

BROODSLAYERS REALMS

GAZETTEER

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Valuable input from the PWDT members helped create this living document.

Note: Things in brackets are things I'm still working on, input appreciated. Many areas still need appropriate names in common tongue, as well as in the local tongue.

I. CHAPTER I: The World

A. [Descriptive introduction to the world, including the world name.]

1. Heavenly bodies: [How many moons?]
2. Etc.

B. Heavens & earth

1. Lunar months & festivals
 - a. common
 - b. elven
 - c. nomads
 - d. season
 - e. [How many days do festivals last? 6?]
2. Standard week

- a. worship day
- b. rest day

3. Climate & seasons

- a. Prevailing winds
- b. Iceline
- c. Equator

4. Geographic divisions [including population of each region]

Note: Each region's number is shown on the map

a. Region 1: Great Northwest Ice Floe

1) Bugbear Lands

a) wild community

2) Tundra Orc Territory

a) wild community

3) Located in the northwest part of the continent, north of the ice line

b. Region 2 : Western Ridge

1) Orc Territory

a) High Orc Tribe

(1) Fort Stormfist

(2) Lake Grishn'k

(3) Green Mage Tower (Orc Shaman)

- (4) Southern Hills of Nevermore
- (5) Wakgut (small Orc city)
- (6) wild community
- b) Hill Orc Lands
 - (1) Fort Bonefist
 - (2) Lake Grishn'k
 - (3) Northern Marshes
 - (4) Green Queen Swamp Dragon's Lair
 - (5) Northern Hills of Nevermore
 - (6) wild community 1
 - (7) wild community 2
- 2) Goblinoid Lands
 - a) wild community 1
 - b) wild community 2
 - c) wild community 3
 - d) small city
- 3) Located on the Western-most part of the continent, south of the ice line
- c. Region 3: Solitude Island
 - 1) White Mage Tower (Ogre Shaman)
 - 2) Located between the Great Northwest Ice Floe and Cracked Mountains Island, north of the ice line
- d. Region 4: Cracked Mountains Island (Ogre Island)
 - 1) Cracked Mountains
 - 2) Ogre Caves
 - 3) Located east of the Great Northwest Ice Floe and Solitude Island, north of the ice line
- e. Region 5: Island of Caves (Ice Troll Island)
 - 1) Caves of the Ice Trolls
 - 2) Located northeast of Cracked Mountains Island, north of the ice line
- f. Region 6: Frozen Wyrn's Island
 - 1) White Queen Dragon's Lair
 - 2) Located east of the Island of Caves, north of the ice line
- g. Region 7: Central Northlands
 - 1) Giants' Ice Kingdom
 - 2) Fort Colossol (Fire Giants)
 - 3) Frost Giants' Cave
 - 4) Located in the central part of the Northlands (northeast part of the continent), north of the ice line
- h. Region 8: Eastern Northlands
 - 1) Silver King Dragon's Lair
 - 2) Silver Mage Tower (Frost Giant Sorcerer)
 - 3) Located in the eastern-most and northern-most part of the continent, north of the ice line
- i. Region 9: Deadman's Land (Isle of the Undead)
 - 1) River Styx
 - 2) Necropolis (ruins and underground city)
 - 3) Undead Queen Dragon's Lair
 - 4) Black Mage Tower (Lich Necromancer)
 - 5) Necrotian Mountains

- 6) Located east of the Elven Lands, south of the ice line
- j. Region 10: Western Northlands
 - 1) Northlands Dock
 - 2) wild community (near the dock)
 - 3) Located on the Western part of the northern-most and eastern part of the continent, north of the ice line
- k. Region 11: Dragon Isles
 - 1) Draco Major
 - a) Black Queen Dragon's Lair
 - b) Eastern-most and largest overall and longest of the Dragon Isles
 - c) Tropical climate
 - 2) Draco Minor
 - a) Blue Queen Dragon's Lair
 - b) Western-most and smallest overall of the Dragon Isles
 - c) Tropical climate
 - 3) Located off the coast of the Neutral Lands, near the Salt Flats, along the Equator
- l. Region 12: Arachnan (Spider Island)
 - 1) Lair of the Recluses
 - 2) Black Widow's Cave
 - 3) Located south of the Western coast, north of the Equator
 - 4) Tropical climate
- m. Region 13: Island of Illusion
 - 1) Purple Mage Tower
 - 2) Located off the coast of the Gnomish Kingdom and south of the Demon Isles, south of the Iceline
- n. Region 14: The Demon Isles
 - 1) Demonic Mouth
 - 2) Demonic Nostrils
 - 3) Demonic Left Eye
 - 4) Demonic Right Eye
 - 5) Located above and below the Iceline, west of the Northlands and east of Cracked Mountains Island
 - 6) Everburning fires on all four islands
 - 7) Extremely hot, even hotter than tropical climate, despite being near or north of the Iceline, no ice present
- o. Region 15: Elven Lands
 - 1) Elven Wilderness Fortress
 - 2) Mountain Range
 - 3) Neck of the World
 - 4) Elven Wilderness
 - a) Called Shaendrael Yntriel in Elven
 - 5) Elven Wilderness Lake
 - a) Called Lomm Shaendrael in Elven
 - 6) Elven Mainland
 - a) Called Shaendrael in Elven
 - 7) Elven Wilderness Dock
 - 8) Blue Mage Tower

- 9) Small City 1
- 10) Small City 2
- 11) Small City 3
- 14) Wild Community 1
- 15) Wild Community 2
- 16) Major City
- 17) Major Delta
- 18) Falcon's Grove
 - a) Home to many druids and rangers
- 19) Located south of the Northlands and south of the Iceline
- p. Region 16: Mainland (Human Empire)
 - 1) Southland River
 - 2) Major City
 - 3) Imperial River
 - 4) Plains
 - 5) Platinum Mage Tower
 - 6) Platinum King Dragon's Lair
 - 7) Located in the southern part of the Human Empire, near the Dragon Isles, with the southernmost portion crossed by the Equator
 - 8) Tropical climate
- q. Region 17: Salt Flats (Neutral Lands)
 - 1) Salt Flats Wasteland, desert
 - 2) Small city
 - 3) Located southwest of the Human Kingdom, near the Dragon Isles, just north of the Equator
- r. Region 18: Southland (Human Empire)
 - 1) Southland River
 - 2) Wild Community
 - 3) Small City
 - 4) Major Dock
 - 5) Hills
 - 6) Copper King Dragon's Lair
 - 7) Located on the eastern part of the Human Empire, below the Elven Lands and south to the Equator
- s. Region 19: Homeland (Human Empire's capital)
 - 1) Imperial City
 - 2) Imperial River
 - 3) Located in the northwest-most portion of the Human Empire, south of the Elven Lands, north of Mainland
- t. Region 20: Blackgrove (Neutral Lands)
 - 1) Cromdor Village (wild community)
 - a) Cromdor Inn
 - b) Old farming and orchards community
 - c) Temple of Balance to Phillanges
 - d) Borders the southern side of Lake Cromdor
 - 2) Blackgrove Forest
 - 3) Mount Blackgrove
 - 3) Lake Cromdor
 - 4) Major Delta

- 5) Sokkara
 - a) Wizards city on Lake Cromdor
- 6) Ruins of Ith Lamar
- 7) Tamacus
 - a) Port city fortress at the mouth of the delta
- 8) Caves of Blackgrove
- 9) Located south central part of the continent, north of the Dragon Isles
- u. Region 21: Midland (Neutral Lands)
 - 1) Midland Hills
 - 2) Tarporely (wild community)
 - a) Mostly gem miners
 - 3) Imperial River
 - 4) Located near the direct center of the continent, north of Blackgrove, west of the Human Empire, and east of the Halfling Kingdom
- v. Region 22: Western Mountain Range
 - 1) Largest region in the realms
 - 2) Dominated by the Western Mountain Range
 - 3) Dwarven Kingdom
 - a) Called Thorudenheim in Dwarven
 - b) Gold Mage's Tower
 - c) Major City
 - d) Mines of Thorudenheim
 - e) Major Dock
 - f) Gold King Dragon's Lair
 - g) Western Mountain Range
 - h) New Haven (wild community)
 - (1) Maramir Arena (outside New Haven)
 - i) The Granite Gates
 - j) The South Tower
 - k) The North Tower
 - l) Western Alliance Fortress
 - (1) Called Xabback Ghardt in Dwarven
 - (2) Controlled by the Dwarves but part of the Western Alliance, which includes Gnomes and Halflings
 - (3) Emerald Mine under the fortress
 - (4) Located at the point where the borders of all three Western Alliance kingdoms merge
 - m) Located on the northern-most part of the Western Mountain Range
 - 4) Gnomish Kingdom
 - a) Major Dock
 - b) Wild Community
 - c) Western Mountain Range
 - d) Western Alliance Fortress
 - (1) Called Xabback Ghardt in Dwarven
 - (2) Controlled by the Dwarves but part of the Western Alliance, which includes Gnomes and Halflings
 - (3) Emerald Mine under the fortress
 - (4) Located at the point where the borders of all three

- d. Wild Men
- 2. Elves
 - a. Common Elves (originally moon elves or silver elves)
 - b. High Elves
 - c. Shadow Elves (originally Drow or dark elves)
 - d. Forest Elves (originally wood elves)
 - e. Forestlord Elves (basically high wood elves)
 - f. Half-Elves
 - g. Half-Shadow-Elves (originally half-Drow)
 - h. Star Elves (originally moon elves)
 - i. Wild Elves
- 3. Dwarves
 - a. Common Dwarves (originally shield dwarves)
 - b. Shadow Dwarves (originally Duergar or gray dwarves)
 - c. Mountain (originally fireblood dwarves)
 - d. Wild Dwarves
 - e. Tundra Dwarves (originally arctic dwarves)
 - f. Half-Dwarves (originally Mul)
- 4. Gnomes
 - a. Common Gnomes (originally rock gnomes)
 - b. Forest Gnomes
 - c. Sly Gnomes (originally stonehunter gnomes)
 - d. Mystic Gnomes (originally whisper gnomes)
- 5. Halflings
 - a. Common Halflings (originally lightfoot halflings)
 - b. Wild Halflings (originally ghostwise halflings)
 - c. Mystic Halflings (originally glimmerskin halflings)
 - d. Bigfoot Halflings (originally tallfellows)
 - e. Tundra Halflings
- 6. Orcs
 - a. Half-Orcs
 - b. Gray Orcs
 - c. Tundra Orcs (originally frostblood orcs)
 - d. Common Orcs
- 7. Goblinoids
 - a. Common Goblins
 - b. Hobgoblins
- 8. Dragonkin
 - a. Kobolds
 - b. Lizardfolk, any
 - c. Troglodytes
 - d. Common Dragonkin (like Draconians)
- 9. Ettercaps
- 10. Bugbears
- B. Minor Races
 - 1. changelings
 - 2. plane-touched
 - a. part-celestials (originally aasimar)
 - b. part-elementals (originally genasi, any)

- 1) fire-touched
- 2) earth-touched
- 3) water-touched
- 4) wind-touched
- c. part-fiends (originally tiefling)
- d. part-lawfuls (originally tuladhara)
- e. part-balances (originally zenythri)
- 3. catfolk
- 4. gnolls
- 5. ratfolk (originally Nezumi or rat-men)
- 6. dark speed (originally shadow swift)
- 7. shapeshifter (originally shifter)
- C. Languages
 - 1. Main Current Languages
 - a. common
 - b. elven
 - c. dwarven
 - d. gnomish
 - e. halfling
 - f. gnoll
 - g. goblins
 - h. orcish
 - i. ettercap
 - j. draconic (dragonkin)
 - k. etc.
 - 2. Dialects, Sublanguages & Non-current Languages
 - a. druidic
 - b. thieves' cant
 - c. ferral
 - d. alternate elven
 - e. ancient languages
 - f. etc.

III. CHAPTER III: The Path of History

- A. Introduction paragraphs, races met, populations, current time.
- B. Disasters & Migrations
- C. Great Unions
- D. Great Wars
- E. Recovery
- F. The First Age (Ancient Civilizations)
- G. The Second Age (Dracogeddon)
- H. The Third Age (Rise of the Broodslayers)
- I. The Fourth Age (current time)

IV. CHAPTER IV: Gazetteer of the Realms

- A. Introduction for this chapter
- B. Details of major civilized & barbaric states
- C. Sample Gazetteer Format

1. Proper Name of Nation (in the common tongue)
2. Overview, introduction of the nation
3. Subregions within the nation
4. Alternate Names (in the local tongue or nicknames)
5. Ruler
 - a. CL
 - b. class
 - c. ruler's fancy, full title
6. Government
 - a. government type
 - b. political divisions
 - c. important laws
 - d. etc.
7. Capital
8. Major cities
9. Provinces
10. Resources
 - a. foodstuffs
 - b. cloth
 - c. precious metals (copper, silver, gold, electrum & platinum)
 - d. ivory
 - e. shipbuilding supplies
 - f. spices
 - g. rare woods
 - h. furs
 - i. gems (Level I-IV types)
 - j. unknown or "none outstanding"
 - k. etc.
11. Coinage
 - a. description
 - b. who mints it?
12. Population
 - a. Demi-humans: Which ones are likely, unlikely, few, common, or many?
 - b. Humanoids: Which ones are likely, unlikely, few, common, or many?
 - c. Breakdown of each type, by thousands
 - d. Example: Demi-humans: High Elves (Xk), Sylvan Elves (Xk)
 - e. If a small number, then just list them at the end without numbers
13. Alignments
14. Religions
15. Languages
16. Allies
17. Enemies
18. Chronology & Brief History
 - a. First Age
 - b. Second Age
 - c. Third Age
 - d. Fourth Age
19. Conflicts & Intrigues
20. Climates & Seasons

- a. prevailing winds
 - b. relationship to ice line
 - c. relationship to equator
21. Geographical Features
- a. bodies of water
 - b. major forests
 - c. jungles
 - d. deserts
 - e. hills
 - f. steppes
 - g. marshes & swamps
 - h. woods
 - i. highlands
 - j. mountain ranges
 - k. canyons
 - l. rivers
 - m. timberlands
 - n. tundra
 - o. etc.

D. The Nations

- 1. Bugbear Lands
- 2. Tundra Orc Territory
- 3. Midland Orc Tribe
- 4. Hill Orc Lands
- 5. Goblinoid Lands
- 6. Ogre Island
- 7. Ice Troll Island
- 8.

V. CHAPTER V: Geography of the Realms

A. Major Forests

- 1. Blackgrove Forest
- 2. etc.

B. Major Mountains and Mountain Chains

- 1. Mount Blackgrove
- 2. Western Mountain Range
- 3. Cracked Mountains
- 4. Necrotian Mountains
- 5. etc.

C. Major Hilly Regions

- 1. Southern Hills of Nevermore
- 2. Northern Hills of Nevermore
- 3. etc.

D. Major Islands

- 1. Deadman's Land (Isle of the Undead)
- 2. Draco Major (Dragon Isles)
- 3. Draco Minor (Dragon Isles)
- 4. Arachnan (Spider Island)

- 5. Island of Illusion
- 6. Demon Isles
- 7. Island of Caves
- 8. Solitude Island
- 9. Frozen Wyrn's Island
- 10. Enchanted Island of Mischief
- E. Major Seas & Lakes
 - 1. Lake Grishn'k
 - 2. Cromdor Lake
 - 3. etc.
- F. Major Rivers
 - 1. River Styx
 - 2. Southland River
 - 3. Imperial River
 - 4. etc.
- G. Major Wetlands
 - 1. Northern Marshes
- H. Major Wastelands
 - 1. Salt Flats
- I. Major Tundra Regions
 - 1. Great Northwest Ice Floe
 - 2. Western Northlands
 - 3. Central Northlands
 - 4. Eastern Northlands
 - 5. etc.
- J. Major Caves
 - 1. Ogre Caves
 - 2. Ice Troll Caves
 - 3. Frost Giant Caves
 - 4. Spider Caves

VI. CHAPTER VI: Power Groups

- A. Broodslayers Guild
- B. Cult of Mordain
- C. Knightly Orders
 - 1. Knights of Chokra (Broodslayers)
 - a. religious
 - b. holy
 - 2. Knights of Mock'nor
 - a. religious
 - b. unholy
 - 3. Knights of Balance (Phillanges)
 - a. religious
 - b. balance
 - 4. No knights for Mordain
 - 5. etc.
- D. Thieves' Guilds
- E. Assassins' Guilds

- F. Mercenary Guilds
- G. Religious Orders
- H. Political Groups
- I. Monarchies
- J. Association of Master Mages (Major Mage Towers)
 1. Green Mage (Orc Shaman)
 2. White Mage (Ogre Shaman)
 3. Silver Mage (Frost Giant Sorcerer)
 4. Black Mage (Lich Necromancer)
 5. Purple Mage (Gnome Illusionist)
 6. Blue Mage (Elven Wizard)
 7. Platinum Mage (Human Wizard)
 8. Red Mage (Halfling Wizard)
 9. Gold Mage (Dwarven Sorcerer)
- k. etc.

VII. CHAPTER VII: Broodslayers Realms' Gods

- A. Introduction
 1. Faith, followers, and belief in deities -- the source of the power of godhood
 2. Description of the various levels of the Evermore
 3. Current Pantheon & Past Pantheons
- B. Chokra
 1. Weapons
 2. Domains
 3. Nicknames
 - a. Broodslayer
 4. Alignments
 - a. Chokra is chaotic good
 - b. Accepts followers of any good alignment
 5. Area of coverage
 6. Common worshipers
- C. Phillanges
 1. Weapons
 2. Domains
 3. Nicknames
 - a. Master of Balance
 - b. Lord Luck
 4. Alignments
 - a. Phillanges is chaotic neutral
 - b. Phillanges accepts followers of any neutral alignment
 5. Area of coverage
 6. Common worshipers
- D. Mock'nor
 1. Weapons
 2. Domains
 3. Nicknames
 - a. Lord of Terror
 4. Alignments

- a. Mock'nor is chaotic evil
- b. Mock'nor accepts followers of any evil alignment
- 5. Area of coverage
- 6. Common worshipers
- E. Etc.

VIII. CHAPTER VIII: INDEX

A. Population of a Settlement

Settlement	Dice	Population Spread	Map Symbol
Thorp or dorf	(2d4)x10	20-80	
Hamlet	(1d4)x100	100-400	
Village or wych	(1d4+5)x100	600-900	
Town	(2d6+1)x100	1,500-6,500	
City	(5d6)x2,000	10,000-60,000	

B. Total Human Population

1. 20% = number of males fit to bear arms
2. 10% = number of males in prime condition & suitable for man-at-arms status
3. Population numbers do not include those in a garrison

C. Scale & Movement (rates of travel on land per day, in miles)

Terrain Type	Afoot, Unencumbered	Afoot, Encumbered or searching	Horsed	Cart/Wagon
Road	30	15	60	30
Track*	30	15	45	15
Plain	30	15	45	15
Hills	20	10	45	10
Forest**	20	10	30	nil
Rough	15	5	20	nil
Mountains	15	5	20	nil
Desert	20	10	45	5
Dust	10	5	5	nil
Marsh/Swamp	10	5	5	nil
Jungle	10	5	nil	nil
Tundra	5	2	5	nil

* Roads through hills, rough, mountain, desert or marsh = track

** Heavy Forest = Jungle for movement

1. Horsed = Light or medium animals carrying relatively-light loads.
2. Heavily-burdened animals, draft horses, & heavy warhorses are at afoot, unencumbered rate unless horsed rate is lesser -- then that's the rate of movement.

D. Royal & Noble Precedence & General Honorifics

1. Honorific Address forms:

1st	Overking, Overqueen, or Emperor	----> Imperial Majesty
2nd	High King or High Queen	----> Royal Majesty
3rd	King, Queen, Sultan, Caliph, or Master	----> Majesty
4th	Duke Palatine, Duchess Palatine, Grand Duke, Grand Duchess, Prince Palatine, Princess Palatine, Theocrat, Archcleric	----> Royal Highness
5th	Duke, Duchess, Prince, Princess, Count Palatine, Countess Palatine, Ambassador	----> Highness
6th	Margrave, Marquis, Earl, Count, Countess, Archbaron, Archbaroness	----> Noble Grace, Lordly Grace, or Lady Grace
7th	Viscount, Viscountess, Baron, Baroness, Lord Mayor, Lady Mayor, Magistar, or Emissary	----> Lordship or Ladyship
8th	Knight Commander, Mayor, Chief	----> Honor or Worship
9th	Knight or Spokesman	----> Worthy Sir

Other titles:

Duke or Duchess ----> Highness or Noble Grace
Prince or Princess ----> Grace
Marquis ----> Nobility
Earl, Count, or Countess ----> Eminence
Viscount or Viscountess ----> Noble Lordship or Noble Ladyship
Baron or Baroness ----> Prominence
Lord Mayor ----> Lordship or Ladyship
Knight Commander ----> Most Honorable Sir
Knight Banneret ----> Right Honorable Sir
Mayor ----> Honorable Worship
Knight Companion ----> Most Worthy Sir
Knight Bachelor ----> Worthy Sir
Knight ----> Sir
Elder ----> Honorable Master
Gentleman ----> Master
Esquire ----> Squire
Yeoman ----> Socman