Rystalmyth

The Last City of the Wood Elves

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Time Line

–2439 DR

Drow use dark magic to burn an enormous swath of the southern Rystall Wood in an attack known as the Spiderfires. The magical fires sever the woodlands surrounding the Twisted Tower from the rest of Rystall Wood and widen the cleared lands between those areas and Cormanthyr.

–1535 DR

Ylraphon is established among the eastern woods across the River Lis.

–1400 DR

Coronal Faahresc of Rystall Wood initiates a series of raids on the Twisted Tower and the Underdark caverns held by the drow.

–1354 DR

The combined forces of Rystall Wood and Cormanthyr rout the majority of the drow from the region of Rystall, the ruins of Uvaeren, and the crag known as Old Skull. They fail to take the Twisted Tower, and many drow manage to escape.

–800 DR

Connak becomes Coronal of Rystall Wood. Synnorha Durothil becomes a baelnorn to guard the Library of the Durothils.

–722 DR

Ylraphon falls to orcs in the summer, two seasons after drow raiders severely weaken its defenses.

–470 DR

Year of Perdition's Flame: Cormanthyr and Rystall Wood form an alliance against the drow of the Twisted Tower. The Shadow Wars begin.

–331 DR

Year of Shadows Fleeting: The Twisted Tower falls to the forces of Cormanthyr and Rystall Wood and their good-aligned dark elf allies. The nigh-impregnable fortress is rededicated as a temple to Eilistraee. The fleeing drow make off with the *Warblade* and the body of its wielder, Lord Orym Hawksong.

–310 DR

Year of Glassharks: Coronal Tannivh allows small groups of reformed, surface-acclimated drow to settle in the remote forest east of Cormanthor.

–205 DR

Year of Good Hunting: Iliphar Nelnueve becomes ruler of the colony forests in the Forest Country (Cormyr) when he bests the black dragon Thauglorimorgorus. Orc hordes engulf Rystall Wood.

-210 DR

Construction is begun on the city of Rystalmyth in Rystal Wood.

- 215 DR

The Selu'taar of various realms raise the mythal of the new city of Rystalmyth.

–64 DR

Year of Gleaming Frost: Rystall Wood falls to giants and orcs. Some survivors remain in Yrlaancel, the City of Peace; others migrate to Cormanthyr.

194 DR

Year of Coiling Smoke: The good dark elves who tend the temple to Eilistraee are slaughtered by a new infestation of drow from below. The Twisted Tower is restored as a drow military garrison.

633 DR

Year of Chasms: Myth Ondath is destroyed, *mythal* and all, by the Ice Queen's use of the artifact known as the *Gatekeeper's Crystal.*

Introduction

The City of Rystalmyth

Rystalmyth (small tree city), Population 7500; Wood Elves 65%, Ondonti, 15%, Humans 5%, Dark Elves 5%, Halflings 5%, Forest Gnomes 3% Half Elves 2%, Assets: 150,000+gp, Products; wooden tools and weapons, horticultural products, ales & fine wines, clothing, minor magical items, timber products, leather goods and musical instruments. Imports; metal goods of all kinds, wool, meat products, gems & jewels, paper, magic items. Patron Deities; Solonor, Rillifane, Sehanine, Eldath, Chauntea, Selune.

Rystalmyth was built by the wood elves of Rystalwood in response to the repeated orc invasions that regularly poured down from the lands of Thar and the mountains to the north. Commissioned by Coronal Tanivh, in the year -210 DR 5 years after the latest horde cause untold death and destruction to the forest, the last redoubt of Rystalwood was to serve as a haven for those persecuted by the dark powers of the north, and by those who sought a peaceful life free of war and strife. With this aim in mind, the last Selu'taar of the realm along with Ulaier the Silent, the Srinshee, and various Selu'taar from Cormanthor and Eaerlann, firstly grew the tree city around the oldest Weirwood in the forest. From this point they sanctified an area 4 miles in diameter to be the home of last resort for the wood elves of the forest and those who chose peace and communion with nature over the pursuit of power. The construction of the city took another 5 years as the elves worked in close partnership with the inhabitants of Yrlaancel to build a self sustaining land that would shelter the elves from the worst of the depredations of goblin-kin, giants and drow. The end result was a shining example of elven architecture that combined high magic and nature in a seamless blend. On mid-winters night, under a frosty star-filled sky the mythal was laid and the city was named Rystalmyth, last redoubt of the wood elves.

Involved in the casting were El'ahariah Silverhawk, the last Cor'selu'taar of Rystalwood, who gave her life so that the mythal might live. In sacrificing herself, the Goddesses of nature rewarded her by transforming her into an Elder Treant, the sacred guardian of the Mythal, the city and its citizens. El'ahariah contributed the greatest powers of the mythal, joining her in the central circle were Uailer the Silent, the Srinshee, Rhigair Starsong, Selu'taar of Eaerlann, Ysmyrlda Mornmist, Selu'taar of Windsong Tower, Traeliorn Craulnober and Seshael Craulnober of Glaurachyndaar, Sylvr Mistwinter of Cormanthor, Garrick Delimbiyra of Elvenport, Lorelei Silverleaf of Yrlaancel, Onvyr Kormrael of Eastern Cormanthor, Mnuvae Melarn of Eastern Cormanthor, Halafarin Ostelda of Ylraphon and Elorfindar Hawksong of Teuveamanthaar. Together they raised the mythal that would signify the hopes and dreams of the people of Rystalwood.

The Mythal

The mythal stretches 500 yards above the tallest trees in the city and reaches 500 yards below the deepest roots. The city itself sits at the center of the mythal in concentric rings of tree buildings, granite spires and ground dwellings, which reaches out 2 miles in every direction from the central tree.

Powers of the Mythal

1. An elaborate illusion that cannot be dispelled cloaks the city and surrounds, making it totally undetectable in ways to the senses (magical, psionic, or mundane) of humans, beholders, undead, giants and giant-kin, goblin-kin, ogres, ordinary orcs, evil drow, all dragons and duergar. Half-elves can see the town as a hazy outline in moonlight through the trees. The mythal teleports any creature, incapable of seeing the city, to the opposite side of where it makes contact. The teleportation is instantaneous and unnoticeable, so a person can seemingly walk straight through the city without noticing its existence. The mythal also acts as a wall of sold stone to Tannari, Baatezu and Yugoloths.

2. A dimensional lock covers the entire area within the mythal. Any form of dimensional travel simply does not work. This includes gating, ethereal travel, passwalls, dimension doors and the like. This extends to psionics and naturals abilities of all creatures, except for some reason white unicorns, blink dogs, moon horses and cathshee.

3. Fire, normal and magical simply will not work except in specially designed hearths, ovens and forges. The secret for making these is closely guarded, and flames seeking to get away from these devices are immediately snuffed out. This prohibition extends to any fire using abilities of creatures and especially fire/heat based using creatures that are immediately expelled from the mythal to the elemental plane of ice.

4. Those inside the mythal of cannot be located by any means short of a wish spell or by a summons from the gods of the city of which there are just six.

5. The mythal itself sets the city of the edge of the fey-wild, here at the edges of the mythal the walls between this world and the next, and several portals exist that allow the residence to enter the fey-realm. This connection also allows the Cor'selutaar of the city to shunt it completely into the fey-wild, but this is a one way trip that will strip the mythal from the city. This power is the ultimate last resort.

Minor Powers

1. All creatures are protected by a featherfall effect.

2. Creatures heal at triple their normal rate whilst within the mythal. This increases to 4 times if they are followers of one of the city's six patron deities.

3. Creatures of animal intelligence or below are automatically calmed upon entering the mythal. But they will still attack if they or those they serve or protect are threatened.

4. The ambient temperature within the mythal never becomes too hot or too cold. All four seasons still tale place, but extremes of weather are rarely life threatening.

5. Creatures who spend more than 10 days in the mythal begin to age at half their normal rate, they become immune to disease and poison and regenerate lost organs and limbs provided they don't die first. (Any diseases brought into the city are immediately cured; this includes mummy rot, lycanthropy, if it's not natural, and the like.)

6. The mythal allows those who know the secret to cast faerie fire at will to light up their homes, towers and temples.

7. All spells cast by priests of the six patron deities work at maximum effect and duration.

8. Elves entering reverie here find that they are able to recall events with uncommon clarity and are able to record this information into lore gems whilst they dream.

9. Selu'taar casting beneficial magics within the mythal find that their spells work at double normal efficiency and duration.
10. Any dead laid to rest within the mythal can never be raised again except by high magic or by priests of the six patron gods.

11. Creatures within the mythal are immune to all fear, charm, possessions, death, mind affecting spells, symbols and effects, and disintegrations. All charms and possessions are immediately dispelled upon entering the mythal, except any geas laid upon those who have attempted to betray the city in some way.

12. Lightnings, magical and otherwise are immediately earthed into the nearest tree, being harmlessly absorbed and converted into vital ozone for the plants.

13. Those who know how can use the portals scattered about the city to appear at designated locations anywhere within Rystalwood, this is still a one way trip.

14. The mythal seems to have shifted the city slightly out-of-phase and as such entry to the city comes only 8 days a month on the nights of the crescent moons. If anyone who knows how to enter the city and can see it, comes into contact with the mythal when a crescent moon is visible in the sky, they can pierce the barrier and enter the city. A creature capable of seeing the town can pierce the mythal at any point and enter at this time.

15. Those tuned to the mythal find that any wooden weapons they create are of the highest quality, bows, spears, arrows wands and staves etc, gain an immediate non-magical +1 and are much more likely to take enchantments. Such that success in creating a wood based enchanted item is increased by 35%.

16. The city is only visible to wood elves and those worshippers of the six patron gods who have been welcomed in and attuned to the mythal. Any being attempting to enter the city via a charm, shape change or other trickery is immediately surrounded by faerie fire and subject to a temporal stasis effect. Even if the intruder saves against it, they are then teleported 500 miles away in a random spherical direction.

17. Those who know how can read languages and magic without using a spell.

18. Those who know how can create food and water of the finest forest quality. This include fruits & vegetables from the forest, fish from the streams and cool, refreshing spring water, enough to feed 4 elf sized individuals for one day.

19. Those who know how can cast stone-skin and entangle 1/day at 15th level of experience.

20. Any arrows, javelins or spears manufactured and fired within the mythal immediately return to their quiver/holder if they miss their target.

Description of the City

Rystalmyth is built in the north end of Rystal wood, 30 miles south of Yraancel, seeming to spring up from the ground just like the trees throughout the city. In fact, many tall, broad trees are larger than several of the city's red granite towers, giving the impression that the towers are merely natural growths within the forest, and just as in the city of Myth Dyraalis, the Mother Treant (the High Mage El'ahariah Silverhawk transformed into an Elder Treant), dominates the city's center, its massive central trunk ringed by the upper paths and suspension bridges leading to other trees. Buttresses shaped from former branches arc down into the ground and support the tree's weight by becoming rooted there. There is no place within the radius of the mythal where the Mother Treant's roots do not spread. Some hollow trees follow the Mother Treant's example as major buildings, but they are much smaller and have no buttresses.

The city's lowest dwellings are 80 feet above the ground, and the first bridges among the branches begin another 50 feet above that. There are 6 entrances to the settlement above from the forest floor, and these tree-trunk secret-doors are well-hidden (-1 on all chances for all who are not Sy'Tel'Quessir) and well-guarded (interior stairs up to low guard posts; stairs and posts defended by at least 8 F4 or R4 and 1 or more W4). Alarms are easily sounded among the elves to warn of intruders or approaching dangers, though to many outsiders, the alarm sounds like they disturbed a flock of birds.

The elves maintain constant patrols of 8-12 elf warriors (2nd level and up) against intruders for up to a 10-mile radius about the city. They do not prevent animals or their allies (centaurs, satyrs, dryads, etc.) from approaching the city. In all, Rystalmyth consists of over a 100 huge trees hollowed out for homes (or built-up huts attached to the trunk), and all are connected by branches or rope bridges. The settlement ranges from 80-500 feet above the forest floor,

The city has no walls, meaning that entering the city is a matter of walking wherever a gap can be found between the buildings and great trees. Many tracks and paths flow outward from the city center, allowing citizens to enter wherever is convenient upon arrival; similarly, leaving the city is a matter of finding the shortest route to the edge of the buildings. The paths covered with soft mosses and lichen covered granite cobbles, wend their way through the city in a rather haphazard fashion. The few buildings in the city cluster together in groups of three to five towers; the paths flow around them.

The city has many wild looking parks with small patches of grass and streams that feed into placid pool, which is where the city's inhabitants can gather outside their homes. The elves make sure that Rystalmyth is constantly filled with gardens, streams, and small lakes, which gives the impression that the city and the forest surrounding it grew up at the same time. There are many libraries, a magic school teaching lost arts, and buildings for use by visitors.

The Outskirts

Several settlements exist outside the city proper. Scattered out for a mile in every direction, these hamlets and farm flets are collectively known as the outskirts. Most of the food for the city is brought in from farms in the outskirts. The farms of the outskirts are somewhat unconventional in their methods and appearance. Most of the farms appear to be little more than homes built at random in the deep forest. Farmers in the outskirts take extra care in the planting of certain trees, and their ground-grown crops Farmers from the outskirts harvest their crops year-round and in careful rotation. Every few weeks, a farmer brings a portion of his or her harvest to the city to sell to city-dwellers. The stalls of these farmers dot the street corners throughout Rystalmyth at all times, and inhabitants of the city have favorite farmers that they prefer to buy from whenever possible.

Who Rules

The city is governed by a council made up of representatives of all the major wood elf and Ondonti clans, the leaders of the halfling, dark elf, and gnome communities, and priests of the six temples within the city.

Who Really Rules

The High Council is seen as an open and honest body with members elected for fixed terms, and meetings chaired by a different person at each sitting. Day to day running of the city is left to the heads of the major temples and the leaders of the Ahk'Faern and Ahk'Velahrn who see to the defenses of the city and the out-lying settlements of Wood Elves, Ondonti, Halflings, Humans and Gnomes. The current rulers are; Cyrinnia Hopekettle Hin Female Priestess 15 of Selune, Margeth Snowmantle Human Female Druid of Chauntea, Syluth Dragonmoon, Ondonti Male Priest of Eldath, Haryk Silverleaf, Wood Elf Male, Ranger of Solonor, Lielatha Hawksong, Wood Elf Female, Druid of Rillifane, Nanthleene Leafbower, ½ Wood Elf Priestess of Sehanine, Talarfindor Nightstar, Male Moon Elf Ranger of Sehanine, Leader of the Ahk'Velahrn, Nieidre Melarn, Dark Elf Female, Selu'taar of Rhymanthiin, leader of the Ahk'Faern.

Armed Forces

The Shadows of the Forest, which polices the city and its immediate environs, stands 500 strong. It is made up of Rangers, Priests, Druids, Warriors, Spellsingers Duskblade, Mages and the like with most patrols containing Wood Elves, Dark Elves, Halflings, Humans and Gnomes who patrol the forest helping those in need. Most citizens of the city know how to use a sling, spear, sword, staff or bow so all spend time in the forest guard acting as a local militia whenever outlying settlements are threatened. This militia can muster another 2500 souls at full strength, but most are either too young, too important or too far past their prime to be front line troops.

Places of Interest

The Hall Of Silent Guardians

The Hall of Guardians was grown from 3 stout oak trees during the raising of the mythal to form a single giant plant 300' wide with a circular hollowed hall 100' wide, with a ceiling and walls made from living wood. It is here that the Shadows of the Forest are based. Many tree homes, halls and flets are to be found high up in the spreading branches of this great redoubt. A mist-ward can be called to cover the entire tree keep, that allows defenders to see out but attackers to see nothing but dense, grey fog. Along its sides are 50 great semi-circular alcoves, in each is a giant elven warrior statue 20' tall, kneeling and with its head slightly inclined toward the middle of the hall. The eastern end of this hall is sealed by a set of great double-doors, covered in a relief carvings of peaceful woodland scenes. This huge set of stone double-doors is covered with a relief carving. It depicts ten giant elven warriors standing in a defensive circle around a great tree. Ancient Espruan carvings upon the door read "life equals white water, endless fire, silver earth, and golden air. Go well with sweet water and light laughter until we meet again. Each of the life-like statues is made of fine granite. The elven warriors are armed with genuine looking great-bows, great-swords, and quivers full of javelin sized arrows. If the mythal is ever breached and the ward-mist activated then these statues (that contain the spirits of elven warriors) will animate and attack all intruders.

Elven Guardian Golems AC -10 HD25+50 HP 300 each
True Seeing at all times, emitting chain lightning 8/day that will not affect those attuned to the mythal, the guardians can teleport to any location within the mythal but cannot pass beyond its bounds, each bares a +4 greatsword of wounding, and a great longbow of distance, the golems are immune to most spells, electrical attacks heal them, whilst acid does half damage. They are vulnerable to sonic attacks as this adds +1 to each dice of damage and slows them for 1d4+1 rounds.
Greatsword +8 to hit, 4d10+12dg, 2 deflects & stun -2
Greatbows +8 to hit, 4d8+8dg, rof 4/1 at double normal range

At the west end of the hall, a very unusual monument is set into another large alcove. However, unlike the others, this alcove contains four statues of roughly standard proportions. The scene depicts a powerful elf astride a giant eagle. On each side stands an Ondonti. The three personages carry elven longswords & longbows with full quivers. Behind the elf and between the Ondonti is a gong made of azure blue theurcrystal. Hanging next to the gong is a sounding hammer made of adamantine. If the city is ever under threat the gong is sounded and its sonorous ring can be heard throughout the mythal. Its ringing is the signal for the forest guard to assemble. If the gong is ever shattered then the ward mist comes into being and the guardian golems will activate.

The Soul Forge

Carved into the base of a giant weirwood tree is a Ondonti and Elven smithy five metal double-doorways allow access to the ground floor forges and upper floor storage and living quarters. In the center of the hall, the image of a flaming sword is engraved into the stone floor. The entire ceiling, some 30' above, has been carved in relief.

The Chamber of Life

A natural hollow deep beneath the buttressed roots of the Grand-Mother Treant holds the city's greatest treasures of Rystalmyth. In its center is a stone platform nearly three feet high. Upon resting in a theurglass urn is a tree made from a milky white crystal. The tree which resembles a miniature oak, glows with a soft white light, and gives off a low, calming hum that acts like a calming and remove fear affect to all within the chamber. Symbols and pictures inlaid the granite wall of the chamber depict the six patron deities in various states of repose platform and the monuments. The symbols and drawings are inlaid emerald and seem to be naturally occurring within the rock. The chamber is easily 50' wide with a ceiling of buttressed roots rising 30' above. The chamber can only be access by the high priests and Selu'taar of the city. Anyone who steps into the chamber uninvited will be struck from all sides by numerous bolts of energy, attempting to send them into the elemental plane of ice, causing 1d10 hp dg per strike. This crystal tree is the heart and soul of the city and it's mythal. The chamber itself is guarded by 8 watchnorns. High level Wood Elven Blade Singers who volunteered to look after the city's treasures. Hidden in 8 vaults that lead off from the central chamber are the chambers that hold much of Rystalmyth's most sacred treasures.

There are dozens of swords, bows, arrows, shields, and armor (mostly chain); thousands of gold, silver, and copper coins; hundreds of gems and many delicately carved figurines. The treasure is arranged on carved shelves and kept in stuffed in chests and overflowing coffers. It includes:
two +2 elven Vorpal longswords; a +3 two-handed sword – Spellblade (lightning bolt); a +4 elven short sword of quickness db dg vs undead; ten leaf shaped shields +1 & spell reflection; nine elven longbows of distance (each of which fires silvered arrows, 20-score +1 arrows, including 40 +2 arrows and 20 +3 arrows of disruption and an arrow of slaying dragons. There are twelve suits of armor, six of them elven chain mail +1 - +5, and six of studded elven leather of free action. 18 beluths of various powers, 21 elven cloaks of feather fall, 8 beljurel studded bracers of battle AC 2, prt/normal missles, regeneration, invisibility 10' radius, add +2 to hit & damage with missile weapons. And 2d8+4 other useful magical items of a religious nature.

The Towers of the Sea & Sky

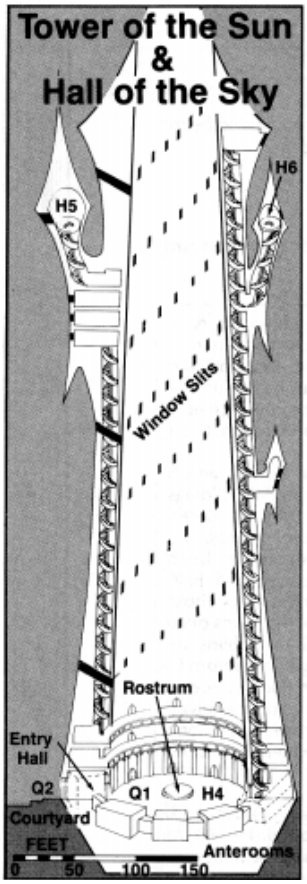
These landmarks are nearly identical in look and function. The towers are well built, 400 feet high and 25 feet across. Each has a simple door that opens to a winding stair against the outer wall. Each has three levels with empty rooms at each level; the central and top levels have rotted wood furniture, suggesting they were manned long ago as watch posts. The top rooms of the towers are open to the air with windows all around. At night the air within the top rooms glow with captured starlight, as does the roof of the tower. The magical light is clearly visible for miles to those who are attuned to the Mythal, given the heights at which the towers rest. These twin towers are linked via a vine swing bridge, at night the sounds of the distant Endless Sea echo through their otherwise empty chambers and remind the elves of their ancient Island homes on Tintageer.

Dancing Maids Glade

Five miles south of the city is a revered place to the 3 dancing maidens, Hanali, Eilistraee and Eldath. An elven settlement built high in the trees is a small community of priestesses and young acolytes, led by the Yr'inuvael Melarn Wood/Dark Elf Female Priestess of Hanali, Siandra Olriith, Dark Elf Female Priestess of Eilistraee and Telandan Mornmist Wood Elf Female, Priestess of Eldath. The three ladies work in partnership to promote co-operation between the three races of Wood Elves, Humans, and dark Elves. After training here, all priestesses move out into surrounding communities to preach the words of the Goddesses, even though each is thought to have fallen or been absorbed, the priestesses here all still receive their special abilities and spells. All are sworn never to reveal the location of the Dancing Maids Glade to anyone outside the clergy.

The Tower of the Sun & Hall of the Sky

This mighty red granite tower soars above the tallest trees in the city, and yet it cannot be seen outside of the mythal. Its many levels hose the lost libraries of Rystalwood along with the histories and lore of much older realms, including lore from Uvaeren, Ylraphon, the Elven Court, and those Wood Elf houses who have fallen to the depredations of orcs, giants and drow. Kept here too is much of the lore of Eilistraee's followers who have recorded detailed genealogies of the houses of Miyeritar, their histories, fates and descendants. Much of the lore is recorded in lore spindals, kiira gems, and kings tears. The tower also houses two circles of Selu'taar. The Circle of the Dark Maiden, and the Circle of Woods and Stars. Each circle numbers 6 high magi and 20+ apprentices.



Notable Characters

Tiirnog Olblathla Ondonti Male 9th-level fighter/9th-level priest of Eldath

Verlania Kormrael Dark Elf Female 7th-level fighter/7th-level mage – Blade Singer

Timuraz Oldark, Wood Elf Male, 5th-level fighter/4th-level battle mage

Tearhawk Silverleaf, Wood Elf Male 11th-level fighter/12th-level mage Arcane Archer

Aleaha Tearhawk, Wood Elf Female 10th Level Ranger of Solonor

Treespeaker Winterflower Moonbow Wood Elf Female 14th level Druidess of Rillifane

Vartan Moonbow, Wood Elf Male 9th level fighter/9th level thief (Chief of Scouts)

Hamran Bluntaxe, Hin male, 8th level ranger of Chauntea

Saevel Niedre, Dark Elf Male, High Mage 22 of Dark Maiden Circle

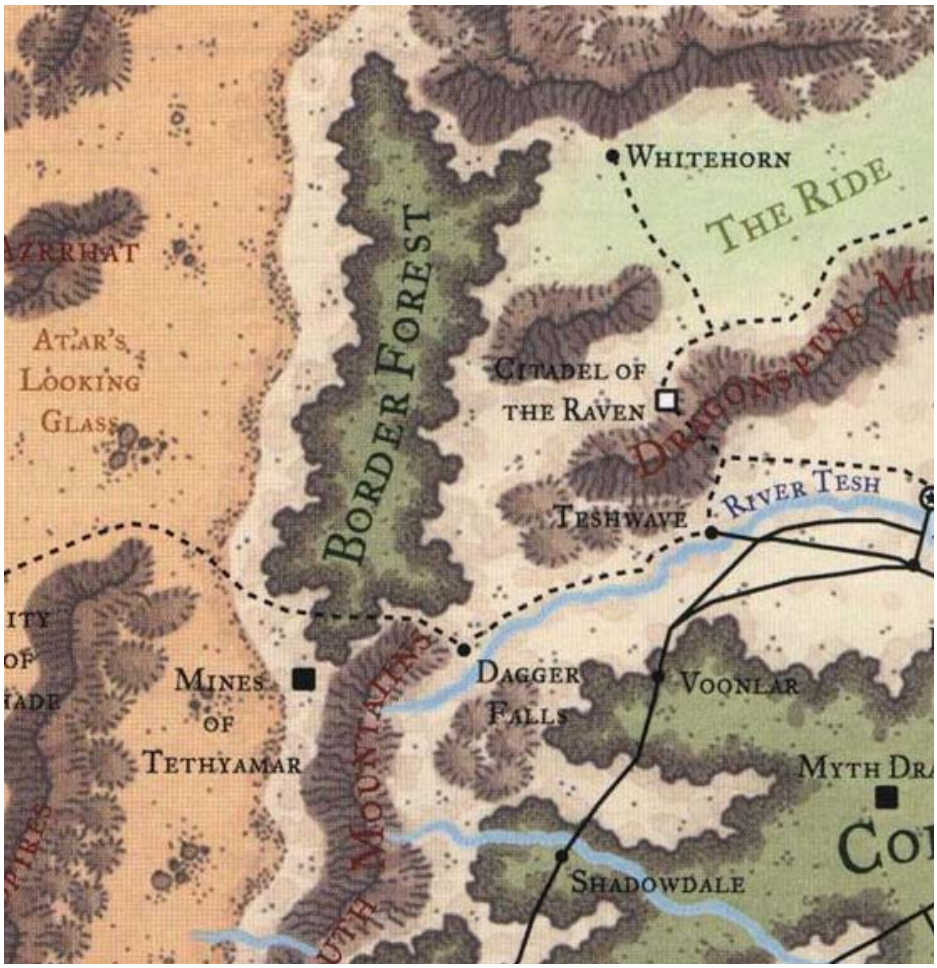
Diraynath Wintersong, Human Male, 4th level Druid of Eldath

Kennyth Oakstaff Human Male 17th level ranger of Solonor

Syndra Laellathyr ½ Wood Elf Female, 5th Level Ranger of Sehanine

Yrlissa Oakstaff, Wood Elf Female, 21st Level High Mage of the Woods & Stars Circle

The Border Forest



The Rystalwood tends to fall into two distinct halves, in the west closest to the Anaurach conifers make up the bulk of the trees, and they grow in dense stands. More deadfall and underbrush covers the grounds within the forest, and some talk of pinecones heavy enough to knock a man out.especially those from the bunya pines. The trees are far taller than many among Cormantor's glades, and they continue well up into the mountains to the north. Only when the elevations rise more than 2 miles above sea level do the trees reveal the snow-covered peaks near the High Ice. The forest is also riddled with small streams that feed into the parched border lands to the west. In the east the forest more closely resembles that of Cormanthor. The woods here are less densely packed than the trees of the desert border, and they have quite a mixture of trees, from oaks and cedars to duskwoods and maples, all of varying ages and species. Trees are not the only plant life herein; Rystalwood supports many varieties of berry bushes, ground-crawling ivy, and flowers. Streams and ponds support quite a few unique strains of water lilies and other plants. The forest is home to many Lythari, sprites, dryads, brownies, centaurs, satyrs and fauns, and many other beneficial sylvan races. However, there are also many dangers within the forest due to its native orcs goblins, gnolls, ogres, wolves, a few lycanthropes and giant spiders, and a smattering of green dragons and wyverns.

Wandering Monsters

Encountered 1-3 on 1d10, six checks per 24 hours.

1. Goblins
2. Orcs
3. Hill Giants
4. Ogres
5. Giant Spiders
6. Quicklings
7. Brown Bear
8. Deer Herd
8. Forest Bison
10. Wood Elves
11. Centaurs
12. Ondonti
13. Halflings
14. Forest Gnomes
15. Humans 50% Brigands/50% Treasure seeking adventurers
16. Gnolls
17. Ogres
18. Wolves of Wargs (+goblin riders)
19. Giant Eagles
20. Dragon, 20% Green, 20% Blue, 20% Bronze, 20% Silver, 20% Song