

## ***The Monastery of Hoss:***

### Location:

- The most northern part of the Spirit Isles, The Monastery of Hoss is built on a small island one mile out to sea. It is only accessible by boat, and that only when the wind and tides are favorable, or by flight.
- The outer walls of the monastery are sheer cliffs, carved from the natural rock of the island. The result is that the monastery is a virtually impenetrable fortress.

### History/Legend:

More than a thousand years ago, brother and sister gods, Hoss – god of beasts - and Ementa – goddess of earthly elements - went to war with each other. Their final battle was fought on the northern most tip of the Spirit Isles.

The battle lasted for three days and nights. An almighty storm lashed the coast as the two gods battled tirelessly. So brutal was their fight that a new island was formed. It was on this island that Hoss dealt the final blow, driving his spear through the heart of his sister, pinning her in place.

Many years later, followers of Hoss came to the island where they built a monastery around his spear. For a thousand years Hoss monks lived at the monastery, dedicating their lives to the worship of Hoss.

With the Age of the Gods coming to an end, and the death of their god Hoss, the number of monks residing at the monastery started to dwindle. The last monk, Brother Kivian the Devoted, died the very moment that the Fallen-Angels set foot on the island.

To this day, the Monastery of Hoss is occupied by Fallen-Angel monks who dedicate their lives to the service of their one true god, praying, hoping and waiting to be called into his service once again.

### Races:

- Fallen-Angels
- (formerly) Half-Men (0)

### Military Power:

- The Monastery of Hoss is a place of worship. Therefore, most peoples would consider it off limits. That being said, in times of war it would make for a particularly strong outpost or fort. A handful of skilled archers could easily defend it against an army of thousands.
- With its natural defenses, the only real threat to the Monastery could realistically come from Skol pirates, but even they are all too aware of the dangers that would come with trying to attack its sheer walls.

### Resources:

- Apart from its potential strategic position and how easily defensible it is, the island holds no resources...
- ...Although, legend would have it, the Spear of Hoss is still on the island, which grants its wielder the ability to call beasts to their aid.

### Prominent Figures:

- Father Rheon: All monks at the Monastery are considered equal. Apart from singing, all are under a vow of silence, except for Father Rheon. Stern and entirely devoid of any sense of humor, all visitors or delegates report directly and only to Father Rheon.

### ***The Village:***

#### Location:

- Mt. Pelehens. The Village came into existence not long after the Obsidian Lake was formed with the eruption of Mt. Pelehelens.
- A mining town, although 'town' is a very strong term. It is little more than numerous holes haphazardly scattered, with animal skins over to protect against the harshest of elements.
- Not marked on any map, its inhabitants, or rather those who spend time there, simply refer to it as *The Village*.

#### Culture:

- None. *The Village* is a glorified factory. Or a foundry, more accurate.

#### Races:

- Kobold
- Giants
- Human (1)

#### Resources/Trade:

- Obsidian. Nowhere in the known world can obsidian be found in such abundance.
- A small community of Kobold, the only creatures capable of withstanding the toxic fumes of Mt. Pelehelens for significant periods of time, mine the obsidian. The Kobold employ the Giants, who have settled farther away where the air is cleaner, to crush the obsidian into a fine powder. This is a key ingredient in many of the Kobold's bioweapons.
- With such an abundance of obsidian, the Kobold, with the muscle of the Giants, create and sell arrowheads. Obsidian arrowheads are said to make the sharpest, lightest, most accurate and most lethal of any arrows, with its fragility, and price for the buyer, its only downsides.
- Food, water and other necessities have to be bought and transported to The Village at great cost, hence the high price for obsidian arrows.

#### Military Power:

- Very little protection is needed, as the fumes of Mt. Pelehelens is toxic to all but the hardiest of creatures.

- While not formally militarized, the Giants will take up arms (or legs or any other appendages they can lay their hands on) should The Village come under attack.
- The same goes for the Kobold, who will protect this valuable source of obsidian with tooth and nail.
- It is a well-known fact that The Village is the one place where peace exists among the Kobold year-round. Here all factions and tribes set aside their differences, knowing full well that war over this stretch of land would be devastating to their race.

#### Prominent Figures:

- Rak, the Bookkeeper: the title of bookkeeper is currently held by Rak. The position holds no power and has no affiliation to any race or tribe. Its sole purpose is to keep track of who/what goes out of The Village and who/what comes in.
- Foundry Chief Warn: Warn is in charge of the manufacturing of all obsidian products, i.e. obsidian dust and arrows.
- Mining Chief Delilah: Delilah is in charge of the extraction of the obsidian. Titles hold no power in The Village, but Delilah has the most responsibility of all those who reside there.
- The Necromancer: A strange human. Obsidian's properties have long been rumored to be an ingredient in dark magic. The Necromancer keeps to himself, supposedly studying these properties. He may or may not share his knowledge if sufficiently prompted...