

## **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**

Ducal Knight:

Colors: Blue, Silver and Black

Symbol:

#### **1. County/Barony of Thane's Drift**

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

Colors: Burgandy and Grey (checker pattern)

Symbol: Hammer

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

Count Christopher Basarabe

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

Symbol:

#### **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 – none titled

Colors:

Symbol:

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

Count Devin Huntington

County Knight: Sir Haven Jongular

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

Symbol:

#### **4. Barony of Quicksilver**

Baron/Baroness – none titled

Colors:

Symbol:

#### **5. Barony of Frostmoore**

Baron/Baroness – none titled

Colors:

Symbol: