

# FELNAR

Precariously located between the Forgotten Forest and the Midnight Moor, the city of Felnar has survived war, conquest, and plague. The Neb River forms its eastern border with Harradon to the southeast and Sarden to the northeast, while its western border is demarcated by the dark spires of the Rothruadh Mountains. During the conquests of the Dark Queen, Felnar was one of the first cities to surrender (along with Arkenstone and Bandir), but unlike Varradon, which grew as a major garrison city, Felnar was never much more than a stopover point. Freed after the fall of the Dark Queen, it remains in the long shadow of the Valley of No Return, and has never been prominent.

Felnar remains a stopover point for trade. Caravans from Arkenstone pass through Lacarta before crossing through the hills to Felnar. The route is relatively direct, with the trip taking about three weeks, although the hill region is notorious for bandits, orcs, and goblins. Harradon is easily reached by following the road along the margin of the Forgotten Forest, in just under two weeks. Ironwatch is most easily reached by river boat or barge along the Neb River (also around two weeks), starting at the landing just north of the small town of Eldyrwood, while Sarden is reached by following the river halfway and then taking the road to the east (three weeks).

The Neb River itself was given its name by quarry workers in the town of Eldyrwood, many of whom were Purkish. “Nebel” in the old language of Purk means “foggy”, and the river ran gray with the by-products of the granite and limestone quarry. The quarry was closed over thirty years ago, but the name sticks. Some shamans, Varns, and other superstitious folk still



call it the Schrecklich (“dreadful”) River. They claim that, at its source in the Rothruadh Mountains, it collects the emotions and souls of those infected by the Mórcailla (the taint of the Midnight Moor) and empties into a vast murky pool hidden deep within the Forgotten Forest, before carrying the taint of the black sickness out of the forest and north into Felnar. Decent folk gives such stories little credence, however.

## GOVERNANCE

The city of Felnar is currently ruled by Count Delos Drakomyr. The Drakomyr family has ruled Felnar for centuries, often taking wives from noble families of Sarden or Arkenstone in order to strengthen alliances.

Outlying towns are overseen by Governors, appointed by the Count and directed to rule according to Felnar law. The Count or his knights make regular visits, generally on an annual basis, to each town to check on the performance of the Governors.

Areas beyond the towns are patrolled by the Felnar Army, identified by their gold and blue surcoats. Officers hold the title of Knight, at minimum. Landed knights are expected to maintain and train troops, while landless knights

may be given command of troops as needed. The duties of the Felnar Army include maintaining law and order in the city of Felnar, patrolling border areas and major roads, and fighting off incursions by raiders, creatures from the Midnight Moor, and neighboring states. Members of the Army assigned to maintaining law and order in the city of Felnar are usually referred to simply as “the Guard.”

Most small towns are protected by a militia reporting to the local Governor, rather than by the Guard. If a Guardsman is present, often his assignment will be to organize, train, and lead the local militia. Local militias are responsible for maintaining order in their towns as well as fighting bandits and other minor threats in outlying areas. The town governor may request assistance from the Felnar Army when required. In times of war, the militia may be mobilized to support the Army.

Anyone of sound mind and body can ask to join the Felnar Army. Their request must be approved by a ranking officer. Those of noble title serve as officers, while those without serve as common soldiers, although long and exemplary service in the Felnar Army is one way to earn noble title. (As Army soldiers are not usually assigned to small towns, player characters who join the Army must be retired from play, unless special arrangements are made in game.)

Militia may be recruited as the local governor sees fit, and rarely earn any title above that of Warden.

## NOBILITY

The following are the titles of nobility as used in Felnar:

**Count** — the ruler of Felnar, Delos Drakomyr.

**Baron** — Ruler of a small town or a few villages.

**Margrave** — Runs a small village or (rarely) a major Guildhouse.

**Landsgrave** — rules a Guildhouse of moderate size, or oversees a keep, tower, manor, or hamlet.

**Knight** —the base officer rank of a military unit.

## RANKS OF STATUS AND LESSER TITLE

These ranks are not noble, but still indicate status and position. None of these titles may be inherited.

**Bondsman** or **Squire** — bonded to a noble in some way (Squires are bonded to Knights).

**Yeoman, Warden, Guildmaster** (all equal):

— **Yeoman** - a landowner or skilled merchant, generally awarded for exceptional service to a Count or Baron.

— **Warden** - has been assigned to a position of responsibility, including a position of consequence in the local militia. (Note that this rank is distinct from the Warden of Arcana or Warden of Faith rank in the militia.)

— **Guildmaster** - head of a small or local guild.

**Citizen** — has rights and privileges of Citizenship within a village, town or city.

**Resident** — lives in a village, town, or city, but not granted Citizenship. The majority of people residing in a town are residents, not citizens.

**Non-resident/Commoner** — usually a visitor of no rank, with only a few “common” rights.

## RANKS OF THE MILITIA

Typical ranks within the militia are as follows. Depending on the size of the town and militia, many ranks may not be filled.

**Recruit** — a new recruit to the militia.

**Regular** — a militia member with at least one year of service. Regulars are often awarded Citizenship as well. If the Regular is a spellcaster or healer, their rank is **Warden of Arcana 1<sup>st</sup> Class** or **Warden of Faith 1<sup>st</sup> Class**. (Note that this title of Warden of Arcana/Faith is not equivalent to the general title of Warden.)

**Corporal**, or **Warden of Arcana/Faith 2<sup>nd</sup> Class**.

**Sergeant**, or **Warden of Arcana/Faith 3<sup>rd</sup> Class**.

**Veteran** — leads a squad. Equivalent in rank to a **Master Warden of Arcana/Faith**.

Lieutenants, Knight Commanders, and Knight Captains may be placed in ranks above the squad

leaders, depending on the size of the militia and its specific needs.

## GUILDS

As in most cities, many craftsmen are organized into Guilds. Two of the best established craft guilds in the city of Felnar are the Blacksmiths' Guild and the Woodworkers' Guild, although there are many others.

### FELNAR BARDIC ACADEMY

The Felnar Bardic Academy and Guild is one of the more popular in Pendaan, and many retired well-to-do Bards, music and performing arts masters live and visit there. The Headmaster is well regarded although he has a reputation for snootiness. As with all Academies, all journeymen and any masters who are not under contract are expected to travel back in the winter at least once every three years, to spend the season with their fellows, trading stories and learning new skills. This is a good time for the small towns outlying Felnar proper, because it is one of the two times each year (the other being the exodus in Spring) that they will see many performers coming through, buying presents for each other, spending what money they don't need to cover their winter fees at the Academy.

It is customary for anyone with any leanings toward any performing arts to visit the Academy and meet with the Headmaster. If their goals are acceptable, they can be declared "initiates." This will allow them to finish up their business before they come back to the Academy for at least a year of apprenticeship. Outside of the Academy, one may encounter initiates who haven't started serious studies yet, journeymen who have been through their apprenticeship and are now gathering material for their Masterwork, and masters who have completed their masterwork and are either performing or teaching as fully accredited graduates. Felnar Guildhouse has a tradition of turning out good, honorable, moral citizens.

### MAGIC

There are several small guilds of magic in the city. Some of these are associated with major

schools of magic located elsewhere, including the Kaerramos Mage Tower in Arkenstone, the Donjor de Magique in Sarden, and the Arcanum. Teaching is available to members of the local guilds, but none are truly schools of magic, and they are too fractious to work together on most matters, or even sponsor guilds outside the city of Felnar itself. Examples include the Guild of the Amber Quill, a guild of Rune Mages associated with the Arcanum; the Crystal Chalice, an Avannarite guild; and the Storm Ward Vanguard, an independent guild with a strong ethic of responsible use of magic.

## RELIGION

Radiance and Fortune both have significant followings in Felnar, while Shamanism is disapproved of but still quietly practiced in outlying areas.

The Sanctuary of Radiance in Felnar is a fairly modest structure, with representatives of all four orders present. The Sanctuary has lived up to its name on several historical occasions, when fell creatures have assailed the town from the Midnight Moor or the Forgotten Forest. It maintains close ties to Therac Monastery, about a day's walk north of Felnar, where the Theracian monks strive to emulate the humble founder of their order, Preras Therac, who became an avatar centuries ago. The monks swear vows of poverty and humility, spending their lives in devotion to Radiance, healing, and helping the poor. Even those who are not prepared to join the monastery often come to learn from them, and it is not unusual for high-ranking priests to retire to the monastery.

The Temple of Hope's Vessel serves followers of Fortune, regardless of their School. In constant flux, it houses Avannarites from Arkenstone, Malcolmites from Arkenstone and Sarden, Benevolent healers, Chalice Knights determined to make a name for themselves against the evils of the north, a good number of Calaphites, and the occasional Savonian. Many have come from other regions, and many will move on, so visiting priests are always welcome and the temple also serves as a waypoint and hostel for such guests.

This constant traffic makes the temple one of Fortune's most diverse.

## **LIFE IN FELNAR**

The people of Felnar, on the whole, are a practical and doughty folk. Most have experienced hardship, but they do not forget to celebrate joy, especially at life's milestones.

### **BIRTH**

The initial announcement about pregnancy is greeted with excitement but not presents. The village is excited for the couple because that couple is fertile and can continue the cycle of life. It is one of the last rights of passage for a woman, to be able to produce children for the village. Presents are not included in this celebration for purely practical reasons. There is a long road between pregnancy and the birth of a healthy child. No need to waste energy until the results are known.

The initial birth celebration does not occur until two weeks after the child has been born. This is again a practical matter. If the child survives the first two weeks, it is likely to be a reasonably healthy baby. If the child does not survive, no mention is made of it within the village, it is as though the child never was.

Children must be named before the moon they were born under passes, or suffer horrible luck for their life. It is not uncommon for commoners to consult with priests to determine a powerful name for their child.

Following a child's naming ceremony, a celebration is typically held in the tavern or other local gathering place. The father buys drinks for everybody at the tavern in celebration of his expanded family and in acknowledgement that it may be a while before he gets back to the tavern. Those who accept the drinks are expected to give a present of some sort to the child or its parents.

### **GROWING UP AND ADULTHOOD**

Children gradually take on more and more chores as they get older, and by the time they are 12 are expected to be learning a craft. Often, this is the craft of one of their parents, though in some

cases they may be taken as an apprentice by another craftsman in town.

Children are considered to become adults around the age of 16, although in practice many will be treated as children until they have married or left the home.

### **DEATH AND DYING**

When word reaches family and friends that someone has died, everyone stops what they are doing and gathers at an appointed place (often the home) to await the hoped for return from Fate. During this time, prayers are offered and a general somberness is observed. The Waiting period is usually two hours, after which, if the individual has not made their way to the site, it is assumed that they have likely died forever.

#### ***Upon Return from Fate***

When the person returns from Fate, it is their responsibility to go immediately to the appointed place to notify their friends and relations that they are alive. This is a time of great relief and celebration. When everyone has left, the person who died goes to their home or a place where they can think and meditate on how they died, what could be done to prevent it in the future and the worth of their life so far. It is considered insulting to Fate to return to the activity which caused your death except under the gravest of circumstances. Individuals who return from Fate are typically excused from work for the remainder of the day. This has led to the saying uttered by many an overworked apprentice, "I am dying for a day off."

#### ***Upon Final Death***

Should the individual not return from Fate, an official period of waiting traditionally ensues, whereupon it is assumed that the individual has died their final death but evidence is sought to confirm that conclusion. This period of waiting lasts approximately 3 days unless a body is found. If no body is found, the person is considered dead after the three days and a 5 day mourning period begins. The Remembering Ceremony and the Earthing Ceremony are held during this period.

### *Remembering Ceremony*

The remembering ceremony is an opportunity for all those who knew the deceased to share memories with the family and friends. There are different versions of this ceremony, some involving sharing those memories privately, some requiring the creation of a journal of memories to honor their life. The most common is the gathering of all participants at the same time and place, to share memories verbally. The ceremony continues until all who wish to speak have been heard. This is the last celebration of the life of the deceased and it is not generally viewed as a time to offer or demand comfort.

### *Earthing Ceremony*

Especially in outlying villages, the custom of returning the bodies of the dead to the earth remains strong. This ceremony involves the burying of the body of the deceased in a sanctified piece of ground, so that the spirit's journey can officially end. It is said that the failure to complete one's life with the Earthing Ceremony forces a spirit to continue living outside the body and perhaps even look for a new body or form. If a person's body is not found or not able to be buried, personal items of great meaning to them are sometimes substituted in the hope that the spirit will still be able to come to rest. Though it is frowned upon, many families of those who have died their final deaths consult with Shamans to see if their loved ones have indeed been put to rest. This is perhaps why shamans are sometimes tolerated within smaller villages.

## LOCAL CUSTOMS

Bordered by the Forgotten Forest and the Midnight Moor, the people of Felnar have developed a number of practices intended to protect themselves from undead, fiends, hostile spirits, and fae.

### *Spirits*

A piece of copper wire placed between any entrance and the wall will ward Spirits. Spirits can't stand the touch of copper and they won't try to enter a place that has been barred by it.

### *Undead*

Minor undead can be kept at bay with fresh flowers at the entrance to one's home. Undead can't abide the smell of something that reminds them so much of life, so they will pass the house by in favor of another. During Eventide, undead are more potent and other measures are required (see Crypting, below).

### *Fiends*

When fiends are feared to be about, a bit of silver may be hung on the back of the door to a building. Fiends get very nervous around silver and even a hint that it may be part of a security measure for a house is enough to make them choose other victims.

### *Fae*

To keep any of the fae from entering one's home to make mischief, offerings of fresh fruit or fresh milk may be left out at night. These offerings must be fresh though, because if they have been allowed to spoil, the fae will enter the house as punishment.

To keep a fae distracted if it does enter the house, a finely cut gem can be hidden somewhere in the house. The fae can sense the presence of the item and will spend time looking for it instead of making mischief. Fae are easily distracted, so after finding the gem the fae will assume that was what it was doing in the house and leave the rest of the house and people alone.

## FOREST CLEANSING SHRINES

The forest is a wild and unforgiving environment. Since shamans first learned to speak with spirits and discovered the voices of nature, the forests have awakened. Each tree, rock and plant seems to have its own spirit and the voices of the forest seem to clamor constantly. Only those trained in the mysterious shaman ways can understand and control this language. The rest of the people wandering the forest are at the mercy of those voices and their sometimes evil whims.

Since the awakening of the forests, numerous accounts have been reported of people acting very strangely in the confines of the woods.

Judgment becomes impaired and people begin to act inconsistently to their nature. Survivors report hearing hundreds of whispering voices, so many that it nearly drove them mad. After much study, it was concluded that the voices of nature were causing the temporary madness, which seemed to manifest itself more often among those who frequented the forest.

Some whisper that this madness is the work of Shamans, bent on destroying all who would not revere nature. Others say it is simply an accident, that the voices, once woken by the Shaman, refuse to sleep again. The proponents of the major religions, Fortune and Radiance, preach that there is nothing to fear from the forest, especially if under the protection of their various faiths. This has led to the custom of Forest Cleansing.

When an individual leaves the forest for any reason, they make their way to a consecrated shrine nearby which they touch before entering town. To not touch the Forest Cleaning Shrine is to invite the evil spirits from the forest into the town proper to cause mischief. For this reason, the forest has a reputation for changing people and influencing them deeply. Most towns and cities have laws which protect the settlers from the influence of the forest voices by ensuring that the town guard does not enter the forests except to stem off invasions. Crimes committed outside of the city borders are not prosecuted in those towns. It is simply assumed that the forest spirits overcame that person.

Most towns have Forest Cleansing objects located near any main entrance and exits to the forest. It is considered rude or even criminal in many places not to take a quick second to touch the statuettes and cleanse the taint from your body. Even among the non-believers, it is considered to be offensive to neglect this quick precaution. Shamans never do this, preferring to scoff at this tradition. This is one of the reasons why Shamans are not trusted in many parts.

#### **HAFTANE**

The holiday of Haftane is celebrated in the regions of Felnar, Arkenstone, and Sarden.

Similar and related holidays are celebrated across the continent when the seasons change. The name comes from the word "Haf," which means summer in the old language of Cainntaonach, once spoken in the lands north of Arkenstone. Haftane is also commonly referred to as the Keaning, especially by those from Dumar and Purk, and is a celebration of growth, life and fertility after the barren winter months. Like other holidays, the traditions of Haftane have been passed down from generation to generation.

#### ***The Flowering***

It is customary to dress homes with fresh flowers and other greenery, in order to purify the building and bring the inhabitants into better humours. It is also traditional to tie ribbons onto the trees in the center of one's town, or along the roads. To the ribbons are attached one's hopes and wishes for the coming seasons.

#### ***Celebrations***

The day begins with the coronation of the Spring Lord and Spring Lady with flower coronets. (After the fall of the Dark Queen, most celebrants felt the title of Spring Queen was too reminiscent of the Dark Queen, and the alternate terms have stuck over the centuries.) After the coronation, the Dance of the Keaning Pole is performed while the Lord and Lady watch. Participants weave ribbons about a large pole, usually within the center of town, as a symbol of Life weaving itself together.

#### ***The Merchants' Faire***

After the Keaning Pole Dance is completed, the Lord and Lady then proceed towards the Merchants' Faire. They stand in the center of the faire and bestow a Blessing of Prosperity upon the day. The Faire is usually one of the most anticipated events as, in most cities and towns, merchants travel great distances to sell their wares. The government of each town often issues one-day "Keaning" licenses to the vendors. These Keaning licenses give the vendor the ability to sell and trade their wares within the confines of the Merchants' Faire from the opening of the Faire to its closing around sunset. Not all vendors stay for the full Faire, however, as many

will visit a few towns and cities in close proximity to each other through out Haftane. This allows them to peddle their wares to a greater populace.

### ***Haftane Contests***

There are often contests held on Haftane eve as well as during Haftane itself. The winners are often decided upon by the Lord and Lady. In a typical celebration of Haftane, the first contest is often the Story-telling contest, taking place on Haftane eve. The act of storytelling is thought to invite good weather for the festival on the morrow. The next competitions will often be an archery competition and a contest of dagger throwing, taking place after the Keaning Pole Dance. The final contest of the day is held in the evening. It is often the pie-baking contest. The winner is chosen based on two qualifications: presentation and taste. Prizes vary for each competition and each winner is put into next year's lottery to become Spring Lord and Spring Lady.

### ***Bonfire and the Haftane Dance***

At sundown, a fire is lit to allow the hopes and well-wishes for the coming season to be carried across the land. The Haftane Dance is begun shortly after the lighting of the fire, and the Spring Lord and Lady take the first dance. The dance is considered a community gathering, and each attendant is asked to bring something to contribute, be it food, drink, or entertainment. The Dance is thought to symbolize a return to life and is often held in an outdoor or open area. It is believed that dancing outside awakens the sleeping flora and fauna, ushering in a good crop for the coming season.

### ***The Religions and Haftane***

Each religion has a different take on Haftane and what it means.

The Fortunate see the Haftane festivals as a time to draw good fortune to themselves and to their communities. Storytelling allows the glory of Fortune to be shown through epic tales of destiny and luck, while the other contests provide each individual an opportunity to show themselves at their best. Avannarites may

perform rituals to aid their communities, while Savonians often attempt to divine what the season will bring. Malcolmites, of course, lend their aid to make the festival as festive as possible.

Radiants focus more on the Ascension of Light, as days have now grown longer than the nights, but have not yet reached their limit. As a result, the Ascension of Light is celebrated by Radiants as the day when Light begins to have the upper hand in its fight against Darkness.

The Shamans believe that Haftane is when the Spirit of Spring hands her scepter to the Spirit of Summer. They also partake in rituals to summon the Spirits of Rain and Flora to insure a fertile growing season, though not necessarily for farming purposes. As with other Shamanic rituals in the civilized lands, these rituals are performed away from the view of the towns.

### **EVENTIDE**

Often called "The Gloaming," Eventide is the time of year when the veil between the realm of the living and of the dead is thinnest. Childhood stories and ancient lore state that the Gloaming is when the dead once again walk amongst the living. Some consider these simply stories told to frighten children, but due to its proximity to the Forgotten Forest and the Midnight Moor, Felnar is no stranger to the undead.

Eventide is observed at the end of the Blood Moon with festivals and wardings:

### ***The Festival of the Muse***

Many communities find Eventide to be one of the most inspirational and creative times of the year. It is for this reason many communities hold a festival where members of the village, town, or city can demonstrate their creative skills through poetry, song, theatre, woodcarving, calligraphy, or numerous other ways. The Festival of the Muse is where these creative outlets are often shared with others and, many times, creations are given to others as gifts.

### ***The Revels***

After a day of fun and games the festival continues as members of the community bring

forth their finest food dishes to share with other members of the community in a potluck feast. It is during this feast that performers are encouraged to sing for their supper, entertaining the revelers with music, song, and theatrics.

### *The Masque*

It is said that the Gloaming begins when the trees are haunted in the dark shadows of night. It is customary during this time to don a mask (usually made of leather, fabric, or feathers) to disguise one's self. This mask will prevent the walking dead from seeing you as a member of the living and beckoning you to join them... forever. Community members often gather at a town hall or tavern wearing their masks to dance and celebrate with safety in numbers.

### *Crypting*

It is said that making your home look like an abandoned crypt will trick undead into thinking it is a tomb. The dead will continue to wander by looking for the homes of the living that they can beckon into death. It is traditional and very common for homes to be "crypted" for several days before and after the Gloaming (one can never be too cautious).

### *Jack O' Lanterns*

Legend has it that a well-carved jack o' lantern will help ward off many undead spirits from one's home. It is tradition and very common to have one or more lit jack o' lanterns on your doorstep to protect your home.

### *Garlic Cloves*

Tacking cloves of garlic to one's doorway is said to ward off unsavory flesh-eaters like ghouls by tricking their noses.

### *Pranking*

Somewhere along the line playing pranks fell into favor with the more playful youth in the community. It is said pranking is done so the fiends mistake you for a playful imp and pass you by without a second thought. Most pranks are simple, involving nothing more than scaring someone unexpectedly. Skilled pranksters go to great lengths to drop elaborate pranks on the

unsuspecting. All in good fun, of course, as pranks are never meant to cause harm.

### *Morning Presents*

On the final day of Eventide is a time of rejoicing. The people have survived the Gloaming and a new day has dawned. Originally known as "The Mourning Presence" this holiday has slowly transformed into a day of gift-giving now known as "Morning Presents." Gifts are shared with family and friends as a way of showing thanks for their support over the year (and for helping to keep them alive from the things that go BUMP in the night).

## RECENT HISTORY

**475** — the Eldyrwood Quarry shuts down. Over more than 50 years of operation, it had gradually become less and less productive.

**487** — plague strikes neighboring Arkenstone and Sarden, and some move to Felnar in hopes of escaping the dreaded disease.

**490** — after the Great Arkenstone Fire, many displaced residents of Arkenstone move to other areas, including Felnar.

**498** — the Eldyr Asylum, just outside of Eldyrwood, burns down, 37 years after its founding, and many perish within its walls. Some say the spot is still haunted to this day.

**506** — Governor Drazen of Eldyrwood dies under mysterious circumstances. He is replaced by Governor Drakomyr, the nephew of the Count.



## *The Laws Of Felnar*

*These laws shall serve as guidelines for the governance of areas under the rule of the Count of Felnar.*

**The Governor:** *Each town or village shall be overseen by a Governor, whose duties include the collection of taxes and the proper functioning of the town or village and surrounding areas.*

**The Town Borders:** *The authority of the Governor shall extend only within the area from which the buildings of the town may be seen clearly, and to the major roads and all areas within fifteen paces of such roads. In addition, the Governor, carrying the authority of the Count of Felnar, shall have authority over any person or act which he, personally, shall witness.*

**The Guard:** *The Governor may appoint such people as he feels necessary to serve in the Town Guard and other positions, at his discretion.*

**The High Priest:** *The Governor may choose to appoint one High Priest to oversee spiritual matters within the town or village.*

**Town Officials:** *The Governor may choose to appoint other officials and representatives as he sees fit for the proper functioning of the town.*

**Guilds:** *The Governor may license guilds to operate within the town or village as he sees fit. Guilds may be granted charter and license, and allowed to operate, or they may be granted exclusive charter, and given power to govern all business within the purview of that charter. Guild charters shall apply only in such towns or villages as they are granted. Charter may be altered or revoked at the discretion of the Governor for any reason, including but not limited to non-payment of taxes, unacceptable business practices, or violation of the charter.*

**Taxation:** *The Governor may determine appropriate levels of taxation. Taxes may be collected on residents, produce, guilds, business, bounty hunters, and other enterprises as the Governor sees fit.*

**Complaints:** *Any citizen may bring complaint against any other citizen, resident, or non-resident of no station. A complaint may be made against a noble only by a noble of equal or higher station.*

**Persons:** *Any Human, Dwarf, Elf, Famori, Ra'kash, or Warg shall be considered a person for purposes of these laws, and no other creatures shall be so considered, without the express ruling of the Governor.*

**Residents:** *Any person residing within the lands of Felnar shall be considered a Resident unless granted other title.*

**Citizens:** *The Governor may grant Citizenship to any resident of his town or village in recognition of that resident's service and oath of fealty to Felnar. Citizenship may be revoked by the Governor at any time.*

**Titles:** *The Governor may grant any citizen with the title of Yeoman or Warden. A Yeoman shall be a land-owner or merchant who has proven, through his actions, dedication to the prosperity of Felnar. A Warden shall be a person who has offered service above and beyond that required to earn Citizenship, and who continues to serve Felnar in duties appointed by the Governor. The titles of Yeoman, Warden, and Guildmaster shall be considered equal. These titles are not noble, nor may the Governor grant any noble title upon any person.*

**Foreigners:** Title, both noble and common, granted by allied foreign powers, shall be recognized by the Governor. All persons from hostile foreign powers shall be treated as Residents or as outlaws, according to the judgment of the Governor.

**These acts shall be forbidden, and suitable punishment shall be set by the Governor for commission of these acts within the areas in which he holds authority.**

**Simple Assault:** The deliberate striking of any person with a fist, leg, other appendage, or instrument not normally considered a weapon which could cause death.

**Deadly Assault:** The deliberate striking of a any person with a weapon which could normally cause death, and causing actual bodily injury but not death.

**Magical Assault:** This is the deliberate striking of any person, with a magical force which could normally cause death, and causing actual bodily injury but not death, or using other magics in any form that results in bodily harm.

**Assault or Attack Against a Uniformed Town Guard:** Any assault or attack, physical or magical, against a uniformed town guard during the performance of his or her duty will be considered a special crime in and of itself along with such other crimes as may apply.

**Major Theft:** Theft of an item or items that cost 1 silver orb or more.

**Minor Theft:** Theft of an item or items that cost less than 1 silver orb.

**Theft By Intimidation:** Gaining possession of an item or items through the use of threats or magical command or magical means.

**Deliberate Murder:** This includes actions that lead to the death of any person through deliberate action, OR indirectly as they were left unattended by healers after a deliberate assault, and dies as a result of this inattention even though the intent to slay the victim was not evident.

**Coup de grace:** Hurrying a fallen or mortally wounded person on to death. At times it may be necessary to kill a person in defense of the town, but common decency requires that their spirit be allowed to leave their body in a natural fashion.

**Incidental Murder:** This includes actions that lead to the death of any person who is killed within the direct confines of the town as a result of "self defense," and dies due to lack of, or deliberate withholding of, healing attention by the perpetrator where such action would have saved this person's life so that they might have been brought before a court of law for punishment.

**Robbing The Dead:** The robbing of dead bodies within the direct confines of the town or bodies buried within the designated town burial ground(s) is considered to be an especially heinous crime, punishable beyond the bounds of the theft statutes.

**Desecration Of The Dead:** Desecrating the body of the dead leads to the direct or indirect creation of undead creatures. Therefore, any desecration of a dead body is a punishable offense. Creating and/or controlling of undead creatures falls within this statute. Banishment of an undead creature is not considered controlling undead.

**Extortion:** *The solicitation of money or other considerations for the withholding of information regarding criminal or embarrassing actions by another is prohibited.*

**Fraud:** *The obtaining of items or money without the intent, or a verifiable attempt to furnish goods or services, or, the use of magic or magical means to influence the giving of a "gift", - or, to prevent or change the normal charge for commerce, will fall under this statute.*

**Possession of Deadly Poison:** *Possession of a distilled and deadly poison in any form is considered in and of itself sufficient evidence that the possessor has the will and intent to use such items. Possession of plants, minerals, and other such items that could be distilled into a deadly poison is not considered to be illegal.*

**Resisting Arrest:** *This includes, but is not limited to, fleeing to avoid arrest as well as physically or magically resisting or refusing to be disarmed or held within the town jail, by a Town Guard member, or by an individual or group duly authorized by the High Chancellor or any person or group authorized by him/her.*

**Tax and License Evasion:** *Any actions, omissions, or conspiracy to evade the payment of taxes levied by authorized town officials. This statute also covers the evasion of fees for licenses, writs, proclamations, and registrations that may be required by the Town.*

**Possession of Stolen Items:** *Possession of items known to be stolen, or possession of items that are proven artifacts stolen from any crypt or ruin without license granted by town authorities.*

**Brandishing A Weapon Without Good Cause:** *Brandishment of a weapon, without good cause, within the direct confines of the town proper, is prohibited. Brandishing is the holding of a weapon in such a manner that it can be interpreted that the wielder has a hostile intent. This includes, but is not limited to:*

- 1) *The unsheathing of any sword or dagger or other edged weapon with an overall length of 6 inches or greater.*
- 2) *The carrying of any axe, mace, hammer, truncheon, club, or other blunt weapon, that could be carried within a harness, belt, holder or sheath.*
- 3) *The carrying of any large, or two handed weapon such as a halberd, polearm, capped or shod staff, etc. in a ready position. Polearm weapons are not at a ready position when carried in one hand, or when carried upon one's back or shoulders.*

**Possession of Thief Tools:** *Possession of lockpicks or other such thief devices without license granted by town authorities.*

**Destruction of Private Property:** *The causing of physical harm to personal property, structures, holdings, etc., either directly or indirectly, by physical or magical means.*

**Destruction of Town Property:** *The causing of physical harm to Town structures, property, holdings, etc., either directly, or indirectly, by physical or magical means.*

**Breach of Contract:** *The breaking of either the written or verifiable verbal terms of a contract, without good cause attributable to one of the two parties that entered into the contract. Verbal contracts must be witnessed by a neutral third party to have force.*

**Bribery of a Town Official:** *The offering of money or other inducements to a Town official, including a Guardsman, or the use of magical or physical means to cause said official to act, or refuse to act, in detriment to the Town is prohibited. The acceptance of a bribe by a Town official, including an Officer or Guardsman, is considered to be especially heinous and is punishable beyond the bounds of the bribery statutes.*

**Conspiracy Against Lawful Government Or Its Agents:** Conspiracy to cause harm to the Governor or his agents, or to the Count, or his agents or soldiers, guards, minions, or other duly authorized entities of the Count or town.

**Treachery Against The Town:** Any actions, omissions, or conspiracy to cause harm, either directly or indirectly to the town structure, its inhabitants, or officials is a punishable offense over and above the crimes that may also pertain.

**Improper Constraint By A Bounty Hunter:** Constraint by a bounty hunter is not a crime if said bounty hunter is properly registered with the Town Guard. This registration allows license outside of the town proper and extending to the area within one day's ride of the town. Improper constraint consists of the capture or attempted capture of an individual, for which reward is offered, within the town proper. This license expires 72 hours after issuance. This prohibition does not prohibit the transport of a captured individual through the town proper, but any such transport must be completed within 12 hours of entering the town proper. This law does not preclude the authorities of the town from issuing an arrest order or the granting of town guard status upon the bounty hunter which conveys a stay of the actions of this Law.

**Disrespect of a Noble:** Disrespect, by either word or deed, or interference with the affairs of a noble. This shall include failure to bow before a noble wearing the circlet of station. Further, it shall include the wearing of any circlet of metal by any person not of noble station.

**Desecration Or Disrespect of a Temple:** Desecration or disrespect, by either word or deed, of a place of worship, or assault or disrespect toward any High Priest recognized by the Town is a punishable offense over and above other crimes that may also pertain.

**Dark Rites:** Performance of any act of service or worship to any being or alleged being outside the Devotions of Fortune or the Way of Holy Radiance.

**Summoning:** The summoning or compelling of any unnatural creature, through dark rites or other magics, without license.

**Slavery:** No person shall be bought or sold within the town, nor shall any resident or citizen of the town own any slave. No person shall assist any slave in escaping from his master.

**Indentured Servitude:** A person of no station may choose to become an indentured servant. Failure to carry out the agreed-upon duties of an indentured servant shall be considered fraud or breach of contract.

**Laws Held In Common:** Any action, not specifically documented herein, but held as a common and universal Law, by a majority of all civilized peoples, shall be enforced as if it were documented herein.

## *The Policies Of Felnar*

*These policies of the Count are applied in the City of Felnar. It shall not be displeasing to the Count if they are also applied in the towns, if the Governors thereof so choose.*

**Taxes:** *Taxes shall be collected six times per year. Each resident shall pay 2 copper farthings. Each citizen shall pay 1 copper farthing. Taxes may be collected from the head of each household. These taxes shall not be in place of those assessed upon guilds or merchants.*

**Beasts:** *There being certain creatures neither person nor animal, which nevertheless have capacity of speech. These creatures are termed beasts, and include Orcs, Goblins, and Mistborn.*

*No beast shall be permitted to reside within the City of Felnar unless a person shall sponsor that beast. The sponsor shall be deemed responsible for the conduct of the beast. If the beast shall act in violation of the law, both beast and sponsor shall suffer punishment. No person shall sponsor more than one beast. Sponsorship shall be recorded by an official scribe.*

*Beasts shall pay the same taxes assessed upon non-citizens.*

*While such beasts are not considered persons, neither is it the desire of the Count that unlawful conduct be directed towards them. Therefore, those who attack such beasts without cause shall be guilty of brandishing a weapon without good cause and of disturbance of the peace. Those who steal from such beasts shall be guilty of possession of stolen property.*

**Sorcerous Creatures:** *There being certain creatures like unto persons, but by nature of their race prone to use of Sorcery, special consideration must be made. These creatures include the Fiend Elves of Diekon Doria and the Enselari. Such creatures shall be considered persons until and unless they are shown to have used Sorcery within the lands of Felnar. If they shall use Sorcery, they shall be considered beasts from that point forward, and further they shall be held to account for their Sorcerous acts.*

*To summon or negotiate with any Fiend shall be considered Dark Rites and punishable at minimum by Death.*