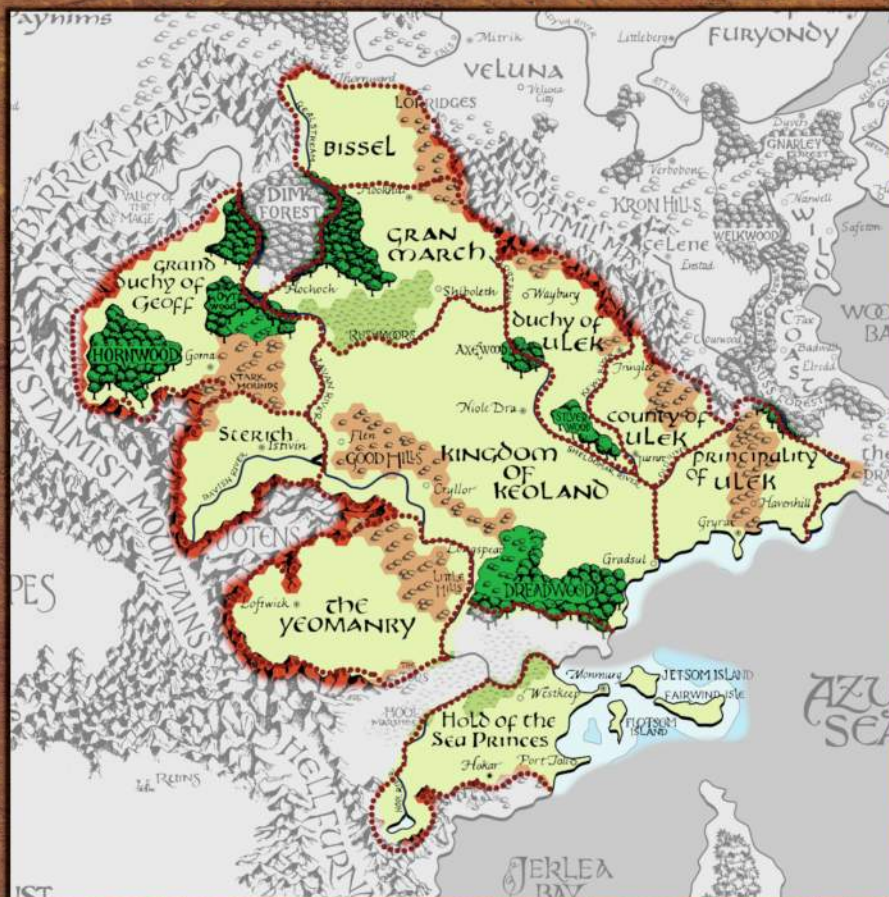


# GXP5

## Advanced Dungeons & Dragons

# WORLD OF GREYHAWK

## Supplement Player's Guide to The Sheldomar Valley



The Sheldomar Valley is a verdant and picturesque region, defined by the Sheldomar River, which winds its way through the heart of the valley, nourishing the fertile farmland and sustaining its people. The valley is bordered by towering mountain ranges, including the Lortmils to the west, which are rich in minerals and dotted with dwarven strongholds. The Hool Marshes to the south add a layer of danger and mystery, home to dangerous creatures and hidden secrets. With its mild climate, lush forests, and abundant resources, the Sheldomar Valley is one of the most inviting regions in the Flanaess.



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# Player's Guide to the Sheldomar Valley

The Sheldomar Valley is one of the most fertile and prosperous regions of the Flanaess, nestled between the imposing Crystalmist Mountains to the west and the Lortmil Mountains to the north. This valley has been home to thriving civilizations for centuries and remains a beacon of stability and tradition in a land often wracked by war and chaos. The Sheldomar Valley is dominated by the Kingdom of Keoland, one of the oldest and most powerful realms in the Flanaess, but it also encompasses other independent states, each with its own unique culture and traditions.

The valley's lush environment, rich resources, and strategic location make it an ideal homeland for a variety of races and cultures. It is a land of chivalrous knights, ancient forests, industrious townsfolk, and mysterious ruins that whisper of long-forgotten secrets. Whether seeking adventure in the depths of the Dreadwood or engaging in political intrigue in the halls of Niole Dra, the Sheldomar Valley offers a rich backdrop for any campaign.

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# Overview

The Sheldomar Valley is a region of beauty and prosperity, known for its fertile lands, flowing rivers, and rich cultural heritage. Nestled between the Jotens, Crystalmist, and Lortmil Mountains, this expansive valley has long been a center of agriculture, trade, and civilization. It is dominated by the Kingdom of Keoland, whose influence has shaped the region for centuries. The Sheldomar Valley is a land of opportunity, where chivalry and tradition coexist with ambition and the occasional shadow of intrigue.

At the heart of the valley lies Keoland, one of the oldest and most powerful kingdoms in the Flanaess. Keoland is a feudal monarchy, ruled by a king supported by noble houses and knightly orders. Neighboring Keoland are the Gran March, a militaristic state with a proud martial tradition, and the Duchy of Ulek, home to a mix of humans and dwarves known for their crafts and trade. The valley also includes the County of Ulek, a bastion of elven culture and harmony with nature, and the Principality of Ulek, a dwarven stronghold renowned for its military prowess. Each of these realms add to the vibrant tapestry of the Sheldomar Valley.

Nestled between towering mountain ranges and nourished by the winding Sheldomar River, this verdant region thrives with fertile farmland and vibrant communities. The mineral-rich Lortmils to the west house ancient dwarven strongholds, while the mysterious Hool Marshes to the south add an element of danger with their hidden secrets and lurking creatures. With its temperate climate, lush forests, and abundant natural resources, the Sheldomar Valley remains one of the most inviting and prosperous areas in the Flanaess.

Shaped by the rise of Keoland as a dominant power, this region boasts a long and storied history. Initially home to the Flan, it later became a cultural melting pot with the arrival of Suel and Oeridian migrants. Keoland's early expansion unified much of the valley, though not without conflict. Today, it thrives as a hub of trade, agriculture, and craftsmanship, embracing a culture that celebrates chivalry, tradition, and cooperation. Yet, lingering tensions between Keoland's ambitions and the autonomy of neighboring states ensure the valley remains a land of intrigue and adventure.

The Sheldomar Valley is reminiscent of medieval France and England, with its feudal monarchy, fertile lands, and chivalric traditions. Keoland's central role mirrors that of France during the Middle Ages, while the duchies and principalities resemble smaller European states with their own distinct identities. The valley's geography and rich resources evoke the Loire Valley or the English countryside, making it an idyllic yet politically complex setting for adventurers.

## History

The history of the Sheldomar Valley stretches back to the ancient days before the Great Migrations. The region was originally inhabited by Flan tribes before being settled by Oeridians and Suel migrants. Over time, these cultures blended to create the distinctive identity of the Sheldomar Valley. Keoland, the dominant kingdom, was founded over a millennium ago and has played a central role in shaping the region's history.

From 57 CY onward, Keoland emerged as the dominant power in the Sheldomar Valley, consolidating its hold over the region under the leadership of the Rhola and Neheli noble houses. During this time, King Malv III initiated a series of military campaigns to expand Keoland's influence, bringing much of the valley under its control. This period, known for Keoland's imperial ambitions, saw the kingdom extend its reach into Sterich, the Ulek States, and the Gran March, shaping the political landscape of the region.

In 438 CY, tensions between Keoland and the northern realms of Veluna and Furyondy culminated in the Small War. Although marked by only minor battles and skirmishes, the conflict resulted in Keoland withdrawing from its attempts to dominate the north. As part of the resolution, the Gran March was granted semi-autonomy, transforming into a militarized frontier province responsible for defending Keoland's borders. The war signaled the decline of Keoland's expansionist policies as the kingdom turned its attention inward.

Keoland's imperial ambitions officially ended in 453 CY with the death of King Tavish III during the Siege of Westkeep, a failed campaign against the Sea Princes. Tavish IV, his successor, shifted the kingdom's focus to stability and cooperation, granting independence to the Ulek States and recognizing the Yeomanry's autonomy. This change ushered in a new era of collaboration among the valley's diverse realms.

The Hateful Wars, waged between 490 and 510 CY, were a defining moment for the Sheldomar Valley. This decade-long conflict united Keoland, the Ulek States, and allied demihuman forces in an effort to purge the Lortmil Mountains of humanoid tribes. Dwarves, elves, gnomes, and humans worked together to drive out orcs, goblins, and other hostile creatures, securing the region for its inhabitants. The aftermath of the war saw the Principality of Ulek emerge as an independent dwarven realm, further strengthening trade and cooperation across the valley.

In the years following the Hateful Wars, the Sheldomar Valley continued to grow in prosperity. However, the fall of the Bone March to humanoid invaders in 563 CY served as a stark reminder of the dangers still present in the wider Flanaess. Border regions like Gran March and Sterich responded by increasing their military patrols, while adventurers flocked to the valley seeking fame and fortune defending its lands.

By 576 CY, the Sheldomar Valley remains a land of thriving trade, diverse cultures, and shared history. Keoland serves as the heart of the region, maintaining strong ties with the Ulek States, Gran March, and Yeomanry. Though occasional threats from humanoid raiders and incursions persist, the valley's unity and resilience continue to make it one of the most vibrant and inviting regions in the Flanaess. Adventurers will find countless opportunities to explore its storied lands, defend its borders, and uncover the secrets of its rich past.

## **Timeline**

57 CY: Keoland begins its first major expansion, annexing neighboring regions.

450 CY: The Ulek States achieve independence from Keoland through peaceful negotiation.

491 CY: The Keoish military defeats humanoid forces in the Lortmil Mountains, securing the borders.

527 CY: The Hold of the Sea Princes forms as a confederation of pirate lords, becoming a significant maritime power.

570 CY: The Yeomanry establishes itself as a free republic with a strong militia tradition.

573 CY: The Gran March is formally recognized as a protectorate, ensuring the northern borders are secure from Baklunish incursions.

576 CY: The current year in the campaign. This year also marks the publication of the celebrated "A Guide to the World of Greyhawk" by the Savant-Sage, a comprehensive account of the Flanaess's geography, history, and culture, distributed widely to scholars and adventurers alike. Keoland maintains its influence, but tensions with neighboring states and threats from humanoids and giants persist.

## Races and Ethnic Groups

The Sheldomar Valley is home to a diverse population, including humans, demi-humans (elves, dwarves, halflings, and gnomes), and humanoid creatures. Each race brings its own unique contributions to the region's culture, economy, and traditions.

### Humans

The majority of humans in the Sheldomar Valley are of Oeridian and Suel descent, with some Flan influence. The Oeridians are known for their martial traditions and political savvy, while the Suel bring ancient magical knowledge and a refined culture. Flan influence is strongest in rural areas, where ancient traditions and shamanistic practices endure.

**Oeridians:** Practical and industrious, they are the backbone of Keoland's noble class and military.

**Suel:** Known for their magical prowess and noble bearing, Suel-descended families often hold positions of power and influence.

**Flan:** The indigenous people of the Flanaess, the Flan in the Sheldomar Valley often serve as druids, healers, and sages.

### Demi-Humans

The Sheldomar Valley is known for its welcoming attitude toward demi-human races, particularly elves and dwarves, who have lived alongside humans for centuries.

**Elves:** The most prominent elven population resides in the Dreadwood and the forests of Ulek. They are known for their mastery of magic and archery.

**Dwarves:** Primarily found in the Ulek States and the Lortmil Mountains, dwarves are renowned for their craftsmanship and fortifications.

**Halflings:** Found in pastoral communities throughout the valley, halflings are valued for their agricultural skills and strong sense of community.

**Gnomes:** Often residing in the hills and forests, gnomes are known for their ingenuity and knowledge of alchemy and illusion magic.

### Humanoids

Humanoid creatures such as orcs, goblins, and gnolls pose a constant threat to the peace and stability of the Sheldomar Valley. Many of these creatures dwell in the Crystalmist and Lortmil Mountains, from which they launch raids into the surrounding lands.

## **Other Races, Beasts, and Monsters**

This section outlines the more exotic inhabitants of the Sheldomar Valley. Beyond the traditional races, adventurers may encounter various fey creatures in the ancient forests, monstrous beasts in the mountains, and otherworldly beings lurking in hidden places.

Beyond the civilized races, the Sheldomar Valley is home to a variety of other beings, from fey creatures in the forests to monstrous beasts in the mountains and swamps. Adventurers must be prepared to face anything from trolls and ogres to ancient dragons and undead horrors.

## **Countries of The Sheldomar Valley**

**Kingdom of Keoland:** The most powerful and influential kingdom in the Sheldomar Valley, known for its chivalric traditions and ancient history.

**Bissel:** A frontier state acting as a gateway to the Baklunish West.

**Gran March:** A militaristic state serving as a buffer between Keoland and its northern neighbors.

**Yeomanry:** A fiercely independent republic governed by freeholders.

**The Hold of the Sea Princes:** A coastal region known for its piracy and slave trade.

**Duchy of Ulek:** One of the three Ulek States, primarily inhabited by dwarves and humans.

**Principality of Ulek:** Another Ulek State, where elves hold significant influence.

**Country of Ulek:** The final Ulek State, with a mixed population of humans, halflings, and gnomes.

**Sterich:** A vassal of Keoland, frequently threatened by humanoid raids from the Crystalmist Mountains.

**Grand Duchy of Geoff:** A realm known for its strong martial traditions and frequent conflicts with giants.

# The Kingdom of Keoland

## *The Heart of Civilization in the Sheldomar Valley*



Keoland, the oldest and most enduring kingdom in the Flanaess. Founded over nine centuries ago, it stands as a beacon of stability, culture, and adventure in the Sheldomar Valley. Nestled between towering mountain ranges, dense forests, and fertile plains, Keoland is a land of ancient traditions, thriving cities, and untamed wilderness. For visitors, the kingdom offers both safety and mystery, where each road leads to a tale of heroism, magic, or intrigue.

At the kingdom's heart is Niole Dra, the regal capital and home of King Skotti. This city is the crown jewel of Keoland, where noble houses of Suel and Oeridian descent gather to debate matters of state and commerce. The Lion Throne, a symbol of Keoland's ancient lineage, rests in the grand halls of the Royal Palace. Wander through the High Market, where artisans, merchants, and adventurers trade rare goods from across the Flanaess.

To the west lies the Good Hills, home to gnomes and halflings renowned for their craftsmanship and hospitality. Travelers can visit peaceful villages and sample some of the finest brews in the land. Beyond the hills, adventurers may venture into the Dreadwood, a vast, ancient forest shrouded in mystery. The forest is home to fey creatures, hidden ruins, and dangerous beasts, but those who dare enter may uncover treasures from long-forgotten ages.

Keoland's coastal city of Gradsul is a bustling port that opens onto the Azure Sea, where fleets of merchant ships and war galleys set sail. The city's vibrant docks bustle with traders, sailors, and adventurers, making it an ideal destination to hear tales of distant lands or embark on sea voyages.

Despite its modern prosperity, Keoland is shaped by its imperial past. Centuries ago, its kings embarked on ambitious campaigns of conquest, extending Keoland's reach far beyond its borders. Though its imperial ambitions have since waned, echoes of its past glory remain in the castles, battlefields, and ruins scattered throughout the kingdom.

Keoland's people are proud and diverse, embracing a tradition of hospitality, valor, and trade. Whether you seek ancient lore, thrilling adventures, or fine crafts, Keoland welcomes you to explore its storied lands and become part of its ongoing legend.

While Keoland is a welcoming and civilized kingdom, travelers should remain vigilant, especially in remote regions and borderlands. The Dreadwood Forest harbors dark fey, ancient curses, and lingering evils from times long past. Even experienced adventurers tread carefully, as undead and feral beasts are known to stalk the deeper woods. In the Good Hills, goblin raiders and hill trolls occasionally threaten isolated hamlets. Along the Azure Sea coast, pirates and smugglers still ply their trade despite increased naval patrols. Moreover, tensions between local nobility and mercenary bands can lead to unexpected skirmishes in border towns. Visitors should avoid political entanglements, as rival factions occasionally clash, and foreign agents—notably from the Scarlet Brotherhood—lurk in the shadows. Always travel in groups, avoid wandering into unfamiliar ruins, and listen to local advice when venturing off the beaten path. Trustworthy guides can be found in Gradsul and Niole Dra, and it's wise to hire one when exploring wild or perilous areas.

# Bissel

## *The Gateway to the West*



At the crossroads between the Sheldomar Valley and the Baklunish West, Bissel is a vibrant border march renowned for its hospitality, cultural diversity, and strategic importance. Known as The Lirtlemark, this independent buffer state serves as a vital link between the eastern Flanaess and distant western lands. For centuries, Bissel has stood as a beacon of resilience and diplomacy, welcoming merchants, travelers, and adventurers to experience its unique blend of cultures.

The capital city, Thornward, is a bustling trade hub where merchants from Keoland, Veluna, and Ket gather to exchange goods and stories. The city's Grand Market offers an array of exotic wares, from Baklunish silks to Sheldomar-crafted armor. Thornward's cosmopolitan atmosphere makes it a fascinating destination for adventurers seeking new opportunities and diplomatic intrigue. Key landmarks include the Margrave's Keep, where His Lofty Grace, Walgar, governs the march, and the Hall of Border Companies, home to Bissel's legendary military defenders.

Beyond the city, travelers will find a land of rugged beauty and fertile valleys. The Fals Gap, a crucial pass through the Barrier Peaks, has long been Bissel's most strategic asset, guarded vigilantly by the Border Companies. These disciplined soldiers, trained in mountain warfare, patrol the nation's borders, ensuring the safety of trade routes and settlements.

Nature lovers will appreciate the Bramblewood Forest, a dense woodland teeming with wildlife and hidden paths. In contrast, the Dim Forest offers a more mysterious experience, with ancient trees and whispered tales of fey creatures. The Realstream and Fals Rivers wind through the countryside, providing essential water routes for trade and travel.

Bissel's people are known for their pragmatism, adaptability, and warm hospitality. Influenced by Oeridian, Baklunish, and Flan traditions, Bisselites value independence and vigilance, yet they are also welcoming to outsiders—provided they come in peace. Festivals such as Shieldmeet showcase the nation's martial traditions with jousts, archery contests, and mock battles, while the Day of the Open Gate celebrates Bissel's role in facilitating trade and diplomacy.

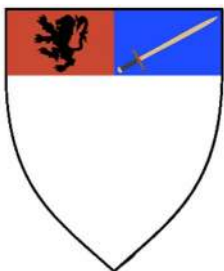
For adventurers, Bissel offers a perfect blend of opportunity and intrigue. From covert missions to guard the borders to mediation in political disputes, visitors will find no shortage of adventure in this dynamic march.

While Bissel is welcoming and peaceful within its towns and trade routes, travelers should remain cautious when venturing into borderlands and wild regions. The Fals Gap is a critical mountain pass, and though it is heavily guarded by the Border Companies, Ketite spies and raiders occasionally test Bissel's defenses. The Bramblewood Forest can be treacherous, with wild beasts, goblin warbands, and hidden enclaves of fey known to ambush the unwary. Travelers heading toward the Dim Forest should heed local warnings, as ancient curses and malevolent creatures are said to linger beneath its towering trees. Bissel's cosmopolitan cities like Thornward are generally safe, but visitors should remain alert to political intrigue and foreign agents. The Merchant Guild of Thornward is powerful and

protective of its interests, so negotiations and bargains should be approached with caution. Above all, listen to the advice of locals and consider hiring a guide before exploring the more remote regions.

## Gran March

### *The Shield of the Sheldomar Valley*



Gran March, a land of military discipline, noble tradition, and rugged beauty. Known as “The Shield of Keoland,” the Gran March stands as a formidable guardian of the western Sheldomar Valley, protecting the region from northern threats. Its people are proud, resilient, and deeply committed to duty and honor, making this realm a fascinating destination for travelers and adventurers alike.

The capital city of Hookhill is a bustling center of military training and administration. Here stands the Commandant’s Citadel, where the nation’s leader, His Most Resolute Magnitude Petros, oversees both civil and military affairs. Hookhill is also home to the prestigious military academy, which trains elite soldiers and officers from across the Flanaess. Visitors can experience the city’s disciplined atmosphere, browse its markets filled with crafted goods, or witness military parades and ceremonies that reflect the nation’s martial traditions.

Beyond Hookhill, the Gran March boasts a diverse and rich landscape of rolling hills, fertile plains, and ancient forests. The Lorridges and Lortmil Mountains form natural defenses along the borders, while the Dim Forest and Rushmoors add an element of mystery to the eastern and southern regions. Visitors can explore the bustling town of Hochoch, a gateway to the western frontier and a meeting point for traders and adventurers. Meanwhile, Fort Endurance and Marston Keep stand as symbols of the Gran March’s readiness to defend its borders.

Life in the Gran March revolves around military service and community duty. Festivals often celebrate victories and military achievements, with jousts, mock battles, and archery contests providing entertainment for locals and visitors alike. The people of the Gran March value loyalty, honor, and tradition, welcoming those who show respect for their customs.

Whether you're seeking adventure in the Dim Forest, political intrigue in Hookhill, or simply a taste of martial culture, the Gran March offers a unique blend of military strength and noble heritage that leaves a lasting impression on all who visit.

Though the Gran March is well-guarded and orderly, travelers should exercise caution, particularly in border regions and remote areas. The Dim Forest harbors mysterious creatures, ancient ruins, and hidden dangers, while the Rushmoors are known for treacherous terrain and lurking humanoid tribes. Strict military law governs daily life, and visitors unfamiliar with the local customs may find themselves facing fines or detainment for seemingly minor infractions. Public disputes, including duels to settle grievances, are not uncommon, especially among the nobility. Additionally, Ketite spies and foreign agents are rumored to operate covertly in the region, seeking to sow discord or gather intelligence. Travelers are advised to carry proper identification, heed the advice of locals, and avoid wandering into restricted military zones. For those venturing into wilderness areas, it is wise to travel with experienced guides and be prepared for sudden encounters with both wildlife and hostile forces.

# Grand Duchy of Geoff

## *The Land of the Griffin*



At the edge of civilization, the Grand Duchy of Geoff is a land of rugged beauty, ancient forests, and towering mountains. Known as “The Land of the Griffin”, Geoff is a place of legend and resilience, where nature and tradition intertwine to create a unique and vibrant culture. Visitors will find proud, independent people who cherish their freedom, uphold ancient customs, and take pride in their land’s history and natural wonders.

The capital city, Gorna, serves as the political and cultural heart of the duchy. Situated near the Crystalmist Mountains, this fortified city has withstood countless attacks from giants and humanoid raiders. In Gorna, travelers can explore the Grand Duke’s Castle, visit the bustling market square, or attend seasonal festivals filled with music, storytelling, and traditional crafts. Elvish bowyers, dwarven smiths, and Flan druids all contribute to the city’s rich cultural tapestry, making Gorna a must-see destination for those seeking authentic experiences.

Beyond Gorna, Geoff’s landscape is wild and diverse. The Oytwood and Dim Forest are home to elvish communities and mysterious ruins, while the Stark Mounds are rich with dwarven mines producing iron, silver, and gemstones. The Hornwood Rangers, a renowned group of scouts and archers, patrol the duchy’s borders, ensuring the safety of its people from giant incursions and hidden threats. Villages like Hocholve, Prelston, and Orlane each offer their own unique charm, from elvish craftsmanship to thriving trade markets.

Geoff’s people are deeply connected to nature and tradition. The duchy is home to Flan druids who preserve ancient rites and revere the land’s natural balance, while knights and rangers uphold the martial traditions that have kept Geoff safe for generations. The Day of the Griffin, a national holiday, celebrates victories over the giants, reinforcing the duchy’s spirit of resilience and unity.

Whether seeking adventure in the wilderness, ancient lore, or local hospitality, travelers will find Geoff to be a land of hope and courage, where the past and present intertwine, and legends are made.

While the Grand Duchy of Geoff is welcoming to travelers, it remains a wild and unpredictable land, especially in border regions and remote settlements. The Crystalmist Mountains are home to giants, trolls, and ogres, who periodically raid isolated villages and trade routes. Travelers should avoid venturing into these mountains without experienced guides. The Dim Forest and Hornwood harbor mysterious creatures, bandits, and hidden dangers, with some areas rumored to be haunted by ancient spirits. Though the duchy’s rangers and knights work tirelessly to keep these threats at bay, even they cannot patrol every stretch of wilderness. In more rural areas, travelers may encounter superstitious locals who can be wary of outsiders, especially those who disrespect druidic traditions or ancient customs. Travelers are advised to stay on well-known paths, avoid traveling at night, and heed local warnings. For those looking to explore the forests or mountains, it is wise to hire a ranger or scout to ensure safe passage through the duchy’s untamed wilderness.

# Sterich

## *The Red Lion's Guard*



At the western edge of the Sheldomar Valley, Sterich is a land of rugged beauty, rich resources, and resilient people. Known as “The Red Lion’s Guard,” this earldom stands as a proud and independent frontier realm, guarding the Sheldomar Valley from the dangers lurking in the Crystalmist Mountains. For travelers, Sterich offers breathtaking landscapes, vibrant culture, and opportunities for adventure in both its fortified towns and wild borderlands.

The capital city, Istivin, serves as the heart of Sterich, a bustling center of trade, culture, and defense. Surrounded by thick walls and fortifications, Istivin has weathered numerous assaults from giants and humanoids over the centuries. Visitors can explore the market square, where dwarves from Dwarfhaven and human artisans sell finely crafted goods, or gaze upon the mysterious Black Tower, rumored to be connected to ancient Flan sorcery. The city’s seasonal festivals bring locals and travelers together in communal celebrations of resilience and unity.

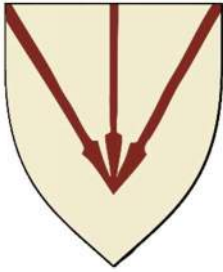
Beyond Istivin, Sterich is a land of natural wonders and hidden dangers. The Crystalmist Mountains and Jotens rise dramatically in the west and south, offering both valuable mineral resources and constant threats from raiding giants and trolls. The Javan and Davish Rivers serve as vital trade routes, linking Sterich to neighboring Keoland, Gran March, and Geoff. In the Stark Mounds, dwarves and halflings maintain thriving mining communities, contributing iron, silver, and gems to Sterich’s economy.

The people of Sterich are strong, practical, and deeply connected to their land. Shaped by centuries of hardship and defense, they value hospitality, craftsmanship, and martial skill. The duchy’s feudal nobility governs alongside druids and rangers, who work to preserve the natural balance and protect the borders from incursions. Whether exploring fertile plains, towering peaks, or fortified villages, visitors to Sterich will discover a land rich in tradition and resilience, where adventure and opportunity await those willing to brave the wild frontier.

While Sterich’s fortified towns and well-traveled roads offer safety, travelers must be cautious when venturing into border regions or remote areas. The Crystalmist Mountains and Jotens harbor giants, trolls, and humanoid warbands, who frequently raid isolated settlements and trade routes. Forest paths and mountain passes may also conceal bandits or wild creatures, posing a threat to the unprepared. Even within rural communities, superstitions about ancient curses and haunted ruins persist, and locals may be wary of outsiders, especially those who disrespect local traditions. The Black Tower in Istivin, while a point of curiosity, is best admired from afar, as mystical rumors suggest lingering dangers tied to ancient Flan magic. Travelers are advised to stick to well-known routes, hire local guides when exploring the wilderness, and heed the warnings of rangers and locals. Those seeking adventure in the mountains or wildlands should be well-equipped and prepared for unexpected encounters with giant raiders or natural hazards.

# The Yeomanry

## *The Freeholder's Republic*



Nestled in a fertile valley surrounded by towering mountains, the Yeomanry is a rare bastion of democracy and freedom in the Flanaess. Known as “The Freeholder’s Republic,” this self-governing nation is home to resilient farmers, craftsmen, and militia-trained citizens who value independence and self-reliance above all. For travelers, the Yeomanry offers breathtaking landscapes, rich traditions, and vibrant communities steeped in history and civic pride.

At the heart of the nation lies Loftwick, the capital city and center of governance. Here, the Freeholder’s Assembly gathers in the Great Hall, where representatives elected by landowning citizens debate laws and policies. The city is a bustling hub of trade and craftsmanship, with markets offering agricultural produce, textiles, and dwarven-forged weapons. Loftwick’s Temple of Pelor and Citadel Loftwick stand as symbols of faith and defense, reflecting the nation’s commitment to freedom and vigilance.

Beyond Loftwick, the Yeomanry is dotted with fortified towns and village communities. Longspear, the second-largest city, is known for its mercenary companies and renowned weaponsmiths. Westburn guards the nation’s southern borders near the Hellfurnace Mountains, serving as a first line of defense against raids from giants and humanoids. The Little Hills region is home to dwarven enclaves, providing precious metals and crafted goods essential to the Yeomanry’s economy and military.

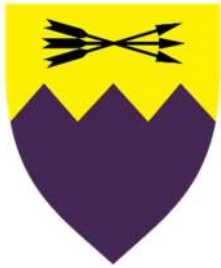
The Yeomanry’s rugged terrain shapes both its economy and culture. The Crystalmist Mountains and Jotens provide natural barriers but also pose threats from raiding giants and monsters. The Javan River offers vital trade routes and fertile floodplains for agriculture. The people of the Yeomanry are practical and hardworking, celebrating their freedom and community bonds through seasonal festivals like Freedom Day, marking the nation’s founding.

Visitors to the Yeomanry will find a welcoming land of simple pleasures, resilient spirit, and a rich democratic tradition. From fertile farmlands to fortified towns, the Yeomanry stands as a beacon of hope and freedom in a world of monarchies and feudal states.

While the Yeomanry is welcoming and peaceful, travelers should remain cautious when venturing near the borderlands and wilderness areas. The Crystalmist Mountains and Hellfurnaces are home to giants, trolls, and humanoid raiders who occasionally descend upon nearby villages and trade routes. The Hool Marshes to the south are treacherous swamps inhabited by lizardfolk tribes, smugglers, and outlaws, making them dangerous for the unwary. Wildlife, including predatory beasts, also poses a threat in more remote regions. Additionally, the Yeomanry’s militia culture means that locals take law and order seriously, and travelers should respect local customs and avoid conflicts with citizens or officials. It’s advisable to hire guides when traveling through mountain passes or dense forests and to stay on established routes to avoid unexpected dangers lurking in the wild frontier.

# The Duchy of Ulek

## *The Mountain Realm*



Between the Lortmil Mountains and the Sheldomar River, the Duchy of Ulek is a prosperous and harmonious land, known for its peaceful governance, thriving trade, and cultural diversity. Ruled by His Noble Radiance, Duke Grenowin, a high elf noble, the Duchy is a beacon of stability and prosperity in the Flanaess, where elves, humans, gnomes, and half-elves coexist in mutual respect and cooperation.

The capital city of Tringlee is the cultural and political heart of the Duchy. With its graceful elven architecture, bustling market squares, and stone fortifications, Tringlee offers visitors a vibrant blend of art, diplomacy, and commerce. The city is renowned for its elven craftsmanship and magical goods, attracting traders and artisans from across the Flanaess. Notable landmarks include the Duke's Palace, a symbol of governance and peace, and the Temple of Corellon Larethian, reflecting the Duchy's deep spiritual roots.

Beyond Tringlee, the Duchy's settlements offer a variety of experiences. Waybury, a frontier town, is known for its skilled archers and light cavalry garrison. Adurllell, located near the Lortmil Mountains, is home to the elite Trappers, famed for their mountain warfare tactics during the Hateful Wars. Deepmere, a river settlement, thrives on shipbuilding and trade, while Corthann is celebrated for its gnomish engineering and stonework.

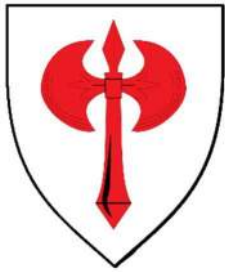
The Duchy's natural beauty is unmatched, with dense forests, fertile valleys, and winding rivers shaping the landscape. The Lortmil Mountains provide rich mineral resources, while the Axewood and Silverwood forests are sacred groves, carefully protected by druids and rangers. These lands, combined with the Kewl and Sheldomar Rivers, form essential trade routes, contributing to the Duchy's strong economy.

Visitors will find a welcoming society that values art, diplomacy, and nature. The Duchy's focus on education, craftsmanship, and community service ensures that life here is both peaceful and enriching. For those seeking beauty, culture, and adventure, the Duchy of Ulek offers a unique blend of tradition and modernity, making it a must-see destination in the western Flanaess.

While the Duchy of Ulek is welcoming and peaceful, travelers should remain vigilant when exploring its mountainous borders and forested regions. The Lortmil Mountains, while rich in natural resources, are also home to hidden dangers such as humanoid raiders and bandits seeking to disrupt trade routes. Mountain passes can be treacherous, especially in bad weather, and are best traveled with a local guide. The Axewood and Silverwood forests, though beautiful, are sacred groves protected by druids who do not tolerate poaching or trespassing lightly. Travelers should respect the land and its guardians, as locals hold deep spiritual ties to nature. Additionally, raiders from the Pomarj occasionally threaten southern trade routes, making it wise to stay on established paths and avoid traveling alone. While the Duchy's militia and the Trappers patrol the borders diligently, caution and preparedness are essential for those venturing into more remote areas.

# Principality of Ulek

## *The Red Axe Realm*



The Principality of Ulek is a dwarven-led stronghold nestled between the Sheldomar River and the Azure Sea, known for its fortified cities, wealth of resources, and dwarven craftsmanship. Ruled by His Serene Highness, Prince Olinstaad Corond, this realm is one of the most prosperous and secure demihuman nations in the Flanaess, standing as a bastion of strength, stability, and trade.

The capital city of Gryrax is a coastal fortress and major trade hub, where dwarven-crafted weapons, armor, and precious gems flow through bustling markets and docks. Prince Corond's palace, the Royal Hall of the Red Axe, stands as a symbol of dwarven resilience, carved from stone and adorned with ancient runes. The city is also home to the Temple of Moradin and the Hall of Forges, where the realm's finest artisans produce legendary dwarven goods. Gryrax's naval fleet, built in the city's shipyards, patrols the Azure Sea, safeguarding the realm from pirates and raiders from the Pomarj.

Beyond Gryrax, the Principality's settlements are centers of trade and craftsmanship. Havenhill is a fortified mining town known for its silver mines and gemcutters. Ironstead specializes in weapon and armor production, while Stormpost, a coastal village, produces dwarven longships. Stonegate, a strategic border town, guards the Sheldomar River, ensuring the Principality's borders remain secure.

The Principality's geography includes rolling foothills, fertile coastal plains, and natural harbors. The Lortmil Mountains provide rich mineral resources, while the Jewel River and Sheldomar River serve as vital trade routes. The Suss Forest, though dangerous, acts as a natural barrier to the northeast.

The people of the Principality value hard work, loyalty, and craftsmanship, with a society centered around dwarven traditions and community service. Visitors will find a welcoming land that embodies strength and resilience, where ancient customs blend with modern trade to create a realm of prosperity and cultural richness. For adventurers and traders alike, the Principality of Ulek offers opportunity, safety, and legendary craftsmanship, making it a must-visit destination in the western Flanaess.

While the Principality of Ulek is well-fortified and secure, travelers should be cautious in border regions and coastal areas. The Jewel River and Sheldomar River are vital trade routes but are occasionally targeted by bandits or smugglers. The Suss Forest on the northeastern border is a dark and dangerous woodland, rumored to harbor humanoids, bandits, and wild creatures. Travelers venturing near the Pomarj border should remain vigilant, as raiders and humanoid warbands from the Orcish Empire of the Pomarj are a constant threat to coastal villages and river towns. Additionally, pirates operating in the Azure Sea pose a risk to those traveling by ship. Visitors are advised to stay on well-patrolled routes, travel in groups, and seek local guides when exploring more remote areas. The Gryrax navy and dwarven militias work tirelessly to keep the realm safe, but travelers should exercise caution and respect local laws and customs to ensure a safe journey through this mighty dwarven principality.

# The County of Ulek

## *The Land of the Silver Unicorn*



The County of Ulek is a prosperous, diverse realm nestled between the Old River and the Kewl River, bordered by the Lortmil Mountains and the Suss Forest. Known as “The Silver Unicorn,” this peaceful land is home to humans, gnomes, and halflings, all of whom contribute to its economic strength and harmonious society. The County is ruled by His Noble Mercy, Count Lewenn, a wise and compassionate leader who values diplomacy, stability, and community service.

The capital city of Jurnre serves as the political and cultural heart of the County. Situated along the Kewl River, Jurnre is renowned for its fine craftsmanship, particularly in metalwork, jewelry, and textiles, thanks to the gnomish artisans and halfling farmers who call it home. The Great Hall of the Count Palatine, a fortified court and residence, stands at the center of Jurnre, symbolizing the County’s pride and autonomy. The city’s bustling markets offer a wide array of gems, precious metals, and handcrafted goods, making it a key stop for merchants from Keoland, Celene, and beyond.

The County’s settlements reflect its diverse economy and culture. Woodwych, a fortified town along the Old River, serves as both a defensive outpost and a lumber trading hub. Waybury, near the Lortmil Mountains, is famous for its copper, silver, and gem mines, largely managed by gnomish families. Deepdale, a halfling farming community, is known for its fertile lands and agricultural exports, while Longbridge thrives on shipbuilding and fishing industries.

While the County of Ulek is peaceful and welcoming, travelers should remain vigilant near its borders and wilderness areas. The Kewl River, a vital trade route, occasionally attracts river pirates and bandits, especially near the Pomarj border. The Suss Forest, located to the south, is known for its dense undergrowth and dangerous creatures, as well as bandit hideouts that pose risks to unwary travelers. Though the Lortmil Mountains provide rich resources, the foothills can be treacherous, with the possibility of encountering wild animals or humanoid raiders. Travelers should stay on well-traveled roads, avoid venturing into the forest alone, and seek local guides when navigating mountain passes or river routes. The local militias and gnomish patrols work diligently to ensure safety, but it is always wise to heed local warnings and exercise caution in remote areas.

# The Hold of the Sea Princes

## *Masters of the Azure Sea*



The Hold of the Sea Princes is a prosperous and adventurous coastal realm, known for its maritime prowess, vibrant trade, and colorful history of piracy. Nestled along the shores of the Azure Sea, this land of merchant-princes, corsairs, and plantation lords offers visitors a blend of opportunity and danger, where fortunes are made, and legends are born.

Founded by noble captains who sought independence from Keoland, the Hold has grown into a powerful confederation, ruled by a council of Sea Princes. Monmurg, the capital city, is a bustling port and the center of trade and diplomacy. Its markets overflow with exotic goods, from darkwood to spices, brought from distant lands. Visitors can explore Kreed's Market for rare wares or visit the Golden Crown Tavern, where nobles, merchants, and adventurers gather to share tales and strike deals. The Prince's Palace, home to Prince Jeon II of Monmurg, stands as a symbol of wealth and naval power.

The Hold's islands, including Jetsom Island, Fairwind Isle, and Flotsam Island, serve as naval outposts and pirate havens. Toli, a major naval base, is famous for its shipyards and corsair fleet, while Westkeep guards Jeklea Bay and the Hool Marshes against Keolandish incursions. Inland towns like Spilth and Port Torvin support the Hold's plantation economy, producing sugarcane, rare herbs, and rum.

The diverse geography of the Hold includes coastal plains, volcanic mountains, and hidden coves. Jeklea Bay offers fertile fishing waters, while the Hool Marshes and Kamph Mountains provide natural defenses. The Hellfurnaces, an active volcanic range, shield the Hold from the Sea of Dust to the west.

Culturally, the Hold is a dynamic mix of Suel, Oeridian, and Olman influences, reflected in its festivals, piratical traditions, and reverence for the sea gods. Freedom, fortune, and seafaring adventure are core to the Hold's identity, making it a magnet for adventurers, traders, and fortune-seekers. Whether one seeks riches, thrills, or freedom, the Hold of the Sea Princes offers a world of possibilities for the bold and daring.

While the Hold of the Sea Princes offers exotic markets and opportunities for adventure, travelers should remain vigilant against hidden dangers. The Azure Sea is rife with pirates, some operating under privateer licenses, while others strike with no allegiance. Smuggling rings and black-market dealings thrive in hidden coves and secluded ports, and those who stumble upon illicit activities may find themselves in peril. The Hool Marshes and Suss Forest are treacherous wilderness areas, filled with bandits, dangerous wildlife, and quicksand traps. Political intrigue runs deep in the capital city of Monmurg, where noble houses and merchant-princes maneuver for power through deception and betrayal. Travelers are advised to stay alert, keep valuables secure, and avoid getting entangled in the internal rivalries of the Sea Princes' Council. Those who navigate the Hold's waters and social currents carefully will find rich rewards, but fortune here favors the cunning and cautious.

## Countries and Areas Bordering the Region

**Veluna:** A theocratic realm known for its devotion to Rao, the god of peace, reason, and serenity. Veluna borders the northern part of the Sheldomar Valley and maintains friendly relations with its neighbors.

**The Suss Forest:** A dark and dangerous woodland located to the southeast of the Sheldomar Valley. The forest is home to numerous hostile humanoid tribes, and its deep recesses are rumored to contain ancient and malevolent secrets.

**The Pomarj:** Located southeast of the Sheldomar Valley, the Pomarj is a rugged and lawless peninsula under the control of humanoid warlords. Once a prosperous human colony, it fell into chaos and was overrun by orcs, goblins, and other humanoid tribes. The Pomarj is notorious for its raids into the Ulek States and surrounding areas, with the city of Highport serving as a hub for piracy and slave trading. The region is a haven for bandits, slavers, and monsters, making it one of the most dangerous areas bordering the Sheldomar Valley.

**Ket:** A frontier nation situated to the north of Bissel, Ket serves as a crucial gateway between the Sheldomar Valley and the Baklunish West. Known for its diverse population and strong mercantile tradition, Ket plays a significant role in regional trade and diplomacy. The nation's rulers often balance delicate relations between eastern Oeridian states and western Baklunish powers.

## Geography and Environment

The Sheldomar Valley is one of the most fertile and geographically diverse regions in the Flanaess. It is bordered by the Crystalmist Mountains to the west, the Azure Sea to the south, and the Lortmil Mountains to the north. The valley's landscape is shaped by sprawling rivers, ancient forests, and rolling hills, making it ideal for agriculture, trade, and settlement. The temperate climate, with warm summers and mild winters, ensures that the region remains productive year-round. Natural resources such as timber, gemstones, and fertile farmland are abundant, supporting a prosperous and diverse population.

**The Axewood** - is a dense forest known for its towering hardwood trees, prized for their durability. It lies near the border with the Duchy of Ulek and is both a valuable resource and a dangerous wilderness.

**The Dreadwood** - is a dark, ancient forest along the southern border of Keoland. It is known for its dangerous creatures and mysterious legends, with only the forest's fringes considered safe for logging and travel.

**The Javan River** - is the longest river in the Flanaess, flowing from the Crystalmist Mountains through the heart of the Sheldomar Valley. It serves as a vital trade route, connecting settlements across the region.

**The Sheldomar River** - runs from the Lortmil Mountains to the Azure Sea, passing near Niole Dra. It is a crucial artery for trade and travel, with barges transporting goods to the port city of Gradsul.

**The Azure Sea** - forms the southern coastline of Keoland, providing access to maritime trade routes. Its calm waters support a thriving fishing industry and connect Keoland to distant lands.

## Religion

### Popular Deities Worshiped

The people of the Sheldomar Valley worship a variety of deities, primarily drawn from the Oeridian, Suel, and Flan pantheons.

**Pelor:** God of the sun, healing, and agriculture.

**Heironeous:** God of chivalry, justice, and valor.

**Ehlonna:** Goddess of forests and nature.

**Obad-Hai:** God of nature and balance.

**Wee Jas:** Goddess of magic and death.

### Clergy and Churches

Each major deity has an established church or order within the Sheldomar Valley. Temples range from grand cathedrals in cities to simple shrines in rural villages. Clergy often hold significant influence, offering guidance, healing, and protection to the populace.

## Life in the Sheldomar Valley

### Weather and Climate

The Sheldomar Valley enjoys a temperate climate, with warm summers and mild winters. The region's fertile soil and regular rainfall make it ideal for farming.

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### Flora and Fauna

The Sheldomar Valley is home to a diverse range of plant and animal life, reflecting the region's varied geography and climate. In the fertile lowlands, crops such as wheat, barley, and corn grow abundantly alongside wild herbs and medicinal plants. Forests such as the Axewood and Dreadwood are rich with towering oaks, elms, and yews, while the more remote forests harbor ancient trees said to have magical properties.

The wildlife of the Sheldomar Valley is equally diverse. Common animals include deer, boar, rabbits, and wolves. In more remote and untamed areas, more dangerous creatures can be found, such as bears, giant spiders, and displacer beasts. The Dreadwood, in particular, is notorious for its perilous inhabitants, including owlbears, worgs, and even the occasional dragon sighting.

The wetlands and rivers of the valley host aquatic life such as fish, frogs, and waterfowl. In the highlands and mountainous areas, mountain goats, giant eagles, and griffons are known to dwell. The Crystallmist and Lortmil Mountains are said to be home to even more exotic creatures, such as rocs and hippogriffs.

In addition to natural wildlife, the Sheldomar Valley is known for its encounters with magical and mythical beings. Dryads, treants, and other fey creatures are rumored to dwell in the ancient forests. Adventurers have reported sightings of basilisks, hydras, and even wyverns in the more remote regions. The valley's proximity to the Crystalmist Mountains makes it a natural corridor for creatures from those dangerous peaks to wander into the lowlands.

The varied flora and fauna of the Sheldomar Valley provide both bounty and peril, ensuring that adventurers and settlers alike must always be prepared for the unexpected.

## Languages

Languages spoken in the Sheldomar Valley include:

**Common:** The most widely spoken language.

**Keolandish:** A dialect spoken primarily in Keoland and surrounding areas.

**Elvish:** Spoken by the elven communities in the Ulek States and forests.

**Dwarvish:** Spoken by the dwarves of the Ulek States and Lortmil Mountains.

## Resources and Trade

The Sheldomar Valley is blessed with abundant natural resources, which make it a prosperous and self-sustaining region. Agriculture thrives in the valley's fertile lands, producing staple crops such as wheat, barley, and oats, as well as fruits and vegetables. The region is also known for its extensive livestock farming, particularly cattle, sheep, and horses, which are prized throughout the Flanaess. Mining is a significant industry, especially in the Lortmil Mountains and the hills of the Ulek States. Precious metals like gold, silver, and iron are extracted, along with valuable gemstones. The region's forests, particularly the Dreadwood and the Axewood, provide high-quality lumber for building and crafting.

Crafted goods such as textiles, leatherwork, and fine jewelry are also major exports. Keoland's artisans are renowned for their skill, and goods from the Sheldomar Valley are sought after in distant markets.

Trade plays a vital role in the region's economy, with merchants traveling along well-established routes to buy and sell goods. The cities of Niole Dra, Flen, and Highport serve as key trade hubs, connecting the valley to neighboring regions and beyond. The Ulek States, with their mix of human, dwarven, and elven craftspeople, produce some of the finest weapons, armor, and enchanted items in the Flanaess. The Sea Princes facilitate maritime trade, though their reputation for piracy complicates relationships with other powers.