

QUICK GUIDE TO THE PROVINCE OF GATAVIA

by David L. Nelson

QUICK GUIDE TO THE PROVINCE OF GATAVIA: Ardean Year 1430

1—SCHEMATIC MAP OF THE PROVINCE

A-I Caturiges	B-I Portchester	C-I Portchester, East March	D-I Urvotz
A-II Savages	B-II Badlands	C-II Fusk Woods	D-II Urvotz, South
A-III The Wasteland	B-III Therks	C-III Dengwur's Realm	D-III Dragon Hills
A-IV Orchester, West March	B-IV Orchester, East March	C-IV Dwarf Hills	D-IV Southern Reaches

MAPPING CONVENTIONS:

Province: a standard mapping province is a territory 200 miles by 200 miles, (about 90% the size of Pennsylvania, 80% of England, 20% of France, three times the size of Denmark). Gatavia, schemed above is a province.

Region: each province is divided into 16 regions (4x4) each of which is 50 miles by 50 miles or 2500 square miles (about the size of Delaware, or twice the county of Kent in England, or just under three times the size of York County, Pennsylvania). Each of the blocks in the scheme map above is a region.

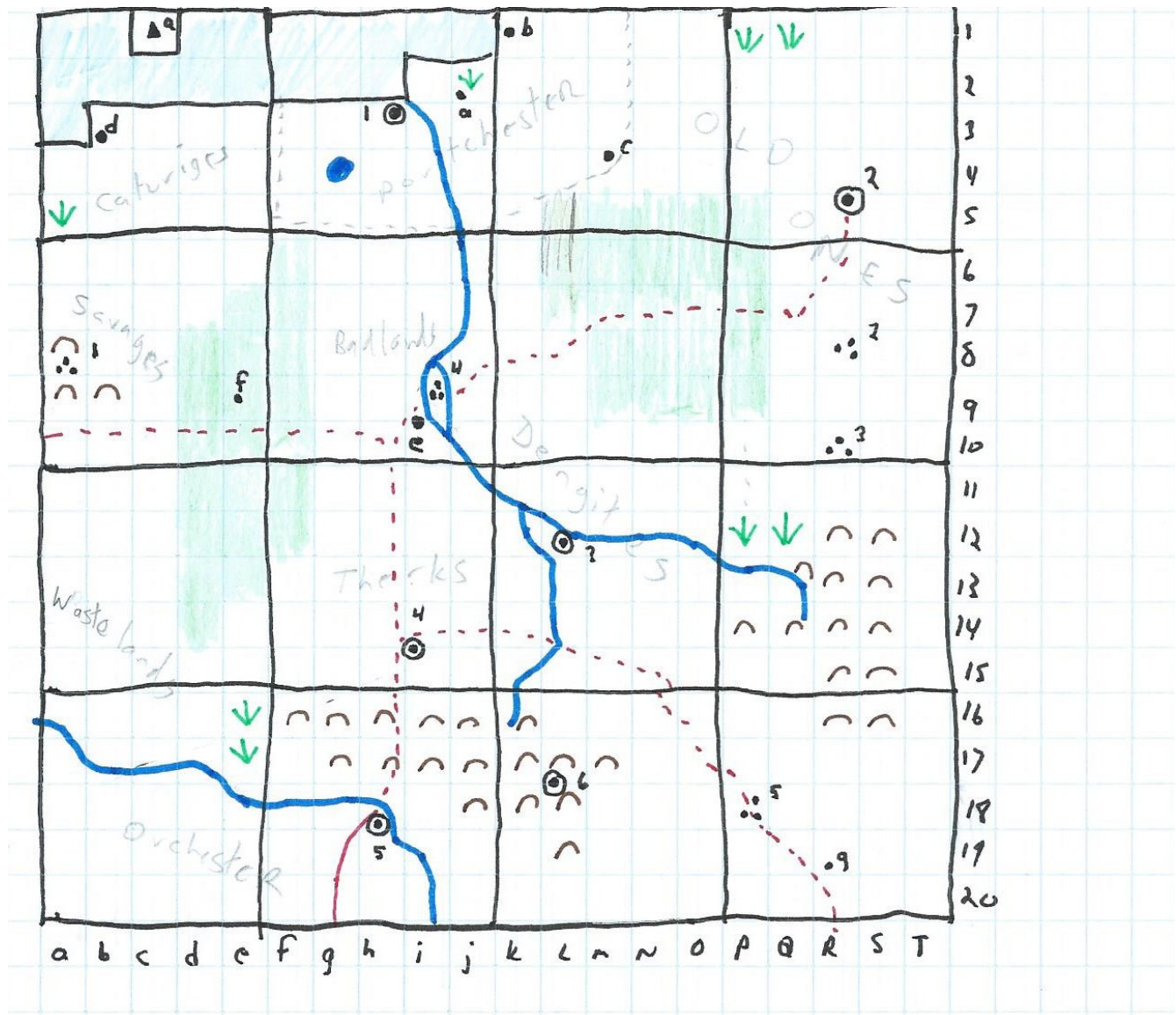
District: each region is divided into 25 districts (5x5) each of which is 10 miles x 10 miles or 100 square miles (About the 1/9 the size of York County, or 4 times the size of York Township).

CONVERTING TO ACKS HEXES:

A single 6 mile ACKS hex is 1/3 of a District.

A single 24-mile hex is 5 districts (or 1/5 of a region).

2--Terrain and Features Map of the Province



MAP KEY

Major Settlements (circled dots)

- | | | |
|------------------------|---------------------|----------------------|
| 1—City of Portchester | 2—City of Urvotz | 3—Dengwur's Fortress |
| 4-- Camp of Pulchester | 5—City of Orchester | 6—Dwarf Hall |

Lesser Settlements (uncircled dots)

- a—Bogtown b—Haxhaven c—Hastings d—Seatun e—Bastardville f—Elftown
g—Cavano

Special (triangle)

- a—Choir Morag (Druid Headquarters)

Ruins (three dots)

- 1—Old Caturiges palace 2—Old Ruins 3—Barrows
4—Island of the Dead (ruined city of Noviodunum)
5—Ruined city of Quinteri

3--SURVEY OF REGIONS OF GATAVIA PROVINCE:

A-I The Principality of the Caturiges

The Westerling tribe of the Caturiges (battle-kings) regained their independence after the fall of the Ardean empire. Although their royal family was wiped out by Dengwur, they chose a new one under the direction of the Druids of Choir Morag. These druids also helped them to regain their independence from Dengwur during his war with the Old Ones.

By religious tradition, each district of the tribe will have 10 hamlets and 1 chief's Rath (fortress) Each district can be considered a market class VI for trade. The only larger settlement is Seatun and the nearby Prince's fortress, which together count as a Market Class V settlement. The land is mostly self-sufficient and does not engage in much trade or large-scale production.

Each district will have 800-900 families and will be ruled by a chief who will be 4th to 7th level. There are 15 districts in the Principality, two of which are the Princely Districts, ruled directly by Prince Gerdun (Fighter, level 9) himself (the one around Seatun and the one immediately to the south). Choir Morag is a druidic sanctuary on a holy island in the sea. The High Druid Council meets here and helps guide and protect the principality.

A-II Land of the Savages

While the northern half of the old Caturiges tribe were led to safety and independence by the Druids, the southern half of the tribe fell completely under the sway of the Warlocks of Dengwur and slipped deeper and deeper into chaos and savagery. There is nothing here but bands of murderous headhunters at constant war with each other and will all outsiders, seeking loot and prisoners to sacrifice to their demons. The Eastern half of the region is the Elfwood, where the savages hold no sway. North of the old Imperial Road in the wood is a kingdom of Forest Elves, ruled by Queen Kyhosee the Unknown from her seat at Elftown (Market Class V). South of the Imperial Road the forest is filled with monsters.

A-III The Wasteland

The region between the Savages and the River Aurus has become an unpopulated wasteland filled with ogres, trolls, serpents and other dangerous monsters.

A-IV: Orchester, Western March

These lands contain the plantations and estates of the oligarchs of the city-state of Orchester. All the lands are owned by either the Patrons (members of the 15 noble houses of the city-state) or by the Protectors (professional soldiers descended from the Northron Fosa-Gaut warriors). The bulk of the population are tenant farmers. Each district, south of the river, has 900-1000 families and is ruled by a Lord Protector and his garrison. North of the river is treated as part of the Wasteland.

B-1 The Kingdom of Portchester

Each district, called a Shire, contains 800-1000 families, ruled over by a Reeve, who holds the Royal Fortress and supervises the garrison and militia. The reeves are elected by the freemen of the shire from among the greater landholders, called the Thaners. The five shires around the City of Portchester are ruled by the two kings (Osmund II and Thurbrand) and are called the Kings' Land. The rest of the shires are grouped into sets of 5, each ruled by an Earl. Most inhabitants are humans, but there is a significant number of Halflings as well. Under Lake Demartus is a colony of Light Elves.

The city of Portchester (formerly Portus Nardo) is ruled by a town council chaired by its

bishop. It is a class III Market and one of the hubs for trade in the province. Bogtown, a village on the edge of the swamp, known for its iron-ore production, Haxhaven, for its ship-building and Hastings, for its agricultural processing, are the other major settlements, but aren't treated as separate markets.

B-II The Badlands

This is an open, lawless zone, ravaged by the wars between Dengwur, Portchester and the Old Ones. The largest settlement is Bastardville (Class V), a mean, decadent village that serves the needs of a large gang of bandits led by a fierce outlaw named Lucius Bastardo. Bastardo has troops of cavalry, infantry and even some griffon-riders who loot the lands about and extort the caravans that travel from Orchester to Portchester. The river-island nearby once contained the provincial capital, Noviodunum, but is now called the Island of the Dead and is filled with undead monsters. There are several small settlements and fortresses, some like Hod, Squatter's Corners, and Boscovania are full of colonists, exiles and outlaws from Portchester, others like The Doom Troopers, The Grand Temple of 1000 Demons, and the Warlock Keep are part of Dengwur's empire, and still others like Rageburg and Therkish outposts are settlements of barbarian outsiders. The forest villages of Volen and Noton are elf hamlets, owing allegiance to the Queen of Elfwood.

B-III Therkistan

The Therk tribe of Easterling nomads settled here under the leadership of Dengur's companion Parsnak, who founded the new royal line of the tribe. The only permanent settlement is Pulchester (formerly Castra Pullo), which was the old Imperial Army base, but now is the seat of the Khan Parsnak III. All trade with the Therks must be handled through the Khan, and treat Pulchester as Market Class IV. The rest of the territory is roamed by 4 bands of Therks: the Tigers, the Falcons, the Stallions and the Lions.

B-IV: Orchester, Eastern March

The districts west and south of the Aurus river are more farmland, identical to those described in region A-IV. The city itself (the former Ardean city Aurelius) is at the bend of the river and is a strong, fortified mercantile city. It is ruled by a "Duke" who is elected by a senate made up of the noble families, a representative of the Lord Protectors, the spokesman for the trade guilds, and the town bishop. The duke only has a five-year term. The city is a market class III settlement and has good connections with other Hallian cities to the south.

C-I Portchester, Eastern March

About half of this region is part of the Kingdom of Portchester (see B-I), the other half is part of the City State of Urvotz (see D-I).

C-II: The Fusk Wood

This region is dominated by the Fusk Wood, formerly Silva Fusca. There is a colony of Barrow Elves haunting the forest, as well as ogres, trolls and giants. This forest has been the scene of constant battles between the goblins of Dengwur and the orcs of Urvotz for centuries. Dengwur himself was last seen in a battle in the middle of these woods.

C-III The Realm of Dengur

The sorcerer Dengwur established a realm encompassing all the province at the end of the Ardean Empire. That realm was gradually whittled down to this region due to the two-century war with the Old Ones. Dengwur himself has not been heard from for 20 years, but his order of Disciples (mages and warlocks mostly) maintain the realm in his absence.

Goblins, Hobgoblins, Bugbears and the Undead make up most of his armies, but he has human renegades as well. The Therks are loyal allies when called upon as are the Savages of the west.

C-IV The Dwarf Hills

This region is largely deserted. Sometimes patrols from Dengwur sweep through here and beasts and monsters are common in the open country. The hills, however, are home to bands of dwarves, centering on Dwarf-Hall, their chief town (Market Class IV). The Dwarves here have thrived to a point of sending out 2 colonies into the Badlands: Stingy Jack's Freehold, and Badaxe Hall.

D-I The City-State of Urvotz (Old Ones)

This area is ruled from the city of Urvotz, once known as Deadman's town. The Old Ones concentrate in the city itself, but the countryside is swarming with servitor tribes of orcs, high orcs, Neanderthals and caves of tunnel midgets. There is typically a tower, dungeon or other outpost of Old Ones in each district, with mostly orc bands filling up the rest of the area. It is death for humans, dwarves or halfings to be caught anywhere in the lands. The Old Ones do no trade with outsiders. There is currently a truce between Portchester and the Old Ones, but it demands all humans stay on their side of the border.

D-II Urvotz, Southern Lands

All the notes regarding D-I apply here. There are two sets of ruins in the southern plains, rumored to be hiding mighty treasure. In the forest lies Woden's Oak, a lost shrine to the Northron god, sacked by the Old Ones.

D-III The Dragon Hills

Once the home of the Therk tribe (settled there after being conquered by the Ardeans), it became an early battleground between Dengwur and the Old Ones. A fearsome Dragon lairs here now, occasionally spreading terror to anyone foolish enough to explore here. During the wars, a large number of dinosaurs were introduced here by chaotic sorcery, and many still remain.

D-IV: The Southern Reach

This largely deserted region was once the site of a powerful Ardean city called Quinteri. There was also a major highway reaching down to the central sea. Nowadays, a new trading post has opened. It is called Cavano (Market Class V) and was founded by an Easterling merchant house that trades through the north and west.

4--MARKET DEMANDS IN THE GATAVIA PROVINCE: THE NORTH

Merchandise	Portchester (III)	Seatun (V)	Elftown (V)	Bastardville (V)
Grain, vegetables	-0.5	+2	+2	+1
Fish, preserved	-0.5	0	0	-2
Wood, common	-0.5	0	-4	-2
Animals	-1	0	+1	+1
Salt	-1	-1	+2	+2
Beer	-2.5	+1	+2	+1
Oil, lamp	+0.5	-2	-1	-1
Textiles	-1.5	+1	0	+2
Hides, furs	+2	0	+1	-1
Tea or coffee	+0.5	-1	+2	0
Metals, common	+1	0	+1	+1
Meats, preserved	-1.5	-2	+1	-1
Cloth	-2	0	-2	-1
Wine, spirits	-2.5	0	-1	+2
Pottery	+1	+1	0	0
Tools	-1	+1	-1	-1
Armor, weapons	+1	+1	0	-2
Dye and pigment	0	-2	0	0
Glassware	-3	-2	-2	-1
Mounts	-0.5	0	-1	0
Monster parts	+1	0	-1	+2
Wood, rare	+2	-1	-1	0
Furs, rare	-2	+1	-2	-2
Metals, precious	+2	+1	-2	0
Ivory	+1	+2	-1	+1
Spices	-1.5	-1	-1	-2
Porcelain, fine	0	-1	-1	-2
Books, rare	0	-2	+2	-1
Silk	-2.5	0	+3	-2
Stones, semi-prec	-1	-2	+2	0
Gems	-2	0	+2	-2

MARKET DEMANDS IN THE GATAVIA PROVINCE: THE SOUTH

Merchandise	Pulchester (IV)	Orchester (III)	Cavano (V)	Dwarf Hall (IV)
Grain, vegetables	+0.5	-0.5	-0.5	+1
Fish, preserved	0	-2	0	+1
Wood, common	0	-1	0	+3
Animals	-3	-2.5	-0.5	-0.5
Salt	+2	-1	-1	+1
Beer	-0.5	-1.5	+0.5	-1.5
Oil, lamp	-0.5	-1.5	-0.5	+0.5
Textiles	-1	+1	0	0
Hides, furs	+2	0	0	+2
Tea or coffee	0	-2	0	+1
Metals, common	+1	-1	+1	-3
Meats, preserved	-1.5	+0.5	+0.5	-1.5
Cloth	-2	0	0	-1
Wine, spirits	-0.5	-2.5	+0.5	-1.5
Pottery	0	-1	+1	+1
Tools	0	+1	+1	-4
Armor, weapons	+1	-2	0	-4
Dye and pigment	+1	0	-1	-2
Glassware	0	-2	0	+1
Mounts	-3	-0.5	-2.5	-0.5
Monster parts	0	0	0	+2
Wood, rare	+2	0	-1	+2
Furs, rare	-2	+1	+2	+2
Metals, precious	+2	0	-1	-3
Ivory	+2	-2	-1	+3
Spices	-0.5	+2.5	-2	+0.5
Porcelain, fine	+1	-2	-1	0
Books, rare	+2	+2	0	+2
Silk	-0.5	+0.5	-2.5	+0.5
Stones, semi-prec	+2	+2	+2	-2
Gems	0	0	-2	-1

