

Arquien

Arguen



SRMEANEV 2007

Arquen (Clanholds of)

Location: 600 miles north of the Kolmede Imperium

Area: Approx. 32,700 square miles (including that eastern most part of the Erydall Forest which is home to the only Elven clan in the region).

Population: 6,777 (5,390 Humans, 400 Elves, 470 Dwarves, Halflings, Hill-Giants)

Languages: Kolmede (Arquen Dialect), Elf, Dwarf, Hin, Giant (Hill Giant Dialect)

Coinage: None, Barter, Some Kolmede coin is kept as jewellery

Government Type: Each Clan-hold is governed by a Warlord or Clan-Master.

Industries: Farming, Mining, Herding, Fishing, Hunting

Important Figures: Warlords of the assorted Clans, The Druids

Flora and Fauna: Wyverns and Hill-Giants can be found in the Telinatt Mountains, A Treant can be found in the Forests of Erydall, The Grasslands (a mix of wild wheat, barley, and Rye and wildflowers) are grazed by herds of horses, sheep, and red deer, the lake and rivers are deep water and have Salmon.

The Land

The region of Arquen is located so far north of the Kolmede Supremacy; it perhaps had little value to anyone other than those living there. The climate is harsh and the winters are on occasion terrible with droughts in the summer. Yet the Kolmede (who in four hundred and seventy years have gone from a village of fishermen to an empire devoted to stamping out the heretical use of magic and the elimination of non-human peoples) have turned their eye to this province some six hundred miles north of their northern-most border. There is silver and iron to be found in the Telinatt Mountains. Norbricca Pass is some six miles wide.

The People

The Human population is mostly of Kolmede-Arquen stock (although a few families have elf somewhere in there). The Elves belong to the Erydall clan and have over three thousand-four hundred and seventy years of history. The Dwarves are of the AnvilBorn, a clan who first emerged on the world anvil to learn the Smithing arts from The Hephaeston, Diemlak. The Halflings are yet to receive the crucible of flame and live loosely in the forests, hiding from the dangers of the world. The Hill-Giants, Poor descendants of Hephaeston broke with the Dwarves many centuries ago and live in this part of the world constantly at odds with the nearby Dwarves.

The Clanless

Mainly Druids and Halflings who either are not of a single clan, or have yet to establish a clan, it on occasion has meant outcasts of the Human clans who shelter at Bara helping the Druids.

The Druids

The Druids traditionally located at Bara (considered a neutral meeting site by the other human clans). Once the only hope for an alliance of the clans, the Druids are now waning in power and influence. Having squandered their only opportunity to bring the clans together (instead peddled a doctrine of neutrality and non-intervention) they can now only look on as the clan-holds of Arquen fall to the iron empire.

The Halflings

Living secretly in the woods, they have made themselves known to the Druids and Elves. Having no settlements their numbers are unknown and their homes secret. They are a primitive people who are yet to even come together as one people in any sort of community. As non-humans they will be subject to extermination if the Kolmede find them..

The Clanholds of Arquen

The Human Clans

Here the human Clans live and fight amongst themselves over grazing and farmlands. They are led by assorted self-styled Warlords who, despite their bluster and bronze weapons, will soon be faced with the prospect of being subjugated or destroyed by the Kolmede.

Cerrowa

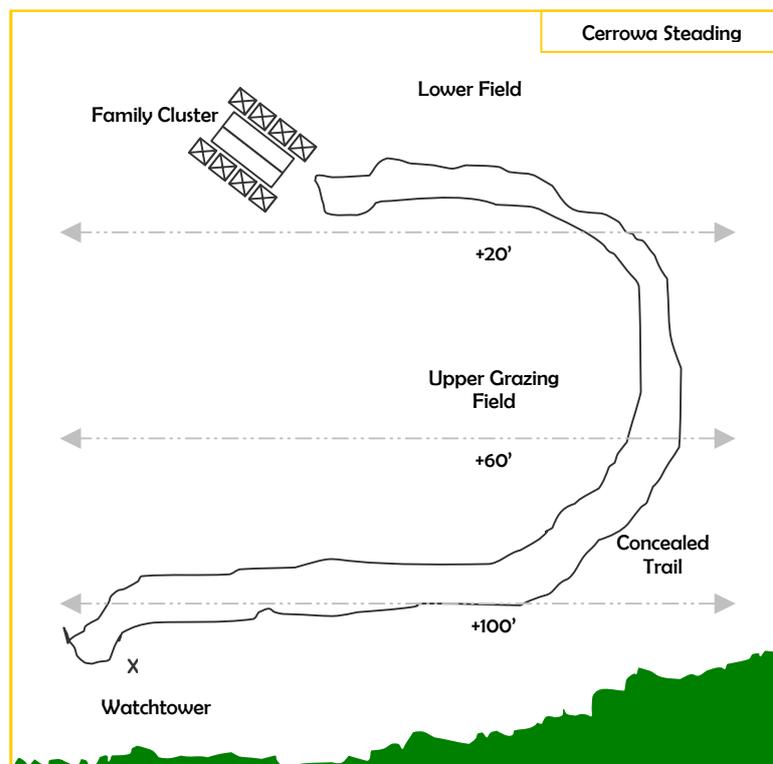
Population: 800 Humans

Warlord: Adger (F16, IN+1, CH+2, **what others think:** Imposing, Aloof, vengeful)

Economy: Farming

Blood Enemies: Twarkan

Warriors: 450 Warriors, 50% Archers, **BFR:** 77, **Troop-Class:** Average, **BR:** 109, **Move:** 12 miles/day



Kanstaz

Population: 670 Humans

Warlord: Hildric (F17, WI+2, **what others think:** Rough looking, morose, trusting)

Economy: Herders

Blood Enemies: Twarkan, Xygmis

Warriors: 320 Warriors, 100% Mounted, **BFR:** 59, **Troop-Class:** Fair, **BR:** 83, **Move:** 24 miles/day

Harrades

Population: 590 Humans

Warlord: Damon (F13, **What others think:** Shifty-eyed Barbarian, Antagonistic)

Economy: Hunting

Blood Enemies: Dergardar

Warriors: 240 Warriors, 100% Archers, **BFR:** 71, **Troop-Class:** Average, **BR:** 103, **Move:** 12 miles/day

Vernatz

Population: 520 Humans

Leader: Elmira (F15, IN+2, WI+2, **what others think:** foppish, pessimistic, and sensitive)

Economy: Herding

Blood Enemies: None

Warriors: 200 Warriors, 100% Mounted Archers, **BFR:** 88, **Troop-Class:** Good, **BR:** 142, **Move:** 24 miles/day

Dergardar

Population: 790 Humans

Leader: Aasts (F15, CH+2, **what others think:** Well-groomed, forgetful, and diplomatic)

Economy: Farming

Blood Enemies: Harrades

Warriors: 440 Warriors, 20% Archers, **BFR:** 72, **Troop-Class:** Average, **BR:** 96, **Move:** 12 miles/day

Distus

Population: 610 Humans

Warlord: Liana (F13, IN+1, WI+2, **what others think:** Miserable, irritable, forgiving)

Economy: Fishing

Blood Enemies: None

Warriors: 260 Warriors, 30% Archers, **BFR:** 51, **Troop-Class:** Below Average, **BR:** 75, **Move:** 12 miles/day

Twarkan

Population: 710 Humans

Warlord: Iduna (F17, IN+2, CH+3, **what others think:** dishevelled, thoughtful, egoist)

Economy: Farming

Blood Enemies: Cerrowa, Kanstaz

Warriors: 360 Warriors, 30% Archers, 50% Mounted, **BFR:** 94, **Troop-Class:** Good, **BR:** 154, **Move:** 12 miles/day

Xygmi

Population: 670 Humans

Warlord: Vidkun (F15, CH+1, **what others think:** overweight, jolly, and blustering)

Economy: Farming

Blood Enemies: Kanstaz

Warriors: 320 Warriors, 100% mounted, **BFR:** 64, **Troop-Class:** Fair, **BR:** 154, **Move:** 12 miles/day

The Elves of Erydall

Located several miles from the edge of the forest, Erydall is a large single dwelling - a Barrow-mound. Within is a multi-level fortress led by Clan-master Cerywnll. They have avoided conflict and remained safe in their forest. The Deer riders of Erydall are some of the most skilled mounted archers around. They allow their mounts to graze freely around Erydall.

Erydall

Population: 400 Elves

Clan-Master: Cerywnll (E10: IN+2, WI+1, CH+2, **what others think:** helpful, brave)

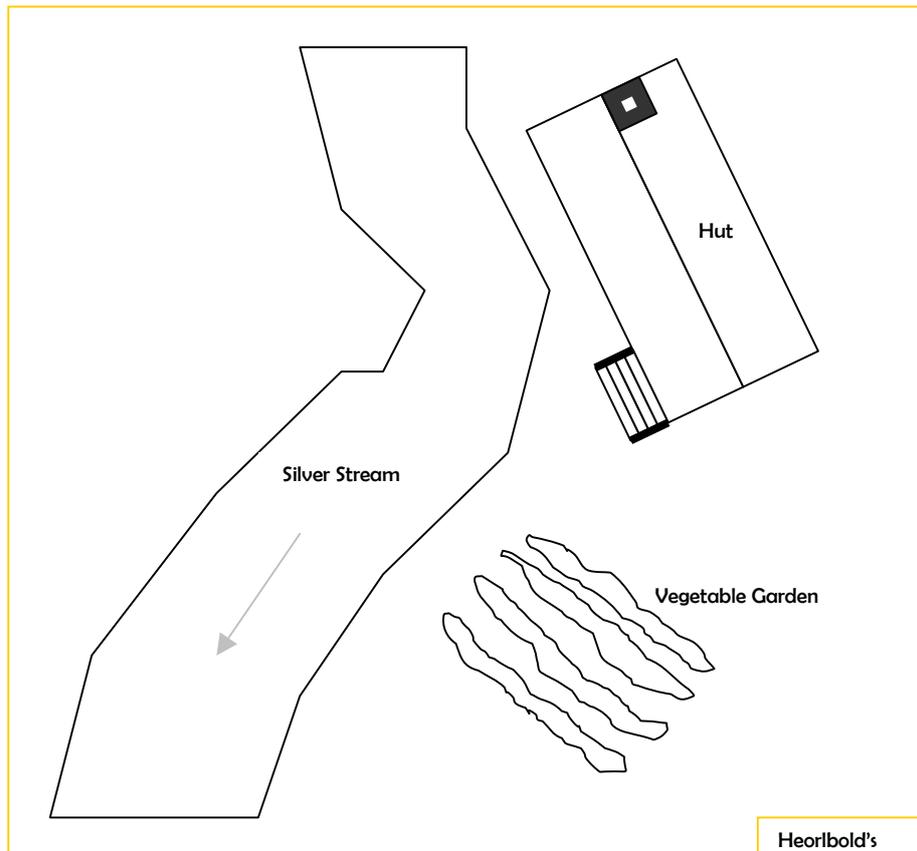
Economy: Foraging Agriculture

Blood Enemies: None

Warriors: 400 Warriors, 50% Mounted Archers, **BFR:** 103, **Troop-Class:** Excellent, **BR:** 191, **Move:** 12 miles/day

The Dwarven Clans

The Dwarven clans have had little reason to involve themselves with the humans to the north. Trade is intermittent and mainly associated with the importation of grain and charcoal for food, beer, as well as fuel for the Dwarven iron forges at Nopsfalt and Jalndrup. Considering these two communities control the six-mile wide Norbricca Pass, it is inevitable they will become embroiled in the coming conflict.



Heoribold's Mine

The mine is located nine miles south-east of Jalndrup stronghold. Heoribold and eight of his kinsmen are mining for Silver in a streambed. The deposit runs for a mile of the stream yet they have been unable to find the source in any of the surrounding rock-face. It has yet to occur to them that the Wyvern-infested caves overlooking the stream and trail out of the small valley are the source. The Wyverns have been burrowing over the centuries to extend their lair during nesting cycles.

Nopsfalt

A Dwarven Stronghold located in the mountains 17 miles south-east of the Vernatz. They are ruled by Clan-master Stoid Brightblade. The Stronghold has won many battles in its recent history against Giants. Established in 457 KY by Dwarves expelled from Kolmede.

Population: 150 Dwarves

Clan-Master: Stoid Brightblade (D12: IN+3, CH+1, **what others think:** moody, difficult)

Economy: Mining & Blacksmithing, Quarrying & Stonecutting

Blood Enemies: Hill Giants

Warriors: 150 Warriors, 50% Crossbowmen, **BFR:** 152, **Troop-Class:** Elite, **BR:** 200, **Move:** 6 miles/day

Jalndrup

This Dwarven Stronghold is located in the mountains 12 miles south-west of Nopsfalt. They are ruled by Clan-master Cradok. The Stronghold had few conflicts in its time. By 591 KY Jalndrup's Armoury has a stockpile of one thousand iron weapons of good quality. Established in 215 KY, Jalndrup is the older of the two strongholds. Nopsfalt was established two centuries later to push back the Hill-giant threat.

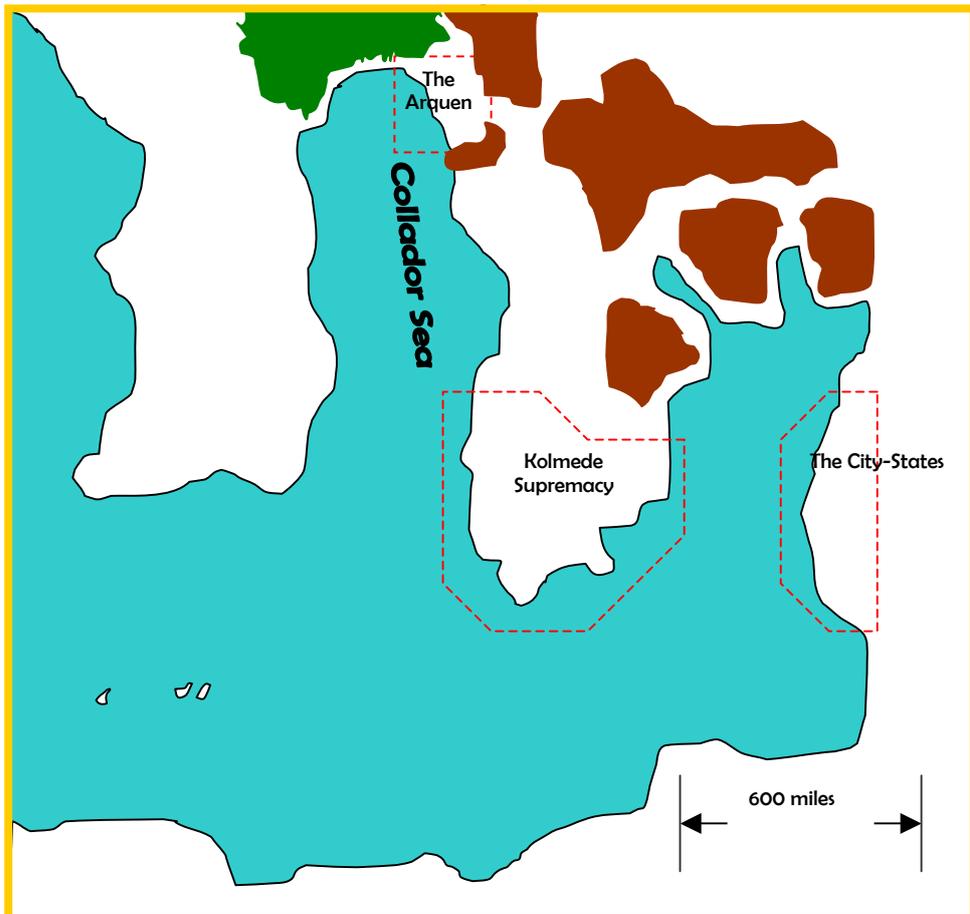
Population: 320 Dwarves

Clan-Master: Cradok (D12: IN+2, **what others think:** distrusts elves, honest, friendly)

Economy: Mining & Metalworking, Quarrying & Stonecutting

Blood Enemies: None

Warriors: 320 Warriors, 50% Crossbowmen, **BFR:** 95, **Troop-Class:** Good, **BR:** 125, **Move:** 6 miles/day



A History of Aelos

The Kolmede Calendar begins a century prior to the Second Age of Aelos.

-2179 KY: First Age - The Lords of Wood and Fire emerge from nowhere to annihilate the Garls, rescue the Human tribes from slavery, and Defend the Galgrove from destruction to ensure the elves get their Trees of Life.

-137 KY: The Fishing Village of Kolmedes is founded on the south-west coast of the continent by the Collador Sea as directed by the Oracle of their tribe.

1 KY: The Kolmede Calendar is established when an Astronomer living in Kolmede, having made astronomical records over many decades, declares the highest day of the Summer Solstice the First Day of Dry-well of the 1st Kolmede Year (Day of Tears, Drywell, 1 KY) establishing a 13 Month Year (28 Days

each). The Oracle of the Kolmede flees to the East after making two prophecies: The first “one father shall murder his brothers” and the Second “a man of little stature shall become tall sailing west”.

121 KY: Second Age – The Lords of Wood and Fire intervene to aid the Dwarves as they emerge from their caves on the Anvil of the World to learn iron working from the Hephaeston. At this time Kolmedes is a minor tribe of Fishermen guided by the Astronomer – Endal Blake.

221 KY: Oards begin influencing the Kolmede, providing them with the secret of iron Working and encouraging expansionist philosophies.

271 KY: After years of conflict with surrounding tribes, Sihar Blake declares himself Warlord. The Kolmede begin conquering neighbouring tribes. Wizards and Druids are pushed from the region and non-humans are put to the sword.

357 KY: Numerous tribes flee the Kolmede travelling to the north. They settle in the Arquen.

421 KY: Warlord Serigala Blake establishes the Kolmede Supremacy and ascends the Iron Throne as Serigala the First.

434 KY: Serigala the first begins trading with the Merchant City-states in the East He acquires their ship building technologies and begins establishing a small navy.

455 KY: Tuhan Blake ascends the Iron Throne after Serigala Blake is killed in the Throne room by a “Wizard”. Wizards move to establish the Bibliotheca on the Island of Talah.

591 KY: Third Age – Kolmede has become an Empire. This year Jalnar Blake – on instructions from his advisors – turns his eye northward some six hundred miles to the Arquen. The lords of Wood and Fire emerge to oppose the Kolmede expansion into the Arquen.

691 KY: The Bibliotheca (A repository of Magic established by the most powerful wizards of Aelos on the Island of Talah – located in the western Sea) is infiltrated by the Oard and its wizards are brain-washed. The lords of Wood and Fire emerge to do battle with the Oard.

The Kolmede Calender

Month	Days
Dry-well	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Dust-wall	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Plague-wash	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Lost-seed	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Gift-give	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Drink-blood	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
New-water	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Black-urn	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Broken-spear	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
New-seed	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Plague-wash	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Tall-wood	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Pot-bake	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Stolen-seed	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
Sea-dragon	00 Pre-Calendar Ceremony: Marks the day a storm nearly destroyed the village.

Observances

- 01 Rain of Tears - A tear from every child born this year is collected and drunk by the Village Oracle.
- 28 Ray of Hope - A clay pot is made by every family and thrown into the village well.
- 03 Dry-well – The Village Well is capped until growing season to build reserves.
- 18 Lost-seed - Crops are sewn this day and watered by well water until the rains come.
- 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 Black-urn – Grain Crops are Harvested
- 00 Sea-dragon - Each family throws a doll into the Sea this day.

Recommended Reading: CM6 Where Chaos Reigns