

Wild Iron campaign info:

Haernwlad: The most prosperous and influential nation on either continent, Haernwlad leads the world through these times of development and invention. In its capital city, Dinas Diwydiant, new factories spring up every day as labor, innovation, and wealth become concentrated like never before. The port grows every day as trade through the Rhwyrstr Sea expands rapidly and geographic specialization reaches unprecedented levels. Haernwlad was the first nation to have a standing army designed for mass production of materials and other efficiencies of scale and is therefore the dominant world power at this time.

Government: Landholders elect a ruling body, the Council of Haernwlad. The Council elects its own Chairman of the Council who becomes the most powerful official in Haernwlad. The current Chairman is Eurwyn Davies. King Aeron abdicated 70 years ago but his family is still around. They are very wealthy and still regarded as honorary royalty. Haernwlad is divided into 14 provinces each ruled by a governor, again elected by landholders. Most cities are ruled by mayors according to a similar system. Pentrefan itself had no official status before becoming a mining town. Most of the land is owned by the Sackbury Mining Corporation and therefore Silas Trenton makes a lot of the decisions on the local level. For higher order affairs, he refers to his superiors. The governor of Bryniog province also has a significant amount of say as Pentrefan also falls in Bryniog but generally she doesn't interfere much.

Technological changes: Metal is becoming more widely used. Farm implements were formerly almost entirely wood. Enclosure is a big deal as is crop rotation instead of leaving fields fallow. Textile production has traditionally been very labor intensive but is also becoming mechanized. Water-powered textile production could be an issue for rivers. Canals got big for a little while and are just now being replaced by railroads. Canal tycoons are pretty nervous about this. Tramways in mines came first. When powered by moving water, factories were near streams and rivers. When steam power came, factories began popping up around any source of water.

Magic-technological intersection: Certain magical tasks greatly aid industrial tasks so bright young folk are drilled in droves to acquire the arcane mastery to perform certain tasks over and over (Spark, mending, arcane mark, message). There is great controversy over whether or not churches should train acolytes to perform industrial tasks (create water, guidance, purify food and drink for large-scale clean-up of water pollution). Most churches refuse to do this and will excommunicate such members but some embrace this and are more willing to monetize their faith. Such religions are growing rapidly.

Urban: As a transition from Urban to rural occurs, conflict arises. Urbanization brings good things but also harm. In Dinas Diwydiant, humans, dwarves, and gnomes embrace industrialization. Halflings flourish in the service sector, entertaining and feeding the concentrated folk. Some orcs and half-orcs have found gainful employment in the cities. The orc-kin in the cities have been tamed by civilization and put their strength to work in factories.

Ratfolk do well with the increased shipping. Some merfolk take part in shipping but many more confine themselves to their own reclusive societies out at sea.

Montane: Elves and some humans stay in the country either out of poverty or intentional desire to maintain a way of life. Oread hermits also pepper the landscape alongside wild tribes of goblins and some orc clans that haven't yet decided that a steady wage is better than the glory of battle. Mining operations occasionally run afoul of some of the Underdark races, such as Drow, Duergar, and Svirfneblin, but all of these can generally be reasoned with given sufficient bargaining leverage or compensation. The mineralogical resources of the mountains and its fast-flowing streams as power sources are being tapped heavily by the revolution. The inhabitants of the mountains don't like this much, especially as they consider the mountains one of their last, wild refuges. In most other areas, enclosure of smaller farms into large ones has proceeded rapidly. But the difficulty of enlarging the small, disconnected patches of arable land in the mountains around Dinas Diwydiant have bolstered the resolve of the small land-holders, leading to high tensions over land use.

Currency: Brenins (inscribed with King Aeron) are platinum, frenhines (inscribed with Queen Nia) are gold pieces, fasnachols (inscribed with a merchant) are silver pieces, and heddychols (inscribed with a very generic and rough peasant) are copper pieces.

Opening plot hook: The small iron mining town of Pentrefan in the Dur Mountains around Dinas Diwydiant is almost entirely owned by the Sackbury Mining Corporation, which has turned a destitute mountain village into a prosperous operation, employing the vast majority of the locals. But the SMC is posting advertisements for guards, bounty hunters, diplomats, investigators, or anyone else who can help them out. Vital equipment has been vandalized in the area and several workers have been beaten in the night. Instead of tracks, odd wet marks and eroded earth imply that some of the mountains' wilder inhabitants may be involved.

Text of advertisement:

HELP WANTED: Sackbury Mining Corporation

200 brenins will be awarded to the person or persons who resolve a rash of crimes occurring in Pentrefan. Mining equipment has been vandalized and several workers have been assaulted. The efforts of bodyguards, mercenaries, and investigators are all welcome. Report to SMC local office in Pentrefan for further information.

Pentrefan is about fifty miles from Dinas Diwydiant along a somewhat arduous but commonly-used road. Some coaches travel between the two cities (5 gp for a one-way ticket). Supply wagons travel more commonly along the route and would take a passenger for 1 gp. A brenin is the name of the platinum coin inscribed with the image of King Aeron, the last king of Haernwlad. During his reign, he transitioned the nation peacefully into a republic where land-holders elect the ruling body.