



The Congressional Colonies

Brey Docks. The only village on the shores of Lake Brey, Brey Docks is a known haven for Mustel river-pirates but willingly hosts the brigands because they help fend off the occasional attack from the Agriother Warlords or other, stranger, things from the eastern plains. The Brey Docks are also known for a rare muscle that grows in lake. Brey Docks was founded by the dwarven explorer Avill Brey.

East Feykin. One half of the current Feykin canal-fort being built. East Feykin has existed for some time and does a great deal of trade with Mustel wary of Fort Spanwick. Trade has dropped off as the canal construction continued. The ruler, Baroness Tier, is pushing hard to control Fort Feykin when it is done.

Elfrun Station. Located deep within the woods between lake Reley and Reinhard, this settlement is populated mostly by wood elves dedicated to The Wild Woman, Patron of Claw and Fang. Elfrun Station is a ziggurat from the Empire of Eruk'Lun refurbished with living wood and this is where most trading takes place and outsiders stay. The nearby forest is reserve for the wood elves alone. Rumors persist that they conduct sacrifices of other humanoids on new moons, but no evidence has ever surfaced to prove this libel.

Esker Keep. In the first years after the flight from the old country, this area was settled by free orcs looking to resume their way of life. However, they ran afoul of an exiled fey within the woods and fought long and hard to slay the creature. It took the help of the Congressional Colonies to do so and the orcs settlement was decimated. The remaining greenskins intermarried with human families that helped them rebuild. Esker Keep is overseen by the Silvertusk family, has a high density of half-orcs, and serves as a go-between with the remaining The Loga Orc tribes to the northwest.

Fort Rapscaillon. The Congress of Knaves first major settlement. The majority of the buildings are built along and around the canal. A project to upgrade the wooden palisades to stone walls has recently been completed. The city is overseen by two clerics of the Twin Courts, one from each, who are appointed via a secret ceremony every ten years by the Wandering Knave. The arch fey is said to be still resting in the heart of the fort.

Fort Reley. The first fort completed with the help of the Mustel within Lake Reley. Fort Reley has an extensive catacomb network underneath its canals that was discovered during construction. The Mustel convinced the dwarf construction companies to flood the tunnels first to deal with the umber hulk infestation, and then to serve as a private trade route for the otterfolk. Alarmists claim that several Mustel pirate crews nest in the catacombs.

Fort Spanswick. The smallest fort in the Congress of Knaves despite being the first canal-fort constructed. While prestigious dwarf families dispute this fact, the fortification has many faults due to a rushed construction and prototype mistakes. The town has flooded several times over the years. A project to renovate a stuck loch is currently underway.

Grim-Faced Bridge. This sturdy bridge is carved with the steely countenance of the sorcerer-king Eruk'Lun and spans the wide Orange River so one might access a natural path to the north-east valleys. A dwarf family took control of the area, made some repairs to the bridge, and started a ranch using the local oxen. This remains a vital trade east-west trade route.

Heilwig Cliffs. This fishing village sits on the edge of the unforgiving Blade Bay. The waters in front of it are some of the few not mired with dangerous rocks and ancient ruins waiting to tear apart a ship's hull. Thanks to the flowing tide it is also a place where many species of fish gather during the warmer months. During winter the city shuts down tight to survive the snow squalls coming off the bay.

Hillsbrook Valley. This quiet, agrarian community is situated around the Convent of Quiet Grace. The area is well known for being peaceful and for its annual apple festival. Pilgrims from across the Congressional Colonies travel there for the harvest and religious celebrations, as well as a multitude of peddlers looking to market their harvest-time wares. The Convent of Quiet Grace is also known for its skilled healers.

Inniscrone. The Inniscrone Creek ends here and the lumber is plentiful. Once, that's all anyone ever knew about Inniscrone. Over the last few years, it has become a popular traveling route thanks to a popular blacksmith in the area. The town has grown by leaps and bounds and is on its way to becoming a major trade up for the surrounding villages of the northeast.

Livina's Berth. Founded by the Reinhard family the berth was originally meant to be a fortified dock to which a long bridge would be attached to Reinhard Rise. After the plan for the bridge was scrapped it

slowly grew into a town in its own right. A great many Mustel have made their home here, traveling between it and Newpoole to connect with their kin in the lake.

Milestone Fork. Built-in the fork in the trade routes to the Agriother Warlords, the village originally sat around the ancient milestone of the Eruk'lun empire, thus its name. However, just a few years ago the grim-face monolith lifted from its berth and after destroying a few larger buildings drifted southward. Milestone Fork is only just recovering now.

Newpoole. A crossroads town situated between two great lakes. The majority of Newpoole's buildings are elevated due to annual flood, though the poorer classes just make due. Baron Craddock has been petitioning to have a canal-fort built in the area for the last four decades with little luck.

Reinhard Rise. This towering keep oversees both halves of Lake Reinhard. Built atop a massive outcropping of blue stone the keep's walls are lined with cannons. Though, what threat Baroness Reinhard expects to fend off is unknown. Most folks don't care, though, as the Baroness is known for her fair hand and her guard's willingness to care for those within her domain.

Reinhard. A few days from Reinhard Rise lays the quiet lakeside village of Reinhard. Situated on a river bend the quiet farming and fishing community is where most of the castle's guards and servants house their families. It sits between Reinhard Rise and Esker Keep. As such it's not uncommon to find half-orcs trading here.

The Amber Spire. This strange construction is assumed to have been built by the Empire of Eruk'lun. Comprised of red-tinged amber and perfectly hexagonal the spire's peek pulses with a yellow light that would presumably guide ships away from the treacherous terrain of Blade Bay to the safer waters near Heilwig Cliffs. However, its ancient construction means that the lighthouse is no longer accurate, nor useful. A small village has sprung up in its shallows, mostly fishermen, hermits, and treasure-seekers who plumb the bay's depths during summer.

Titchner Fork. Known for the local colony of giant beavers, minks and the like this fortification is mostly populated by fur-trappers. Titchner Fork has a hard reputation thanks to its grisly trade and the solitary nature of the prime inhabitants. It's not uncommon for brawls to break out and murders to occur in the woods. The right fur can bring in quite a bit of gold.

Upland Haven. This fishing village's primary export is shellfish that gather in the Amilton Lake's shallower end. The southern banks of the town are comprised of several reclaimed Eruk'Lun ramparts. Upland has an usual number of Agriother exiles among its population.

Vinmoure. A popular hunting retreat for the wealthy and ennobled. Nestled between two rivers in game-rich woods Vinmoure provides a quiet place for those of means to blow off steam. There is a toymaker in the area whose wares are sought after throughout the Congressional Colonies, though the fellow refuses to move from his home.

West Feykin. One half of the current Feykin canal-fort being built. West Feykin is a relatively new city brought into existence as a labor camp when the canal was started. Nevertheless, the Bluffbred Guild of dwarves is pressing hard to be granted control of Fort Feykin once it is built as it is their labor and resources being used.

Forest and Woods

Agriother Peaks and Woods - These woods surround the Agriother Peaks and are where the majority of the Agriother population live and hunt. While they have trade routes with one another and occasionally interact with the Congress of Knaves, the Agriother city-states are content to keep to themselves. Skirmishes between the various warlords and petty kings are not uncommon, but rarely effect the Congressional colonies. Exiled families from this area make up the majority of bearfolk found in the Congress of Knaves.

Blade Forest - The stretch of woods leading up to Blade Bay. The Blade Forest has a few scattered outcroppings of ancient rubble. There are some tales of will-o-wisps and other barrow spirits, but otherwise the Blade Forest is an unremarkable stretch of land.

Cold Hart Woods - Named after a peculiar species of snow-white deer, the Cold Hart Woods are often the last the thaw in the spring time. Explorers have not traveled there often. Those that do talk of broken-down, rime-kissed ziggurats amid the trees. They also claim that the cold harts are more intelligent than one might expect.

Emerald Forest - The Emerald Forest is a rich, dense forest full of strong lumber. Said lumber is currently being harvested in force and being shipped north to aid in the construction of the Feykin canal. The greenery here is exceptionally vibrant and oddly the dryad population rather helpful to lumberjacks. The tree-bound fey guide the harvesters to old growths in need of pruning and away from their groves.

Free Orc Woods - In the second generation after the founding of the Congress of Knaves, several orc families worried that they were losing their cultural identity being around the city-bound races. Collectively they set off for the northeastern woods to take back up their tribal, forest-based lifestyle. They chose to call themselves The Loga, or the Free in common tongue. Technically, the area should be called the Loga Woods but this isn't commonly done in the Congress of Knaves. Several orc tribes inhabit these primal forests. Most flourished and do brisk trade with the Congressional colonies. However, some have reverted to their worst stereotypes and raid other tribes and colonies as a matter of survival.

Hag Woods - Stretching between Lake Feykin and Lake Ottmar, this witch-plagued wood is a dreary, dense, and dreadful place. Uncanny fetishes hang from the trees, the skulls of the unwary are posted atop stakes to ward off outsiders. No one is sure exactly what manner of hags inhabit these woods. Most are just happy that the crones are content to stick to themselves instead of plaguing nearby areas.

Mountain Ranges

Amber Mountains - Overlooking Blade Bay the Amber Mountains seem like they should be part of the Moon Kiss Mountains. However, they are a different shade all together, a rich honey amber, and regular enough in size and spacing that they almost appear to have been constructed rather than a natural

formation. When the sun hits the peaks just right an optical illusion makes them appear to be semi-translucent. Nothing grows amid the Amber Mountains and as such they are left well enough alone.

Brey's Sparks - Named by the infamous explorer Avill Brey, the Brey's Sparks Mountains are where the dwarf and his dirigible crew disappeared. The rock of the area is a brilliant assortment of bright red and orange with pockets of shimmering pyrite. Avill Brey was convinced there was actual gold in the hills and his greed is what brought him back again and again to the area before he never returned.

Dark Hart Mountains - The Dark Hart Mountains are often wrapped in thick mist and covered in snow deep into the summer months. They are the second highest peaks in the region. When the snow melts their dark rock is exposed lending to their names. Rumors persist that strange, savage fey live here.

Grinning Mountains - The Grinning Mountains are located on the other side of Golem Lake. They form a natural boundary one must travel around to reach the Plains of Eruk'Lun, where the ancient sorcerer empire once thrived. Another lore holds that the Grinning Mountains used to extend all the way up along what is now Lake Brey and connect to the Moon Kiss Mountains. However, Eruk'Lun's magic levelled them mountain by mountain over the generations in order to open up the region to the empire's rule.

Moon Kiss Mountains - The tallest mountains in the region, the Moon Kiss Mountains are also the most rugged. They get their name from the way that the moon hangs in the sky along the ridge for most of the year. Some Tabaxi claim it is on those very peaks that they descended from their moon empire to this pitiful mortal world. Occasionally a party of catfolk will trek into the mountains looking for a way to get back to their legendary home. None have ever returned, which fuels further speculation that maybe they weren't crazy after all.

Noth'laon Mountains - The southmost range in the region, the Noth'laon Mountains once harbored the main passes one traversed from the Noth'laon provinces of the Empire of Eruk'Lun to the south. However, those passes have long since collapsed and the once-wide roads have been wiped away by time. A few milestones of Eruk'Lun can still be found amid the area and adjoining woods and ancient golems patrol what patches of trade routes that remain.

Peryton Peaks - The peryton peaks are avoided by most explorers due to their namesakes, the dreadful perytons. These twisted predators love the heart of humanoids and thus any such person in the range is subject to constant attack. Mustel legends hold that the perytons were another experiment of the Empire of Eruk'lun's wizard-priests gone awry. The fact that these depraved horrors harbor sinister intelligence and smell like humans seems to support these tales.

Pond Peaks - Cutting down from Corpse Bay toward Lake Amilton, the Pond Peaks are dotted with small bodies of water between the jagged mountains. The area is known for being a serene, fey-shrouded place. A great many dryads make their home in its foothills and surrounding woods. There are stories of a hag who guards the Pond Peaks from intruders. But if there is such a creature, she doesn't bother those that use the few natural passes through them.

Rusted Peaks - Lying north of Lake Reley, the Rusted Peaks get their name from their deep-red color. They are also known to be riddled with significant iron deposits, many of which already have abandoned mines dug into them dating back to the Empire of Eruk'Lun. The major rivers which feed Lake Reinhard and Lake Reley have their origins within the Rusted Peaks and carry the same rich, red soil. Some of the

Loga Orc tribes have recently moved into the area and along with adventurous dwarven clans have overcome traditional animosity to explore and re-open the mines together.

Bodies of Water

Blade Bay - Connects directly to the ocean. Blade Bay is chock-full of sharp rocks and crumbled ruins of an ancient civilization. This makes it too treacherous for most sea-faring vessels. It also makes for a natural protection against discovery by the Iron Saints of the old world.

Corpse Bay - While part of Blade Bay, Corpse Bay was given its name due to the particular type of debris clogging it. Giant statues, most vaguely humanoid but worn down by elements and the time, lay just beneath the surface. Their haunted, distorted faces stare up from the cold water.

Golem Lake - Sacred to the Agriother Warlords, Golem Lake was not always a lake, or so they claim. In their tales it two lakes with a massive ziggurat and surrounding temple city dedicated to the lost sorcerer-king Eruk'Lun inbetween. After the cataclysmic fall of that empire the temple city was left in shambles and under the control of warring lichs who abused the bearfolk. However, the bearfolk were able to activate a titanic golem which levelled the area, sinking it into the lake and taking the extinguishing the last embers of the Empire of Eruk'Lun with it. The bearfolk consider the area off-limits out of fear or rousing the lichs or great golem.

Lake Brey - This area was named for the notorious dwarven explorer Avill Brey. The center of Lake Brey is home to a large Mustel population and a great many lake pirates hail from this area. Avill Brey's interaction with the otterfolk was far from ideal and this helped agitate the situation. Using a prototype dirigible, Brey surveyed the area and dubbed the two other parts of Lake Brey Brey's Hammer and Nail respectively. He was exploring the mountain range he'd named after himself as well, Brey's Sparks, when he, his crew, and fantastical airship disappeared. Their fate remains unknown.

Lake Feykin - While technically disputed territory between Agriother Warlords and the Congress of Knaves very little conflict occurs on Lake Feykin. The bearfolk aren't keen on boat travel in the first place. In addition, the foreboding Hag Woods dominate the western shore. Congressional villages dot the northern shore, but few are large enough to note. However, with this will likely change over the next generation after the expansion of Fort Spanswick and the nearing completion of the Fort Feykin canal.

Lake Ottmar - Lake Ottmar is a rarely travelled river, at least its southern half. The northern section is currently being attached to Lake Feykin by the largest canal construction to date. Lumber camps dot the Emerald Forest and Mustel explorers have begun poking around the region. Much like Lake Feykin's western shore, Lake Ottmar's eastern shore is along the sinister Hag Woods and remains mostly unexplored.

Lake Reinhard - Bisected by a ridge of blue stone, Lake Reinhard has two canals connecting it to Lake Amilton and Lake Reley. At the height of the blue ridge sits Reinhard Rise, an imposing structure that can see over most of the waters. Lake Reinhard seems the most water traffic and has a significant Mustel Population.

Lake Reley - Lake Reley is known for its rich fish population and large Mustel settlements. The majority of the otterfolk live near the center of the lake where the water is the deepest. They have established some small villages on the islands nearby. Lake traffic is not uncommon along the eastern banks, consisting of both Mustel rafts and boat-traffic.

Creeks and Rivers

Rusted River - Running through the Rusted Peaks to Blade Bay, the Rusted river is the main water source for the Loga Orcs. It carries a red sediment the entire way, lending the water the color of corroded iron. Though, the orcs claim that it tastes fine and they haven't suffered any ill effects. The Red River is a one of the large tributaries off of the Rusted River. No one is quite sure why this waterway carries an even darker color, to the point where it almost looks like fresh-spilled blood. The Red River also flows in odd directions with one length running inland instead of out to sea. The other main tributary is the Esker River, which flows directly to Esker Keep on the edge of the Congressional colonies. This is the main route that Loga Orcs use to trade goods with the Congress of Knaves. A great many orc and half-orc homes are arranged along this route.

Reley River - The Reley River shares an origin with the Rusted River amid the Rusted Peaks. Unlike the Rusted River the water of Reley River runs as clear as any other. This is due to a series of waterfalls along its routes that churn and mix out the red sediment. Reley river is largely unexplored. The Mustel of Lake Reley travel up it during salmon season to stock up on the hardy rust salmon that spawn in along its rapids.

Cold Hart River - The Cold Hart River runs through the Cold Hart Woods and forks off into the Emerald Forest. It remains chilled all year long and ice floes can be found on its surface deep into summer. The water itself is known for its crisp, refreshing flavor. Most suspect something in the flow is responsible for the vibrant growth of the Emerald Forest. The Warm Hart River forks off from the Cold Hart River and it rapidly loses the frigidness before emptying into Lake Reley. The Warm Hart River remains the easiest way to explore at least part of the Cold Hart Woods.

Long Tongue River - This river runs between the Dark Hart Mountains and the Noth'laon Mountains. At one point it served as a water-bound trade route between the frontier towns and Noth'laon province of the Empire of Eruk'Lun. Ruins and remnants trading posts dot the river and daring Mustel explorers will occasionally forge the river to see what ancient loot can be found. They bring back tales and small objects that depict the people of Noth'laon as having unnaturally long tongues and unsettlingly-wide mouths.

Ottmar River -The Ottmar River marks the southern border of the Agriother Warlord's territory. Technically, the bearfolk could and do venture further south but do not do so often. They find the river fish within the Ottmar River as well as the tributary Bridge Creek plentiful and delicious. They also post toll-keepers along the river to ensure that Mustel do not plunder the fish or use Ottmar River to defile the sacred Golem Lake. The Kul'than River runs directly below Ottmar River and is attached by Bridge Creek. The Agriother say the fish in this river are a strange breed with too many teeth and armored scales. They do capture some to skin for jewelry purposes, but consider the meat disgusting.

Gette River - The Gette River runs between Lake Brey and Lake Amilton and provides an alternate trade route between the numerous Congressional colonies in the area. However, it also makes it a popular vector for Mustel river pirates as well as other brigands. Thus, there is a dedicated group of Gette River Wardens who work the area to try and keep it free of trouble. The fact that the wardens are still needed to this day is a testament to their lack of success.

Tichner River - Another odd waterway, the Tichner River flows from the Moon Kiss Mountains into Lake Brey, but its main tributaries flow off into Corpse Bay instead. Tichner River is named for Sama Tichner, one of Avill Brey's partners. After a falling out, Sama quit the arrogant Brey's company and started her own expeditionary force. She extensively explored this river and its tributaries and then made a business escorting pioneers to ideal places to settle. Tichner's mercenaries also provided protection for these new settlements and their even-handed methods earned Sama a great deal of respect. In her elder years, the human poured her wealth into establishing a convent in the middle of Hillsbrook Valley dedicated to the Lord of the First Breath, He Who Carries the Burnished Blade. The convent stands to this day, providing healing and protection services for the region. Blade River spins off from the Tichner River and is known for its sharp rocks and violent rapids. Traud Creek is another major tributary that is settled by the extensive Traud family; religious zealots of The Soothing Matron, Champion of Awe and Dread. Inniscrone Creek is a smaller river that ends next to the booming town of Inniscrone.

Orange River - The Orange River, via its two forks, connects Lake Amilton to Corpse Bay. It gains its name from the algae that grows wherever the current is weakest. However, the algae doesn't contaminate the water as far as anyone knows. The Orange River is also flanked by a major trade road that connects the area around Hillsbrook Valley to the rest of the Congressional colonies. It seems frequent travel whenever the passes through Pond Peaks are unavailable or too narrow for the cargo being hauled. The Orange River is only safely spanned in one place, the Grin-Face Bridge, an ancient causeway dating from the Empire of Eruk'Lun.