

The Timothy J. Brook Institute for Operations Research Presents



War....War never changes.

The Krynn Empire, the great empire of man, the greatest empire of the age of mortals. A dominion of small kingdoms from all over Baden, living in peace for hundreds of years. But as happens with all great kingdoms, unrest broke out. Nobles unsatisfied with the ruling government made a pact with terrible dark powers. Before they realized what they had done the world was plunged into Darkness. Waves of daemonic hordes scoured life from the land. All was thought lost, until a great celestial army that intervened at the last minute. All that was left was a small number of city states that managed to ride out the carnage. Why did this happen? Who was responsible? What took the gods so long to respond to the world's cry for help?

100 years have past

It is the year 894 in the age of mortals. Bastions of civilization populate a dark, menacing world—islands of order and reason exist in a land otherwise overrun by dark cults, vile monsters, creatures from the dark edges of the imagination, and worse. You live in one of these islands.

Elsir Vale

The vale stretches almost 250 miles east to west and averages about 70 miles north to south. Several small mountain ranges and dense forests form the vale's borders. The weather is temperate with warm summers and cold winters. One major highway connects the vale with towns to the east and west. Travel along the highway is sparse and always well guarded.

The vale has ridden out the years since the great war in relative peace, mostly because it has been ignored by the surrounding world. Small areas of protected farmland are used to feed the vale's population with a small amount left for trade to surrounding cities. The primary form of trade in the vale is tulaberry wine from the tulaberry bushes that bloom in the foothills of the surrounding mountain ranges, harvested once a year under the watch of armed guards to protect the workers from the monsters that inhabit the region. Honey is the other major export and is produced in large quantities from the flowering plants in the region. Many other exports exist but in amounts too small to mention.

Ten years ago the vale was terrorized by a large army of hobgoblins and other goblin kin called the Red Hand. A great many people in the vale were slaughtered and the small towns that dot the vale are still rebuilding. The army was stopped in the town of Brindol where the vale-folk made their last stand. The battle was won due to the delaying tactics of a small group of adventurers who were in the vale at the time of the attacks. The war is still strong in the memories of the remaining vale-folk and the victory is one of the most important events in the vale's history.

Brindol

Your characters grew up in or near the town of Brindol. About 7,600 people live here with another 1,000 in the surrounding region. The area is defended by the Lions Guard, a group of about 200 soldiers that patrol the town and local region. The town has a



council, two-thirds of whom are hereditary landlords and the remainder of whom are guildmasters from the city's important trade guilds. **Lord Warden Harrik Orenna** is the public face of the council and commander of the city militia.

There are several prominent families in the city. The Kaal Family led by Lady Verresa Kaal is the richest in the city owning more business and outstanding markers than any other. The Teskerwill's, horse breeders and one of the oldest families in the city, have fallen on hard times having many of their horses and several family members killed in the battle of Brindol. The populous Haskinar clans claim to fame is near-domination of the farming trade; family matriarch Rhola Haskinar either owns, finances, or has alliances with virtually all the farmers that surround the city.

The Brindol Academy is perhaps the most prestigious place of learning in the entire Elsir Vale. The academy offers courses in history, magical theory, geography, alchemy, engineering, and culture. It also houses a shrine to Gilean and Zivilyn in addition to a devoted Clergy. It would not be unusual for clerics of Sirrion to study here as well.

The Cathedral of Light is a massive structure with lowers rising wall over 100 feet in height, supported by flying buttresses and intricately carved pillars. The cathedral is an impressive display of the religion's dominance over the city. It is primarily a temple to Paladine but clergy and shrines to every good deity can be found within it's walls.

Currency

Baden runs a residium-based economy. The electrum (ε) is the principal coin and consists of precious metals infused with residuum, about 9/10 of the value of the coin. Since the great war people are a lot poorer and electrum pieces are limited to banking and trading in large quantities.

Steel is the coinage of the larger populous with 100 steel (σ) being equal too 1ε. Steel is subdivided into 20 bronze bits (b) for making small purchases.

In addition to coins, gems are commonly traded as currency. Jewelers assign a value to gems based on rarity, size, clarity and other qualities. Gems are then cut based on these values according to an accepted standard called the Rupie (Δ). The exact value of the Rupie is variable but is currently valued at around 25σ.

Baden Currency		PHB equivalent
ε	Electrum	1 Platinum Piece
σ	Steel Piece	1 Gold Piece
b	Bronze Bit	5 Copper or ½ Silver
Δ	Rupie	25 Gold

Classes

Two important notes need to be made. Clerics and Paladins who displease their god do risk having their power revoked despite what the PHB says. The warlock star pact is a pact with a celestial or angel, servants of the good gods. Fey pacts are unchanged and infernal pacts are not allowed for PC's.

Religion

We will be using the Dragonlance Panthion instead of the standard deities from the PHB. See Players Notebook for details.

Races

Humans, heirs to the last great empire. The most common race in the vale comprising 70 to 80% of the populaion of most of the towns.

Half-Elves are common in the vale. When the daemon hoards scoured the land many elves abandoned their forest homes temporarily to seek the protection of the walled human cities. The resulting half-elves now comprise the second largest racial group in human cities, mixing easily with their cousins.

Dragonborn are heirs of an empire that existed during the age of Dragons, they cling to an ancient pride. They have no established communities, but can be found in small numbers anywhere in Baden.

Elves have a small community north of the Elsir river near Talar. Some elves can also be found in the villages of the vale, usually running shops or teaching useful survival skills. The Lions employ some elves as scouts.

Eladrin used to inhabit a small Feywild city called Cendriane, which stood at a thin place between the worlds in the middle of the Witchwoods. With the invasion of the Red Hand, the Eladrin city was destroyed sending refugees scattering into the Feywild and Vale. A significant number live in Witchcross and in Brindol attracted by the Academy.

Dwarves are common in the vale and the surrounding regions. Merchants and artisans are settled in the village, and others come through in caravans from time

to time. Dwarven caravans link Brindol to the nearby big city.

Halflings have two major populations in the vale. One group lives in the cities near the rivers acting mostly as bargemen, a job they have almost completely monopolized. A second group of nomadic clans, known as the "river people," travel up and down the rivers of the region. The population of Brindol swells by several hundred whenever they are in town.

Teifling are persecuted across Baden as the demonic army that destroyed the Krynn empire featured teifling warlocks prominently in its numbers. Most of these teifling were human nobles transformed after making infernal pacts with dark beings. Several regretted this.

Things of Interest

📖 A new business named Congo Red's has opened recently. It is a chain started by a famous adventurer from the big city that sells quality adventuring equipment. Congo red's clothing has become some what of a fad in the city.

📖 Yesterday was the yearly Mead Festival. A time when the local brewers try to run through their last batches of honey before the spring season starts. There are a great many hung over people around today.

📖 There has been recent rumors of people disappearing in the more outlining regions of the vale. The Lions claim it's careless people wandering alone in the woods. However, one person claims to have seen a group of hobgoblins wandering the woods to the north.

📖 The new halfling head cleric of the Shrie of the World Mother, Natalie Nenlemead, is trying to get the farmers to organize into a co-op. Rhola Haskina is unhappy about this.

📖 The owner of the Laughing Manticore is offering a bounty on manticore tails to replace his dwindling supply of cups, failing due to years of wear and tear.