

*Gunthar (Sanclist)*

*Home of the Knights of Solamnia*



# *Gunthar (Knights of Solamnia)*

Regions controlled: Gunthar (Sanclist), Schallsea, Sanction

Allies: Solace, Crossing, Ergoth

Undeclared enemies: Solamnic Empire, Baron of Samuval, Golthuru, Minotaur Nation, Teyr

Declared Enemies: Knights of Neraka

## *Timeline:*

The following is a timeline for the nation of Gunthar (Sanclist).

### **1775 PC- The Vision**

In the Whitestone Glade, Vinas Solamnus is sent a vision from Paladine, Kiri Jolith and Habbakuk to form a great force dedicated to the gods of Good and who embrace the idea of honor.

From the vision Solamnus lays the foundation for the organization who are called the Knights of Solamnia.

### **993 PC- The Building**

In the forested sections of the isle, an engineering company of the Knights of Solamnia came across the location of a strong defensive position. This location would allow immediate response to any potential invasion of the isle and being on a river allowed for supplies to be easily sent to the site. The knighthood approached the Wistan family who after visiting the site agreed to pay for the construction of the castle. Once completed the Wistan family would occupy the castle until the death of the last of the line, Gunthar uth Wistan in 392 AC.

### **1 AC- The Cataclysm**

As the rest of Ansalon was left in ruins following the Cataclysm, the isle of Sanclist found little in change. When the residents of the villages and castles begin to explore the land after experience the shaking of the world, they discovered that some of the coast had risen into steep cliffs. The Knights of Solamnia sent ships to the mainland of Ansalon to learn more about the events.

### **4 AC- News of the World Changes**

The ship, The Blooming Rose, returns from Palanthis with tragic news. As many had suspected in the years following the Cataclysm the world had indeed changed. The ship's captain brought the news of the changes in the shipping lanes and that many of the vessels that left had run aground on uncharted reefs or been lost at sea. Others were reported attacked by bands of pirates. News from Palanthis was not good as the Knights learn about the destruction of Istar and the upheaval that it had caused.

### **351 AC- The Whitestone Council Meets**

The Knights of Solamnia form the Whitestone Council which meets for the first time on Sanclist. During its first meeting the five leading nations of the world cannot come to an agreement concerning the Dragon Armies. Instead the discussion becomes bogged down by past feuds and petty squabbles. The council leaves Sanclist with no resolution.

### **352 AC- The Whitestone Council Meets Again**

Meeting in the Whitestone Glade, the representatives of the remaining governments of Ansalon meet to discuss a possible alliance against the Dragon Armies. This council is led

by the Knights of Solamnia and focuses on the immediate collapse of the nations of Good. The nations during the second council are able to reach an agreement in which the Whitestone Army is formed.

### **353 AC- Gunthar is Born**

After being elected officially as Grand Master, Gunthar uth Wistan returns to his hereditary home of Castle uth Wistan. Once there he is greeted by the Grand Circle of the Knighthood who inform him that in his honor the Isle of Sancrist was renamed Gunthar. Although met to be an honor, many knights and residents still call the island by its original name of Sancrist.



### **392 AC- The Olive Branch is Extended/A Dragon Arrives**

Castle uth Wistan: In hopes of combining forces to deal with the threat of the Dragon Overlords, the Grand Master, Gunthar uth Wistan invited the Knights of Takhisis to meet. Arriving at Castle uth Wistan, they are led by Mirielle Abrena, Lord of the Night. It is during the

meeting that Gunthar is killed in a hunting accident and that Mirielle attempts to seize power. A battle ensues that cements a lasting hatred between the two organizations.

Mt. Nevermind: The dragon overlord Pyrothraxus arrives to take over the island. Unfortunately the mountain range he has chosen to become his lair was occupied by the gnomes. Even though he is a threat to all occupants of the island the dragon overlord has found himself a captive to his own desires.

### **421 AC- The New Whitestone Council Forms**

Under the leadership of Sir Goddard Tasgall a council meets in on the isle. It is formed to fight the forces of Mina. While this council champions the cause of Good, it leaves the Isle of Sancrist and the leaders of it reside in Solamnia.

### **424 AC- The Death of a Grand Master**

Grand Master Liam Ehrling dies in Castle uth Wistan. His loss signifies the last possible attempt to reunite the various factions of the knighthood that had seized control of various parts of the mainland Solamnia. He is buried in the crypts below the castle and his death is mourned by the entire island.

### **425 AC- The Grand Circle Meets**

The Grand Circle of the Knighthood meets to elect a new Grand Master. While there is clear support of Goddard Tasgall for becoming the next head of the order, the circle cannot elect him since he has refused to leave Sanction. Frustrated by the situation the circle resolves without officially electing a new head.

### **427 AC- A Grand Master Elected**

Meeting once again the Grand Circle of the Knighthood has elected not to elect Tasgall as he has refused the summons for the last two years. Instead the circle chooses Ehrling's aide-de-camp, Michel Cataya as the new Grand Master. Shocked liked many of the younger members of the knighthood, Cataya accepts the position and immediately begins to promote many of those knights.

#### **429 AC- Death of a Dragon**

With the dragon Pyrothraxus continuing to slip into deeper madness the Grand Master Michel Cataya fears the worst. Within the last few months the dragon had begun to experience a steady loss of sanity and had begun to delve into the realms of experimentation. Fearing that the gnomes would become a twisted perversion of themselves, he ordered General Jackson Kalkwarf to lead an expedition to slay the dragon. Wielding a dragonlance, Kalkwarf personally slew the dragon after discovering the lair in which he had started to make changes to captured gnomes. Sickened by the news of the changes to many of the captives Kalkwarf pledges to quest to find a cure.

#### **433 AC- The Great Migration Begins**

With the order of Solamnic Emperor Jaymes Markhem to the the loyal knights and citizens of Solamnia to swear off the knighthood or leave, the first ships leave to reach Sancrist. Meeting the refugees on the docks the Grand Master weeps openly at the sight. These people set up camps outside of Gavin and Markennan as they wait for lands to be available.

## *Treatise on the Knights of Solamnia*

Author's note: While my earlier treatise covering the creation of the Solamnic Empire can be considered a reference tool on the how the modern nation of Solamnia came into being. It should not be taken as a reference for the status of the Knights of Solamnia during this time. While these knights for centuries had championed the cause of light, it has been well documented that following the Chaos War their power over the region called Solamnia fell tremendously. With the loss of power in the region the knighthood had been forced to fall to lands of previous exile, Sancrist. Even though the War of Souls allowed the knighthood a chance to rejoin the traditional lands, they were no longer able to properly administer such lands. Further information can be gleaned from the Treatise of the Solamnic Empire.

In this writing you will not find any argument concerning the grossly management of the country or an apology about the actions of Jaymes Markham on the nation of Solamnia. Those arguments have been written a hundred times already and the works discussing Markham's actions are still often quoted years after the incidents. Instead you will find a clear description of what befell the knighthood in the early days of the Solamnic Empire. To have a clear understanding of what befell the knighthood one needs to look back at the history of the nation of Solamnia and most importantly in its last days in the struggle against the half ogre Ankhar and the civil war that followed with the Dukes.

I hope you as the reader will understand what steps were taken in the early stages of this campaign and how the quick actions of people such as Kalkwarf, Margraf, Cataya and Schweibert preserved the heritage of the organization. While the knighthood has evolved

since the days of Huma, Brightblade and even the Majere's, it has always stood for the forces of light. Please enjoy the summary of the events that took place in the last days of the Solamnic Civil War and the early years of the Empire.

Your Servant

Gerrin Hammerstrike

### A Treatise on the Knights of Solamnia

“One needs to understand that the knighthood was sick, sick long before the likes of Markham.” Sir Elisha Margraf, Knight of the Crown.

“When history documents these events, who will they cast as heroes and who as villains?”  
General Jackson Kalkwarf, Knight of the Rose

The history of the Knights of Solamnia is one filled with glorious highs and unforgettable lows. This history has been told by historians throughout the centuries and contains the tales of Huma, Sturm Brightblade and even Linsha Majere. All of these tales tell of truly normal individuals cast into moments of history that have made them immortal. It is through these tales of gallantry, honor and sacrifice that the knighthood has made its name. These tales also are what caused the turmoil post War of the Souls.

When Jaymes Markham led the armies to victory over the forces of Ankhar, the people living in the land of Solamnia fell in love with him. While Markham had at one time been a knight, it was also noted that through false evidence that he had been framed for the murder of a fellow knight Lord Lankford Lorimar, Knight of the Rose. This evidence was discovered through the Invasion of Ankhar, that

in reality Markham was innocent of the murder and that the real culprits were individuals who considered themselves Dukes of the Knightly orders.

Now one must understand that by this point, the government of the knighthood had no real power in Solamnia. The Solamnia during both wars of this time was corrupt and did not respond to requests made by the council. Instead they operated independently and often misled knights still loyal to their oath. It is during this time in history we see a true separation of the knighthood in the traditional lands. Knights began to form into two opposing side, those who still believed in the oath and those that were driven by a military calling.

During this time period the knighthood in Solamnia was known for its military victories, victories over the forces of Mina. The men who joined the knighthood at this time were different than the older traditional knights. The newer knights were ones who dreamed of riding into victory and cared little else for the organization they served. This led to a great divide in the knighthood as older knights often left the mainland of Solamnia, seeking the comforts of Sancrist as something that was stable and familiar.

The knighthood previously to this divide was on the verge of recovering its power base in Solamnia. Lorimar had led a resurgence in the organization and while many citizens of Solamnia did not wish for another outside ruler, following the fall of the Dark Knights and the stories of the inability of the Knights of Solamnia to defend them in countless wars. They did though wish to become united under the leadership of this great knight, but in the early days of the return of Solamnic power,



corrupt lords created petty fiefdoms. After the assassination of Lorimar the only voice of the knighthood that supported the oath had been snuffed out.

During the period of time between the death of Lorimar and the rise of Markham, the knighthood continually loses control over large parts of Solamnia. Those few lords who remain dedicated to the oath learn early the price of obedience and many of them leave their estates in the hands of others as they travel abroad. The lands are quickly confiscated by the various fiefdoms of Solamnia and prior to the invasion of Ankhar the knighthood has no real power in Solamnia.

While the knighthood's power was waning in their traditional homeland it was growing elsewhere. On Sancrist the Council of Knights elected a new Grand Master in 427 AC. This event was in response to the elevation of Markham to Lord Marshall of Solmanic forces and the isolation of the acting Grand Master Goddard Tasgall. The council felt that Tasgall was turning Sanction into his own private domain and that he did not represent the Measure.

The new Grand Master Sir Michel Cataya was a young Knight of the Rose, one born on the isle of Sancrist and had never traveled to the mainland of Solamnia. It was believed that he was free of the corruption that plagued the knighthood there. The hope of a strong charismatic leader was a major deciding factor to the council.

As the wars swept through the lands of Solamnia, Grand Master Cataya did little to contain them. Instead he focused on gaining control of Sancrist mainland to help establish the land as the new permanent homeland of the organization. It would be through a series of events that the Dragon Overlord Pyrothraxus would be defeated by forces under General Jackson Kalkwarf and control of the land would fall completely to the knighthood. In the early part of 430 AC the knighthood began to resettle large parts of the island. It would be during this time period that the Knighthood would attempt to reach out to the Solamnic Empire.

Sending an ambassador party headed by Lady Natisha Schweibert (Knight of the Sword) to Palanthis, the knighthood was hoping to set up a trading partner to help its fledgling industrial base. When Schweibert attempted to meet with the Emperor Markham, she was told that in no form would a decrypted organization that

had failed the people of Solamnia would be given any consideration. The ambassador then returned home with the message and informed the knighthood of no possible trade agreement.

Cataya saw that any further communication with the Empire would cause further anger and potentially anger the emperor enough to react with force. The knighthood under the direction of Cataya instead chose to follow a different path and ruled out a return to Solamnia. Using the Ambassador Schweilbert they reached to the nation of Ergoth and the city states of Abanasia. Through the skillful negotiations they were able to create lucrative trade deals. They would even be able to send representatives to Thorbardin and convince the High Thane to create a colony on Sancrist.

In the nation of Solamnia, while the knighthood was strengthening alliances, the situation grew dire for those supporters of the knighthood. In 433 AC Markham decreed that any image of the former knighthood would be destroyed. All knights who had taken an oath to Knights of Solamnia would be required to take an oath into the Army of No Sign and receive a new rank. It would be during this time that a knight of the Crown, Sir Elisha Margraf, would rise up to challenge the emperor.

Elisha Margraf was born on 396 AC in Caergoth in the years following the Chaos War. He was raised in exile in Northern Ergoth he was taught about the oath and measure from none other than Sir Liam Ehrling. In 414 AC, Margraf would be knighted into the ranks of the Crown Knights. He would go on and serve with distinction in the War of Souls returning to Caergoth following the war. In the events leading up to the civil war in Solamnia, Margraf stayed loyal to his oath. He would often give long speeches to his fellow knights about the

importance of their oath. In the southern part of Solamnia he gained a large following of support.

During the invasion of Ankhar and the civil war that followed, Margraf remained neutral. He declared to all who would listen that “this war is not for the knighthood, not by the knighthood and supports no cause of the knighthood.” This argument would win him little in the way of friends and much of his support went to become followers of Markham. Throughout the war he would continue to champion the cause of the knighthood, while many would consider him an outdated relic of ages gone past.

When the decree was issued by Markham to have all current Knights of Solamnia to renounce their titles and swear a new oath to his army, Margraf refused. He was arrested in 435 AC and charged with treason. Instead of being executed, as was the decree’s order for those who refused, Margraf was taken to meet with the emperor. Why this happened no one can explain, perhaps it was their campaigning during the War of Souls that created this bound, or was Markham compelled to learn why would a man rather die than simply swear a new oath.

In the months that followed Margraf would argue with the emperor that the current course of Solamnia was wrong. That it should be the knighthood the governed the land and that it should be Grand Marshall Cataya leading the people. Markham listened to the argument and simply stated that if the people of Solamnia would ask for Cataya that he would step aside.

He even took the matter one step further and accompanied Margraf to Central Plaza. There he called the people of the city to him and he allowed Margraf to give his argument for the knighthood. Following the speech Markham

made a short speech of his own simply stating, "I have done what the knighthood never could." The crowd's cheers for the emperor were deafening. Markham then turned to Margraf and declared, "All those still loyal to the lost power of knighthood have 30 days to leave this country. You will not be stopped by anyone but you will be free to leave. I do this as my last act of mercy to a dying cause."

This began the event later called The Great Migration, but that is another writing for another time.

## *Traveler's Report on Gunthar (Knights of Solamnia)*

**Author's Note:** This report is only about the area controlled by the Knights of Solamnia and should not be confused with the Mt. Nevermind article. All references to Sancrist in this document refer to the Knight controlled areas of Gunthar and have nothing to do with the Gnomish nation that is found on the same isle.

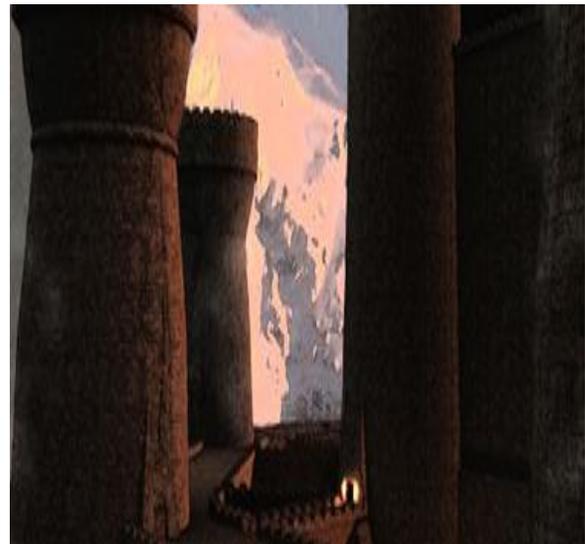
### *History:*

The isle of Sancrist is divided in two regions, the mountainous northern part of the island and the plains and forests of the southern part. Prior to the Cataclysm this area was part of the Empire of Ergoth and was part of a province. During the Rose Rebellion the area was the heart of it and the Empire of Ergoth sent Vinas Solamnus to quell the uprising.

It would be during this uprising that Vinas would receive the vision of the knighthood when he encountered the Whitestone. This

was nearly 2000 years prior to the Cataclysm and the location of the event has become the center point of many councils of war and peace. It would become the symbol of all that is pure and good in the knighthood.

The island has become a Knight stronghold in the years post the Cataclysm and has become the primary residence of the Knightly Orders. It is bordered on its western shores by the Serrion Sea which is a vast stretch of open areas. This has resulted in all primary trade routes going through the port cities of Gavin and Markenn. Much of the isle is highly developed with all towns and cities linked by roads.



### *Towns/Cities:*

#### **Wistan:**

The capital of Sancrist, the current residence of the Grand Master of the Order, is often mistaken for the castle which bears the same name. This city was prior to the Chaos War a sleepy village in which provided supplies and services to the castle. After the Chaos War the castle was selected as the seat of power for the nation of Gunthar. This nation would be ruled

by the Knighthood and immediately a short distance from the legendary castle the small village's population swelled. Over the course of the last 50 years what started out as a sprawling tent city, has become a modern day city with laid out blocks. It is still located within a day's walk of the castle that gives its name.

#### Buildings:

**Castle uth Wistan:** The family home of the uth Wistan family currently is occupied by the Grand Master. This castle was donated to the knighthood following the death of Gunthar uth Wistan.

**Rose's Drink:** This tavern is owned and operated by retired knight Sir Ulion uth Alfric. The two story building is known for its giant rose painted on the outside of the building. It is frequented by many members of the knighthood and its interior displays many items from the knighthood.

**The Jousting Grounds:** This area is recognized by the tall bleachers that flank both sides of a long fence rail. The area is used daily by men training for the knighthood and on holidays jousting tournaments are held here. The headquarters for the Knights of Solamnia is also located underneath the northern bleachers.

**Gunthar's War College:** This small university is situated on the northern side of the city. It was founded in one year after the death of Guthar uth Wistan and focuses on teaching its students the art of war. The college currently only accepts students who meet the minimum requirements of knowledge, weapon use, tactics, oratory and creativity. It currently has 1200 students enrolled in the program, many of which are seeking entry into the knighthood.

#### People:

**Grand Master Sir Michel Cataya:** The current head of the order lives in Castle uth Wistan and is a native son of Markennan. He is known for his inability to be corrupted and the belief he has placed in the Oath and the Measure. A tall, thin man the Grand Master is known by his flashy smile and his ability to relate to any situation. It is widely rumored that the Grand Master travels abroad disguised as a common adventurer in hopes of learning more about the world.

**General Jackson Kalkwarf:** The General is a Knight of the Rose who has survived several recent campaigns of liberation. When not campaigning his residence is found in this city and is a plain unadorn two story townhouse which he shares with his wife and family. The middle age general has recently returned from preparations to retake Castle Eastwatch on Southern Ergoth.

**Alonit's Traveling Troupe:** This group is a well renowned for its theatrical performances. Highly sought after the group has called the city its home for the last several years and currently is performing nightly at the Light of the Moon Opera House. Its most famous play is entitled "The Fall of Lucien", which details the final days of the dead Highlord Lucien of Takar.

**Sir Nil Stormshield:** This Knight of the Sword serves as the primary recruiter for the knighthood. Living in quarters under the northern bleachers of the Jousting Field he is well known face of the community. A blond haired brawler, Nil is known for his quick temper and his honesty. He is also in charge of communicating with current High Clerist Gabriel Jhent who is currently living in Schallsea and relaying the information back to the Grand Master.

**Gavin:**

The leading port city of Sancrist this bustling town has exploded in the years since the arrival of the Dragon Overlords and the conclusion of the War of Souls. Once a sleepy quiet town many new buildings have been constructed as the town is second now only to Castle uth Wistan. With a large deep water port this is the primary destination of any ship sailing to Sancrist.

**Buildings:**

**Tower of the High Warrior:** This building is currently under construction and is being built near the harbor. Along with a seven story tower, the knights are also overseeing a two story wall to contain the harbor in case of an invasion by the Solamnic Empire. Once completed the tower will oversee the defenses of Isle as the steep cliffs along much of the isle provide protection from any invading forces.

**Almen's Plantations:** Outside of Gavin lies a large farming plantation owned by the uth Almen family. This farm is famous for the annual fall "Feast of Apples" festival which celebrates the fall harvest. The farm is well known for its specialization in rare wines and ales.

**Keybender's Travels:** This shop located in Gavin is a curiosity to most people in the community. Its contents are not very unusual as it has a collection of maps and odd items from all over Ansalon. What draws most people is meeting its proprietor an aging kender named, Talanth Keybender.

**The Pavilion:** This open aired market is located in the center of the community and operates most days of the week. Merchants travel to Gavin to sell their wares and it is not

uncommon to have merchants from as far as Nordmaar journey to sell rare and exotic items. In the center of the market stands an undated statue of Vinas Solamnus.

**People:**

**High Warrior Gregory Hallack:** He has set up residence in the city of Gavin to oversee the defenses of the community. Fearful of a possible invasion from the Solamnic Empire he has garrisoned a large number of troops. A short dark haired man, Hallack was given the title of High Warrior in the closing days of the War of Souls.

**Talanth Keybender:** The owner of Keybender's Travels, this kender is a retired wanderer. Over his journeys Talanth's shop has fascinating maps and items from all over Ansalon and things he found on the eastern shores of Goodlund that he claims are not from this continent. Many claim that these tales are mainly the dreams of an old kender.

**Livvy Vingus:** The owner of the Crown's Inn, this young lady is a well-known figure of the community. She has several very interested suitors but has rejected them all. It is rumored that she and the Grand Master have recently traveled together.

**Markennan:**

This town is the secondary port for ships traveling from mainland Ansalon. While not as large as Gavin this town has a large ship building industry in it. The port is situated in a point in which the steep cliffs of Sancrist have a break in them allowing a natural road inland. It is rumored that Markennan was once a summer resort spot for Ergothian Senators prior to the Cataclysm.

### Buildings:

**Odil's Baths:** This place is well known for its hot spring fed baths. It has been rumored that these waters contain healing powers and that the Tears of Mishakal were poured into the waters. The building that baths are in is also rumored to be the oldest building on Sancrist.

**Snot's Tavern:** The tavern is run by former Knight of the Crown, Sir Daavyd Nelgard. Known for its outlandish tavern contests this tavern is a three story building with a large interior courtyard. The tavern also houses an exotic zoo in the courtyard containing animals from all over Ansalon. The prized attraction is a meredrake imported from Kern.

**The Rose Gardens:** These gardens are located on the outskirts of Markennan and sprawl several acres. Visitors travel through the garden experiencing the many different forms of fauna found in Ansalon. In the center of the gardens is a stone keep that contains murals displaying the history of the Knighthood. The paintings have been done since the founding of the Knighthood until present day and contain both historical and mundane scenes.

### People:

**Thomas Stonesword:** The current caretaker of the Rose Gardens is an aging individual who is slowly going blind. While most people in his profession would panic about losing his sight, he concentrates on learning the feel of plants to continue his care of them. He is known to be a kind and honest individual who is unmarried but has several apprentices.

**Mittigorn Dunbarth:** He has been appointed as the mayor of the town because of his experience in shipbuilding. Born in Ergoth, Mittigorn grew up in a family that built ships for

the Ergothian Navy. During the War of Souls he was assigned to be a liaison to the Knights in the hopes of constructing superior ships. It was during this time that he lived in Markennan and fell in love with the community. In the years since then he has expanded the family business to the community and has become influential businessman.

**Lady Kristin Ladycandle:** She is a Knight of the Rose and the current head of the garrison stationed in the city. A veteran of the War of Souls she is known for her shrewd demeanor. A strict follower of the Oath and the Measure she holds her soldiers to a high level of expectations. It is common to see her training side by side with her troops who she has won their respect and loyalty.

### Pax:

The quiet community of Pax is located in Thalin Bay and serves as a port for trade the Northern part of Ergoth. Not as busy as the ports in the south it is protected by the steep cliffs that surround the isle. Located at the mouth of a river it supports a bristling riverboat trade with Castle uth Wistan. At one time this location was considered the primary port of Gunthar but now this only holds true in times of storms.

### Buildings:

**Old Sea Mug:** This inn is a small seaside inn that specializes in its fish stew. Travelers often seek out the inn as it is the only inn in Pax that has rooms in both human and demihuman sizes. It is also rumored that the cellars of the inn lead into ancient catacombs of Ergothian nobles.

**Silton's Tower:** The tower is situated at the mouth of the river and is currently inhabited by a white robe wizard, Aldon the Seer. It is a white granite structure that legends tell of it

being raised out of the ground by the Conclave of Wizards. While there has never been any truth to these stories it has become a local curiosity.

**Nolyunt's Dry Goods:** This is the family home of the Nolyunt merchant family. The family invested heavily in creating several warehouses in the community during the Chaos War growing rich off of the profit. With the events of recent years of having the southern communities of Sancrist become the main trading ports this family has fallen on hard times. Many of the families buildings and holdings in the community sit vacate.

**People:**

**Derek Nolyunt:** Is the patriarch of the Nolyunt family and owner of its businesses. This older human inherited the business from his father at its peak and has watched it slowly lose power over the years. He has grown fearful for his life as his more ambitious children have already begun to fight over the dwindling family fortune threatening ruin on all in Pax.

**Karine Aurrafil:** She is the local constable of the community. While there is a small garrison of soldiers in the community they are stationed there to protect the docks. Karine is commonly seen on patrol throughout the community. She is assisted by her deputies and is considered the leader of the local militia. Too young to take part in the War of Souls, Karine has seen her childhood town fall on hard times as most of the shipping has went south.

**Rushio Daggerfall:** He is a member of local town council and owns a cooperage. He blames the loss of shipping on the merchant families that "pried every lose coin a sailor had from them". In council he is often outspoken on

raising taxes on those families who caused the demise of the town.

**Garret:**

This is a sleepy hamlet that is located on the northern side of Gunthar. While it has a port is lacks the deep water to bring in large ocean going vessels. Instead it is the home of the Lord Cavalry Barracks and Archery Ranges. The town is situated on top of high cliffs and uses cranes to transport goods up and down from the port.

**Buildings:**

**Lord Cavalry Barracks and Archery Ranges:** This training academy is a place where junior knights learn more about commanding troops in the field. The Barracks prides itself on creating proven leaders and pays homage to its past students such as General Jackson Kalkwarf, High Clerist Gabriel Jhent and High Warrior Gregory Hallack.

**Stone's Keep:** This building houses a small garrison of troops under the command of Sir Tangaard Clinyc, Knight of the Crown. The keep also houses a very prominent library that contains works that were penned by some of Ansalon's most famous scholars. It is also home to the Military Inventions and Research Company.

**The Lancer's Rest:** This inn is located only a few blocks from Stone's Keep. Famous for its displaying of Solamnic shields and crests, it is often a place where visitors flock to during graduation weekends from the Barracks. The inn is owned and operated by Michelle Vardis, a widower of the War of Souls.

**People:**

Lady Chatara Delane: Knight of the Rose is the current head of the Military Inventions and Research Company. The short, middle aged woman is perhaps one of the most creative minds in all of Gunthar. It is rumored that she has dozens of sketchbooks of potential inventions.

Sir Auston Crownguard: Knight of the Sword is the grandson of Derek Crownguard and current head of the Barracks. Students describe him as a caring, strict individual that would sit down and take the time to share your joys and sorrows, but also hold all knights by the same Oath and Measure. Crownguard is a married, middle aged knight who is passionate about following in the footsteps of his hero, Sturm Brightblade.

### *Regions:*

Forests of Gunthar: This region is the heartland of Gunthar and while a forest it is has been planted and replanted several times in the history of Isle of Sancrist. Farms and small villages dot the landscape and provide supplies needed by the communities.

Whitestone Mountains: The Whitestone Glade is located in this mountain range. It is also home to a small colony of dwarves who have arrived at the request of the Grand Master.

Adventure sites and plots:

Castle Hammerhand: This castle, located in the Whitestone Mountains, was once the seat of power for the Hammerhand family. On the night of the Great Storm this castle received the brunt of several lightning strikes and an earthquake. All inside the castle perished that night and the area around it became prone to

rockslides. It is rumored that the dead of the castle do not rest easy.

The Knight's Sword: In the Barracks every spring the Knight's Sword competition is held. Here competitors try to earn the use of the fabled blade for one year, to return it the prior year. Last year's champion fell leading an expeditionary force to scout out Castle Eastwatch in Southern Ergoth. This year's contest involves traveling to Southern Ergoth to retrieve the sword.

### *Campaign Journal:*

This section was not ready at time of print.

### *Characters:*

This Section Is Incomplete At This Time

### *Grand Master Michel Cataya*

#### **Male Human Fighter 10/ Legendary Tactician 1/ Knight of the Rose 6**

Strength	16	Fortitude	+1	Armor Class	20
		e	8		
Dexterity	11	Reflex	+5	Flat-footed AC	20
Constitution	12	Will	+1	Touch AC	10
			7		
Intelligence	13	Alignment	L	Base Attack	+17/+12
			G		/+7
				Melee	
Wisdom	18	Speed	20	Attack	+17/+12
					/+7
Charisma	20	Initiative	+0	Ranged	+14/+9/

a e ed +4  
Attac  
k

Hit 12  
Points 9 Size Medium

### Special:

Aura of courage, rallying cry, Heroic initiative +2, inspire courage +3 3/day, Leadership Bonus +1. Inspire Greatness, Wisdom of the Measure.

### Skills:

Bluff +13 [8 ranks], Climb +5 [3 ranks], Diplomacy +27 [14 ranks], Disguise +9 [4 ranks], Knowledge (geography) +11 [10 ranks], Knowledge (history) +11 [10 ranks], Knowledge (nobility and royalty) +9 [8 ranks], Knowledge (religion) +5 [4 ranks], Ride +8 [8 ranks], Search +2 [2 ranks], Sense Motive +14 [8 ranks], Swim +7 [4 ranks]

### Feats:

Cleave, Combat Expertise, Diehard, Endurance, Expanded Aura of Courage, Honor-bound, Iconic Invocation, Leadership, Mounted Combat, Negotiator, Power Attack, Trample, Tremendous Charge

### Languages

Common, Ergothian, Solamnic

### Weapons:

+2 *longsword* +19/+14/+9 melee (1d8+5/19-20) or light pick +17/+12 melee (1d4+5/20x4).

### Possessions:

+2 *full plate*, +2 *longsword*, *Spurs of Mount Healing*, *heavy wooden shield* (4), *potions of cure serious wounds* (2) light pick

### Description and Background:

Michel was born into an old Solamnic family on the isle of Sancrist. His family had a long tradition in the knighthood, his great grandfather had stood with Sturm Brightblade at the High Clerist Tower during the War of the Lance. Ultimately his great grandfather paid the ultimate price in the defense of the tower and his body was laid to rest in the crypts below.

His grandfather fought in the Chaos War and flew into the abyss with Steel Brightblade. In the battle with Chaos he was slain and laid to rest in the Tomb of Last Heroes. Following this war Michel's father quit the knighthood and forbid his son from joining. Growing up in the town Markennan he was fascinated by the men in armor. As many of the local youth he would follow the knights and peak into the barrack windows wanting to catch glimpses of the men.

As he grew older he found himself invited to many local functions by men who remembered his grandfather. Unable to go because of his father he would often sneak out to see the events. His father would eventually find him and would instill obedience into his son. This only further strengthen his resolve to join the knighthood.

At the age of 14 he ran from his father for the last time. He traveled to Castle uth Wistan where he met Sir Liam Erhling, the Grand Master. One year later in 402 AC he was accepted as a squire based on his family's history with the knighthood. He quickly proved that he was adapt in the

knighthood and was admitted as a knight in 404 AC.

Over the years he was primarily in charge of inspecting the defenses on the Isle and had never traveled to the mainland of Solamnia. In the 411 AC he was reassigned to patrol duty in Solace. It was here that he paid homage to his fallen grandfather and had the opportunity to meet and traveled briefly with Caramon Majere in 412 AC to a 60 year celebration of the end of the War of the Lance.

He would be sent to Schallsea briefly in 414 AC to lead the forces protecting the Citadel of Light. Here he was able to redesign many of the defenses in the potential attack by a Dragon Overlord. Before his designs could be finish he would be recalled to Sancrist.

Arriving back in Sancrist in 415 AC he was charged by Erhling to help secure Castle Eastwatch in Southern Ergoth. For the next two years he led the Solamnic forces on the island and helped ensure that the castle did not fall into the claws of Frost. It would be here that he would earn his reputation as a front line commander. Over the course of several weeks, Michel took a much smaller force and employed untried tactics against the ogres of the island. These attacks disrupted the plans of Frost and helped prevent his spread to other islands in the area.

In 419 AC he would again return to Sancrist again to serve as Erhling's aide-de-camp. He would serve in this capacity throughout the War of Souls, often serving as a chief advisor to forces in the field. At the conclusion of the war he would return to Erhling and serve in his former capacity until Erhling's death in 422 AC.

When the knight council gathered in 423 AC to elect a Grand Master it was torn by division and was unable to determine a future grand master. Instead they chose to have the High Justice Goddard Tasgall serve in the capacity until they could convene again. In 424 AC the council convened but was unable to convince the High Justice to travel to Sancrist. Unwilling to leave Sanction Tasgall feared of it falling into the hands of the petty lords fighting in mainland Solamnia the council again was unable to elect a new grand master.

The council again convened 427 AC and knew that after several years of failing to elect a Grand Master that they had to choose someone who would lead the knighthood from Sancrist. It would be during this time that many would mention the abilities of Cataya. In the years since the death of Erhling he had stayed on and continued to complete the paperwork necessary for the knighthood.

When chosen to lead the knighthood, Cataya did not balk at the chance. Gathering up the best knights he could find he began to fill positions in the knighthood that had been vacant since the Cataclysm. Unable to rally the knights living in mainland Solamnia to answering his leadership he instead chose to strengthen alliances.

In 435 AC when the ships arrived carrying the first refugees of the Great Migration he met them on the docks of Gavin. Visibly weeping as the first gangplanks were lowered he embrace those who left the ship and was unable to contain his frustration with the policies of Emperor Jaymes Markhem. With the split of the knighthood in the Solamnic Empire, it appears that Cataya has much work ahead of him.