

*Revised*  
**The  
Ferellonian  
Ring**

# The Official Ferellonian Gazetteer Revised



**Ferellon**

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# The world of the Ferellonian King fantasy

Ferellon is a large island on an unnamed fictional world with epic problems. It's a classic tale of good versus evil where the spiritual reality is familiar and believable. But the culture has gotten radically twisted. It no longer understands what truly good is or the reality of true evil.

Ansél, the Creator of the universe, was the image of Almighty God, the all-powerful spirit named Yarvèh, or I am. In the sacred Harkon tongue of Pedalumina, Ansél means *he who saves or sets free*.

Ansél died on an impalation rock—though He was sin-free. He died and was buried, but was quickened back to life on the third day—proving He was the Burkàl, or Anointed One. He returned to the Father on the fortieth day, after telling Farwyn and the rest of them to wait for the power and breath of God, Larzè.

## The Burkàlyn Church

St. Farwyn's Basilica, the See of Ferrelâr in Luczidâr, was the world center of the Burkàlyn religion, even though the Rock was far southeast, beyond Krobashan, in Pedalumina. It was the Seat of the Primate. A huge complex of buildings surrounded by a fortified wall standing 80 spans tall.

- ❖ St. Farwyn was one of the earliest disciples of this man who had sacrificed so much for the People of the Kingdoms. After Ansél's horrible death, Farwyn was with the first group Ansél appeared to after the Quickening. As Bjarn always taught, "Ol' Farwyn was a wonderful man of God. He's not responsible for what the Primate has done to his memory."
- ❖ But Burkàlynity had gone far from its roots. Heglin Roarke had done more damage recently, but the Church had long forgotten the center of the Tale—that the real believer was Known by his trust.
- ❖ Primate Roark decidedly discouraged any direct prayer to Ansél. In fact, he demanded the much more formal name of Burkàl [which was not a name, but a title]. His doctrine was that the Guardian Spirit, or Larzè, was still active in the

Church, but it was revealed only through the Ordained, the Traditions, and The Tale compiled by Farwyn and his fellow apostles over fifty generations ago.

❖ Henglin Roark began blatantly killing the Known (when he could find them) to maintain political power. For many seasons now, the Known had been blamed for many things formerly ascribed to the criminally insane. After the Crown's Assumption of Power forty winters ago, most of society's benefits were only available to the Church and through Patronage of the Crown. The Known were outside both.

### **Curia Ancestrale**

❖ The department of the church charged with the maintenance of family trees, inheritance logs, and titles earned. In reality, they were consumed with power and manufactured lineage to suit the purposes of the Primate—as he greedily gathered political power.

### **The Qataran power**

Qatar was a rebellious angel, who believed himself equal to God. He verbally seduced Ael, the woman made for Idāl, the original man made in Creation. Qatar talked her into eating the Fruit of All Knowledge. And she talked Idāl into joining her. So, sin entered the world

### **Heaven and Hell**

The Eternal Kingdom (Everlasting) & The Undying Furnace (Fiery Lake). A person went to one or the other upon death. There was no third option.

### **The Known**

Believers having the heretical belief that a personal relationship with Ansél was required. Burkālynity rejected that in favor of the sacraments. They thought you were saved by baptism. The Known relationship was the result of repentance, forgiveness, and the resultant new birth from Yarvèh. This opened the Known to a new life of the quickened spirit, or Larzè Within. The little known fact was that the Known were the only ones welcomed into the Eternal world. Being reborn was required.

## Units of measure:

- 👉 **Nick:** A tenth of a thumb
- 👉 **Thumb:** The width of King Alarik's thumb (an inch)
- 👉 **Span:** King Alarik's reach from thumb to little finger (10 inches)
- 👉 **Rod:** 17 span (170 inches, 14 feet)
- 👉 **Rodsquare:** 10 rods square (1/20 acre)
- 👉 **Klick:** 1000 spans (833 feet; 1/6 mile)
- 👉 **Square:** 50 rods square (an acre)

## Weight:

- 👉 **Grave:** A one cubic thumb of water (1.6 oz.)
- 👉 **Bar:** Ten grave (a pound)
- 👉 **Stone:** Ten Bar (ten pounds)
- 👉 **Truck:** 100 stone (1000 pounds)

## Time & calendar:

- 👉 **Beat:** A second.
- 👉 **Moment:** 60 beats, (a minute)
- 👉 **Watches:** 120 moments. Twelve watches per day starting with the first watch at 6:00 am (set at Spring Equinox)
- 👉 **Days:** Anséday, Munday, Tunday, Midsday, Thursday, Fryday, Sabbaday
- 👉 **Sevens:** A full round of seven days, or any grouping of seven days
- 👉 **Sections:** Approximately a third of a season. Every Season has three parts: Early which begins 30 days before solstice, equinox or midsummer; the actual season of 31 days, which starts at solstice, equinox or midsummer; and Late which varies. Late Winter is 30 days, Late Sowing is 31, Late Growing is 31, and Late Harvest is 30 days.
- 👉 **Seasons:** Winter, Sowing, Growing, Harvest
- 👉 **Winters:** Age is determined by number of winters. All children born are the number of sections they were alive before that first Winter. After that the age is the number of full winters plus the sections of the first.

- ❖ **Calendar:** All winters are counted from the death of Burkāl which traditionally happened on Winter Solstice in the Year of Our Lord. Years after that date are numbered with an BD suffix (which stands for Burkāl's Dominion). Years before that date use a BB suffix for Before Burkāl.
- ❖ **Ferrelâr:** Official years begin with Coronation of Cyril Fendrale on Growing 1, 1342 BD. Official years are written with no suffix for normal years or a BC for Before Cyril.

## Money:

- ❖ **Money is measured by cut lengths of standard cord:** This cord is extruded gold wire rolled through extremely intricate embossing rollers at the Royal Mint in Primulon. The resulting gold cord is distributed as sealed spools to Royal Coil Cutting Parcelers, whose offices are in the District and City Judicatures. Parcelers use Inspected Coil Cutters to cut the coil to an accuracy of a thousandth of a nick. Large sums of money were paid with spools plus measured lengths of cord.
- ❖ **Normal business used coins made of stamped coils of cord:** These were standardized cuts that were tightly coiled into an embossing stamp and sealed by locking the coil into place with the stamp, which listed the length of cord in the coil. An official stamp would only hold exactly the correct length. If shorted, the coil would have a notch in the edge. The resulting coins showed the coiled lines of gold on the back with an official seal on the front. Businesses commonly had their own official stamps with the royal imprimatur on the center of the bottom edge of the design to indicate their official size in tenths of a nick.
- ❖ **Nick:** A tenth of a cut
- ❖ **Cut:** A thumb of cord
- ❖ **Cord:** A span of cord (approximately a day's wages; about a quarter of an ounce of gold)
- ❖ **Spool:** A hundred span of cord

# The three Kingdoms:



## Shtürm

This is a loose confederation of clans and chieftains. There is much predatory behavior and raiding of each other as well as Aachen. The Black Plain, the central mountain ranges, and the two deep fjords protected Ferrelâr. The northern sea is effectively blocked by the near constant ice bergs and the dangerous storms that blow regularly out of the northeast.

However, there has been increasing pressure to organize a major assault on what they considered the Golden Land, to the west. But the most hopeful event in Shtürm was the Barkyde clan at the headwaters of the River Klemt. They had begun mining the mountains on the northeast side of the Black Plain. So far, they had found gold, silver, copper, and iron. It was getting hopeful.

## Aachen

This country was founded by an apostle like Ferrelâr was. It had thrived even with its austere climate and sparse resources. But over the many winters, they degenerated into a self-ruled, representative government of semi-autonomous districts. It rapidly became centered on the people and their Creator was forgotten. Man can get messed up very quickly if they decide that they are governing themselves. That certainly happened to Aachen.

Over the past few decades they had come to see that the Power available in Ferrelâr was not available to them. It required Andross, and Aachen had none of that. The Power Tower had focused on water power, and developed powerful waterwheels.

The Crafts men and women had been encouraged to build their workshops and studios around the waterwheels to have access to the power. The Power Tower encouraged that by developing the marketing and distribution capabilities to sell the crafts island-wide.

Recently, the focus of the entire nation had turned toward technological advance. Their main focus is on finding an cost-effective substitute for andross, so they can have Power also.

Their churches were as dead as the Church in Ferrelâr. However, they were blessed that their Primate was not driven by the greed for power, like Heglin Roark was to the west.

## Ferrelâr



### Ferrelâr is ruled by Lemèr Fendrale, 43rd King of Ferrelâr

King Lemèr is a sad excuse for a king. Witty, charming, distinguished in appearance—tall, with wavy white hair, rich brown eyes with crinkles of laughter at the corners—his ability to govern is sharply compromised by his desperate need to please everyone. As a result, he hears everyone and gives his counselors equal weight. Since most of his counsel is self-seeking, at best, Lemèr is perpetually confused.

In addition, Semancza was his queen. She used his inadequacies as the excuse to develop her own personal power base. It

was based on occult power with the help of her lover Lord Hanriq Mitracne, Lord of Dronstèl Manor, and Rundolf Marloy, Lord Hanriq's Chancellor. She had left Lemèr's bed fifteen winters ago. Raqhel thought Lord Hanriq had seduced her mother for the convoluted purposes of Rundolf's relationship with Cyril.

Semancza had added an entire new wing to the Fendrale Castle library by removing a wall and eliminating one of the guest scholars' suites. She had filled it with forbidden books of spells, enchantments, and invocations.

## **Power**

Ferrelâr had discovered Power. It was based on the andross found embedded in the magnetite mined in the Shtornal and Fârnuel Ranges, plus the Great Western Divide of northern East Luczidal. Waterwheel-driven power generators would produce power that could be beamed through the air with andross dishes or run under roads with andross cable to power boats and vehicles.

The problem was that it was a limited supply of andross, and the King had taken control of Power as a necessary conservation measure. Though the Assumption of Power was decreed by his father, King Leopèld, its implementation was handled by Lemèr and his patchwork counsel. As a result, all effective power has gone to the Church and the three Lords of the Ferrelâr Manors. What a recipe for disaster!? That had not worked well, at all.

## **The Pact & The Oath:**

This was developed to pay for the power grid. Almost everyone in the Powered cities had signed the Pact and said the Oath. There are several problems. First, only the rich can afford the Pact anymore. It cost 50 spool. That's over fifteen years income for most.

Second, it has become an inherited right. As a result, Ferrelâr has been divided into two major classes, the Powered and the people. For example, the people cannot use the Power buses. The official minted passes are simply not available to normal people. So, the very fact that you carry a pass brings attention to yourself—unless you are in one of the Powered cities.

Third, and most significant to the Known, is the Oath. There is no way they could say the Oath. They would have to promise

to serve the King as God's ruler and the Primate as God's voice to the Seven Kingdoms. Even if they love the King, their promise is to serve Ansél. Even if one serves the King, their loyalty is to the Lord. The Primate hasn't spoken for God in over two hundred winters. He doesn't even know God. To say the Oath they would have to lie—and that's forbidden.

## Ferrelâr's three Manors

### **Luczidal:**

❖ **East Luczidal:** This is disputed land east of the Shtornal Range. Over the years it has changed hands regularly between Ferrelâr and Aachen. Currently a part of Ferrelâr, it has always been a hotbed of rebellion. The major sources of income are mines in both the Shtornal and Fârnuel Ranges, plus the Great Western Divide which provide the only sources of gold and andross in the kingdom. Plus there are large deposits of iron, silver and the best nutwood forests on Ferellon. It is a land rich in natural resources and greed.

❖ **West Luczidal:** This is the center of the world for the Burkâlyn religion and the entire world of the Powered sophisticates. The source of Power is found here in the three rivers that are harnessed as they enter Lake Fârnuel. The River Farwell, on the north, coming down from the Black Plain; the River Estal, on the west, flowing from the rain forests of the Adrael Range to the west; and the River Mûrnor, on the east, flowing down from the andross mines in the Shtornal. All Roads of Power are found here except for the long run north from Primulon to Semulon, which was built by King Fortinal in 1237–42 to avoid the intrigue of the Luczidèrian court which absolutely dominated the 13th century.

### **Dronstèl:**

❖ The moderating effects of the warm ocean current flowing toward Dronstèl have two major effects. First, there is a great deal of rain and water. Second, this is the only region of Ferellon that rarely experiences freezes, snow, or even frost. When it does freeze or snow, it is only in the high-

lands near the Gap on the border with Semuel to the north. As a result, this region produces a great deal of fruit and vegetables which are shipped out of the capital, Midracz to all of the Seven Kingdoms. This region enables Ferrelâr to have fresh fruit and vegetables year-round. In addition, the current provides Dronstêl with an exceedingly rich fishing industry. Much of the fish is shipped to Murtoq and Dykmêl for smoking and drying.

- ❖ **Semancza's stronghold:** This manor has been severely compromised by Semancza, Lord Hanriq, and Sir Rundolf. She has an entire city in northwestern Dronstêl, Drônär, with the Drön Keep on the farthest point of land where she was raising a dragon.

## **Semuel:**

- ❖ This is a stereotypical temperate region focused on grain production and livestock. The entire northern reaches above Semulon are used for grazing. The nomads who raise the livestock are known as Gremyul. These people have roamed the northern ranges since well before the start of the Three Kingdoms.
- ❖ The huge plain between Semulon, Primulon, and Sabon is entirely given to the raising of grain. The main shipping port is Semulon, but its excellent harbor is often blocked by ice in the winter. The Power Road to Semulon is primarily used for shipping the grain and flour to the richer southern regions below the Lake. The major flour mills are run by the River Farwell 60 klicks north of Primulon.

## **Climate:**

### **East Luczidal:**

- ❖ Temperate and relatively dry with an average rainfall of 6–12 thumb. Major source of rainfall comes from the occasional storms that peak in Late Summer and Early Harvest.

## **West Luczidal:**

- ☛ Warmer than East Luczidal and protected by the Shtornal Range, West Luczidal has a temperate climate with a short, cool winter where every day gets above freezing (with rare exceptions). It is considerably wetter than the East with annual rainfall averages that range from nearly 24 thumb on the southern tip at Murtoq to 12 thumb around Fenly and the Lake. Summers get quite hot, but they are relatively short with the Sowing season lasting from Late Winter to Early Summer, and the Harvest season beginning in very Late Summer through Early Winter. Storms and winds are rare except in Late Summer when hot dry winds blow up the Luczu Fjord preceding the summer storms in the East.

## **Dronstèl:**

- ☛ Wet and warm temperate climate. The entire year is tempered by the warm flow of the off shore current coming from the southwest. Most storms flow along the current bringing huge amounts of rain. Dronstèl receives from 25-50 thumb of rain with virtually no break except during Late Summer and Early Harvest when the weather patterns change with the tropical depressions coming in from the southeast. Frost almost never reaches Midracz. There are rare winter storms that blow across Semuel through the Gap north of the Adrael Range. Most of the year Dronstèl is plagued with winds from the southwest. Gales commonly blow for days, on the west coast, with speeds which can reach 700 klicks per watch (sixty miles per hour).

## **Semuel:**

- ☛ Temperate with relatively long and cold winters. Rainfall averages 12-20 thumb in the Sowing and Summer, with very dry Harvests. Winters are cold and usually dry with strong storms blowing south off Forever Ice. It is not uncommon for there to be snowfalls of over two span as far south as Primulon. However, these snows are only rarely powerful enough to make it across the Lake.

# The Seven Kingdoms

## World politics:

- ❖ Originally these were Ferellon, Pedalumina, Marlyn, Qantel, Krobash, Frengtar, and the Isles. At the time of this tale, self-determination is running rampant. There is a huge worldwide movement toward self-rule through representative government. As a result there are now 27 separate states, nations, and kingdoms.
- ❖ The glory of Pedalumina is long gone, with the present government almost nonexistent as a national force of coherence. The glory of Pedelam, the capital, is now ancient and tawdry. The current Emperor is more a tourist attraction than a real ruler. The empire has been taken over by roaming bands of bandits who build rapidly changing confederacies as new warlords dominate for a few decades. There has been no effective, righteous government since Emperor Qardastian and the his Imperial Priesthood ordered the sacrifice of Ansel over two thousand winters ago.
- ❖ The other five kingdoms are mere memories told in epic poems. The world is now constantly at war. Ferellon's protection has been its relatively isolated geographic position on the northeast corner of the Septargent Sea. In addition, until the rise of Primate Roark, Ferrelâr Kings have been basically benevolent.
- ❖ Krobash, the kingdom that separates Ferellon from Pedalumina, is being violently torn by civil war. At this point, none but God knows which forces will win out. In fact, it is only by the grace of God that neither Ferellon nor Pedalumina is in a position to have imperialistic ambition, for Krobash is easy pickings.

