

Locations in Fengate

A. Thane's Drift Hold

The city of Thane's Drift Hold is located in the Iron Crown Mountains on the western side of Fengate. It is the home of the Iron Crown dwarves and the capital of the dwarven kingdom and also the ducal seat. It is reachable by taking Gryphon's pass from the plains below up to the main gate to the city. Thane's Drift is considered extremely fortified and almost the dwarves boast that it cannot be seized by outside forces. The city itself is broken into three defined areas. The first part of the city as you enter the gates is the common area where all citizens are allowed to enter. It contains homes, shops, marketplaces, and everything you would expect to find in a large city of its stature. The second section is limited to dignitaries of Evendarr and Fengate and is where the majority of ducal business takes place. The third section is the entrance into the under mountain which is the home of the dwarves. It is rare that anyone other than a dwarf is permitted to enter this area. The city is mainly constructed in stone and metalwork completely in the dwarven style. The city is completely land locked by mountains. It is rumored to have magical defenses.

B. City of Hope's Crossing (formerly The Drunken Commons)

This city was originally the village of the Drunken Commons. It was rebuilt and renamed in 605 under the watch of Count Pyre. The structures are mainly wood with some stone structures mixed in for more prominent buildings. You can see a variety of architecture styles in the city but it is more predominately of mystic wood elf and dwarven influence. This is seat for the County of White Sands. Hope's Crossing is located more near the southern side of the duchy. It has relatively easy access from the water ways. The road of the sunken way begins here and leads forth to towards the swamp. The city has been expanding and evolving since its reconstruction in 605. It is moderately fortified.

C. City of Gargerent

The city began construction in the summer of 608 under the commission of Count Devin Huntington. The city was declared completed in December 609. It is located in the northern quadrant of the duchy and slightly to the east. It is reachable using a trade road that is near completion which leads toward Hassenbrook to the west and the former location of Rosewood to the east. Gargerent serves as the seat to the County of Smokey Ridge. It has heavily fortified stone walls and structures of both stone, wood, and metal. The construction of the city lends to the inspiration of human, dwarven, and elven architects.

D. City of West Hill

The city of West Hill serves as the seat to the Barony of Frostmoor. It was commissioned to be built in 604 by Count Pyre. The construction was overseen by Magistrate Logenn Marr and Sheriff Sigurd Thorolfson of the County of White Sands. The city is moderately fortified and lends itself to an eclectic architectural adaptation of human, elven, dwarven, and mystic wood elf styles. It is located in the southeastern area of the

duchy. The city has been growing since it was completed in the spring of 605. It is surrounded by sand for the most part and not far from river access.

E. City of Hassenbrook

This city was completed in 603 in collaboration between the dwarves of Fengate and the humanoid races from Evendarr. It was built with extremely easy access to the water passages and is stationed to serve as a major trading hub to the western world. It is moderately fortified and had few stone structures and mostly wooden buildings in the city proper. The city was devastated during the attacks in September 609 and was retaken by Fengate forces and adventurers in December of 609. Reconstruction began immediately at the turn of 610.

F. City of Rosewood

There is very little known fact in regards to the origin of the city of Rosewood. It is one of the oldest cities in Fengate and perhaps even older than Thane's Drift. Rumors circulate that it was originally created by death elementals and undead with the use of high and arcane magic. Regular citizens inhabited the town for over a century. It is almost completely made of stone and is extremely fortified and contains magical defenses. It has been recently confirmed that the city can fly with the use of magical means. The city was located in the north eastern area of the duchy but is believed to now be located somewhere southwest of its original location most likely near the sunken city in the swamp.

G. Kindling Grove Outpost

This outpost was created in the fall of 608 for the purposes of serving as a supply depot for the construction of the trade road. It consists of only a few wooden structures and at this time is relatively lightly used as construction of the trade road has surpassed its range of operation. It was also the site of many gatherings of adventurers in late 608 and early 609.

H. Riverbend

A small village located on the river north of Westhill. It for the most part seems to be haunted by non-aggressive non-corporeal spirits that even provide for some of the functions of the town such as the tavern. Adventurers gathered there once in October of 605.

I. Lake of the Moon

The center lake of Fengate where all rivers flow in and out of. The lake is said to be where the moonstone hit when it fell from the sky.

J. Mornanen

Rumored to be deep in the swamps of Fengate, the chaotic, sunken city known as Darkholm lay in ruins. Not much is known about this city as this is where the main part of the moonstone hit when the Fates felt it was time to cleanse the area.

K. Greybearde's Fall

The area in the Iron Crown Mountains that was the culmination of the werewolf attack on the expedition of Greybearde.

L. Laurel Rings

Town of settlers that came from the South from Evendarr. North of the town is the Spired Thicket and along a portion of the Northwest are the mysterious mists. Along the Southwest is the Fool's Marsh. Many have lost their lives in the Marsh.

M. Ent's Pass

N. Gryphon's Pass

O. Ehrinal River

P. Agrinal River

Q, Mahrinal River

R. Crystal Caverns

S. Town of Willow

The Counties, Baronies and Nobles of Fengate

County Lines

Duke Callem Roseweaver

Lady Genevieve Monay – Ducal Healer

Lord Harold Buttons – Ducal Sorcerer

Lord Brandon Pendleton

Lady Elisha Zuckerberg

Sir Garrett Blackstone – Evendarrian Knight

Sir Haven Jongleur – Ducal Knight

Sir Simeon Silvercord – Ducal Knight

Colors: Burgundy and Grey (checker pattern)

Symbol: Hammer

1. County/Barony of Thane's Drift

Count and Baron of Thane's Drift – Garric Runehammer (rumored to be deceased)

Colors: Burgundy and Grey (checker pattern)

Symbol: Hammer

County of Smokey Ridge (Baronies of Twilight Falls and Glittering Pines)

Count Christopher Basarabe

Lord Rob Kilner – Court Sorcerer

Lady Elenore Aylsworth – Court Healer

Lord Ryan Bainbridge – Court Advisor

Lord Sunn Raiyne

Sir Duncan Blackstone – County Knight

Colors: Purple and Green tabard (checker pattern and gold edged)

Symbol: Open Book with Stars

2. Barony of Twilight Falls

Baron Malcom McKenzie

Baronial Knight: Sir Thargo Ulthain

Colors: Green and Brown tabard

Symbol: Hammer being held by a fist

3. Barony of Glittering Pines

Baron – Baroness Chelsea Everly

Lady Garnett Delemere

Lord Ashley Fenshaw

Lord Marcus Delanore

Lady Meredith Peyton

Sir Ian Girdwood

Colors: Red and Black

Symbol: Glittering Pinecone

County of White Sands (Baronies of Quicksilver and White Sands)

Count Devin Huntington

Lady Jeannetta Spivey – Court Healer

Lord Jacob Aldersmith – Court Sorcerer

Lord Bruce Farraday – Court Advisor

Lady Emanuel Seussman

Sir Mario Hopkins

Colors: Purple and White tabards (split into V w/ silver edge)

Symbol: Golden Harp

4. Barony of Quicksilver

Baron Gunnar Ruger

Lord Harry Paxton

Lord Marcus Wesson

Lord James Weatherby

Lord Chris Zuckerman

Sir Kendall Southwell

Colors: Blue and Silver

Symbol: Silver Lightning Bolt

5. Barony of Frostmoore

Baron Simeon Silvercord

Colors: tbd

Symbol: tbd