by the fresh sea breeze. The land is easy past the rocky shores in the east, with sprawling golden wheat fields hemmed in by stately villages. These fruitful farmlands cover the Victorious Fields, the glorious battlefield upon which humanity defeated the forces of madness, and where the most high Vilorda spilled her blood to secure prosperity for all peoples. Her tomb, The Tomb of Heroes, is a pilgrimage destination for many across Natus Locus, though none but the Kings of the Andivan line may enter its hallowed halls.

Just south of Dux Vilordan, lies The Presidium. Like a city to itself, The Presidium is the main base of Galpatria's armies, now presided over by General Lucius Indus. Galpatria is protected by the largest standing army in Natus Locus, with the largest expeditionary force as well.

Dux Vilorda sits on the narrow peninsula known as Rothius' Hand. The spires of the King's palace can be seen from a day's voyage off at sea, and the walls that protect the city have never been breached. The mighty city houses the Citadel of the Searchers, warded by the venerable High Commander Lentaza. You will also find vast shipyards birthing the majority of Galpatrias mighty navy. The city is a true metropolis, rivaling any of the golden cities of Cynserine or the cavernous halls of Gan Thurim. Shaped from rugged stones cut straight from

the cliffs of Galpatria's eastern shores, the great city is as best a namesake of our Patron Heroine as any could hope for.

Antoria

Just north of The Capitol Region lies Antoria, a vast area home to most of Galpatria's fisheries and quaint villages. Central to Antoria are the Antorian Plains, a fertile farmland enclosed by a great wall, separating the Plains from the hillier reaches to the north. This wall is more of an archaic monument to wars past rather than a real barrier, with unrestricted access being given to any who wish to pass through its gates. Once inside the plains, the most prominent sight will be the rolling fields of grape vineyards, where the famous Antorian blue grapes are grown and where many a fine vintage is bottled. The villages along the west road are dedicated solely to these vineyards, and many a cozy room can be had in the quaint inns amongst the farmers.

The city of Antorise sits proudly against the sea to the east, surrounded by bustling villages. These villages are named after the gates they surround, Northgate, Westgate, Southgate, and Seagate to the east. The city proper is surrounded by a very high wall and access to the city is strictly prohibited without pass. But worry not, good traveller, a pass is easily granted at the west gate barring extenuating circumstances. Though, it should be noted that weapons of any kind are banned apart from guardsmen; no exceptions.

There are many villages across the gentle rolling hills of northern Antoria, but the most notable might be Camb and Agoir. Camb for being the largest most well guarded hamlet and Agoir for being one of the last remaining true dwarven villages in Galpatria.

Lastly, the curious Dead Forest must be mentioned. There are legends about the forest that tell of powerful sorcerers and wicked curses that rent the leaves from the once great wood, but no one living knows the real reason. Whatever the case, the rather ominous moniker is perhaps a bit harsh for the innocuous forest. No one lives there and some say noTHING lives there, but to date there is nothing dangerous about the Dead Forest. In fact, the old tower on the eastern edge of the forest offers some beautiful sunrise views to those early enough to catch them.

Sylvetris

The gargantuan Sylvetris Wood is an immense forest that blankets most of the northern reaches of the continent. The forest is home to the wood elves principally, and a multitude of creatures of fur and feather. Many people travel to Sylvetris to visit the Deep-Wood Abby, a very old church of the Goddess Udon. But most travelers just choose to walk the gentle paths along trickling streams that lead to verdant groves, some likely untouched for generations passed.

Just on the southern edges of the forest lie small villages amongst the hills. There you will find the Jotnar Bridge Tavern, a curious transplant from central Cynserine, this quaint public house is carved right into a hill along the road to Sylvetris in true Halfling fashion. To the east of Jotnar Bridge, and just north of the Dead Forest lies the Whitrey Slough, a muggy bog situated at the

mouth of the Drumheller River. If you follow the forest border west, you will find the village of Plymly and the outer edge of the Hopeless hills.

At the very northern edge of Sylvetris are the harsh, rocky cliffs known as the "God's Shoulders". These treacherous, sheer rock faces offer no access to the white capped waves of the north seas, save for one opening in a valley where the forest meets the Mountains of Shadow. This cape contains the only pier on the northern coast, Blackrock Point, a heavily guarded port with quick access to Altkloster, the most sacred monastery of Belenus, one of the Old Gods. Altkloster is considered sacred ground by the Clergy of Belenus, and no one may enter if they are not clergy unless they have a specific writ from the King. Paladins of Belenus guard the port at Blackrock Point and it is said that the very spirit of the old god keeps watch over the island. You may steal views of the ancient steeples from shore, but please limit your exploration to just that.

Sylvetris is a wonderful and interesting place, but it is large and wild. Before entering the woods, seek counsel with the forest rangers north of Jotnar Bridge. These fleet-footed guides are led by Ranger Tasgall Corbus, and under his leadership they keep watch of all the comings and goings of the forest. Be sure to check in with them upon your entry and safe exit of Sylvetris!

The Western Highlands

The largest region of Galpatria, The Western Highlands feature rugged hills, harsh mountains, and the mighty and infamous Mount Bantuit. Nestled on the southern shores is the most southerly settlement in all Galpatria, the great port city of Agmonleir. This rather queerly named city was once a great city of the dwarves before the madness war, but has since given way to a large human population. On the shore within Agmonleir is a cape with an ancient dwarven-made lighthouse, thought to be built on the site where the first dwarves of Vagheim set foot on Galpatria all those millenia ago. Now, the city is a thriving port receiving visitors from all over Natus Locus, and these days, even beyond. Less a travel destination and more a hub for merchants and traders, Agmonleir may not be as welcoming as Dux Vilordan, but it is no less marvelous in its own way.

To the west of Agmonleir lies the grim and foreboding Mount Bantuit, the tallest peak in Galpatria. Sometimes called "The Black Tooth", Mount Bantuit is thought to have been the nesting ground of Khorvonda, the ancient dragon broodmother who wreaked havoc upon the good peoples of Natus Locus during the Dragon Blitz. Ancient dwarven legend tells of a great hero who smote the foul she-wyrm on the lofty peak of Mount Bantuit, wherefor the beast let loose its terrible poison breath in one final death thro. Khorvonda's breath is thought to have killed all the trees surrounding the mountain, while also blackening its rock faces with corroding putrescence.

Tales and legends notwithstanding, the mountain is considered very dangerous to climb and doing so is not recommended.

Just northeast of Agmonleir is the Belleter Woodland, and just a little further east you'll find the quaint village-town of Pago. This village is home to Galpatria's foremost logging company, The Wereforth-Cater company, the exclusive provider of the famous Galpatrian Blackwood lumber. The Galpatrian Blackwood Tree is only found in the Belleter Woodland and is protected by Kingly decree, not to be felled without specific privilege. Pago is a popular destination for travellers heading for the Western Highlands, as many find it more welcoming than the bustling Agmonleir.

North of Agmonleir lie The Hopeless Hills, connected westerly by The Mountains of Shadow. These rather foreboding names are not lightly given, with many an ancient peril said to have emerged from these locales. Situated proudly in the middle of the hills is the mighty Goblinwatch fortress, a bulwark built by King Rothius Andivas to defend against a flood of goblinoid foes. Today the goblins are all but wiped out, and Goblinwatch is used as a military garrison for the 3rd Territorial Army. The Mountains of Shadow hide naught but rumors and tall tales, with the only real feature of note being the ruins of the dwarven city of Gragrud, destroyed by Khorvonda during the Dragon Blitz. Gragrud was built by the dwarves during their mad rush to find adamantium, far away from any arable land and with precious little water trickling from scant mountain streams. It is little wonder why no one wished to resettle the harsh lands around Gragrud. Though it may be an enticing prospect for "adventurers", travel to Gragrud cannot be recommended, and rangers of The Hopeless Hills will detain and return any who travel too far.

Lastly, on the border between Sylvetris and The Hopeless Hills you'll find the village of Plymly. Plymly is a simple sort of village made up mostly of farmers. There are a few inns and taverns in Plymly, and if you're looking for a pastoral vision of old Galpatria, then Plymly is the best place to look!