

~The Valley~

Glengelvan is a small valley tucked away between two mountains and bordered by three countries. A winding dirt road leads straight through it, just wide enough for a horse or two to pass through. It has a sparse forest, not thick enough to utilize for lumber or to shelter many animals. The main water source is a shallow stream that trickles down from both mountains and meets in the middle to form a larger river. The climate in Glengelvan shifts between mildly warm or cold throughout the seasons with light but frequent rain during the spring, and the occasional summer storm. Herbivores are abundant here, due to the lack of any predator larger than a coyote, and the hunting is good.

At the very center of Glengelvan lies the ancient ruins of some forgotten city, known as Fothranadthe by the locals. There are many old writings and murals carved into the walls of the immense stone maze, though the statues and pillars have long since collapsed, now covered in moss and slowly eroding away. There are many secrets still hidden there, behind immovable doors and in forgotten tunnels, which even the residents have yet to discover.

Over many, many generations, a settlement has formed atop the ruins of Glengelvan, a cheerful little town called Balbrada. Many of the residents are nomadic, only stopping to set up camp when the hunt is good and the trade is rich. Some families have lived in the town for years, going back to its very beginning as a band of rogues looking to settle down. Today the town is its own neutral territory, governing and policing itself without interference from the nearby kingdoms, and providing a precious place to rest and regroup for the merchants who travel between them.

The current leader of Balbrada is a man named Sparrow-flies-Westward, or more simply Sparrow. Those closest to him know him as West. The role of Balbrada's leader has been passed down through his family as long as the place has existed, and even longer than that. Some say his folk are descendants of the gods who used to dwell here, and still carry some of that power, which is why only they have the right to rule. West prefers a more relaxed system, a democracy rather than an autocracy, though in the end he still has final say over all decisions. Beneath West are Nelia and Fellency, in charge of commerce and security respectively. As West spends more time indoors than out, it's mostly these two who keep the place running smoothly.

However, the town's true allure comes not from the trading or hunting some would argue, but from the sceadrochdéthe. The sceadrochdéthe, also called the god spring, is a natural well of magic located at the heart of the ruins. A statue of one of the ancient gods is placed above it, her hands outstretched as she offers a bowl of pure, flowing magical water to anyone seeking the gifts of the spring. Its power is so strong, the very air and earth of Glengelvan has become saturated with traces of magic, though its reach doesn't extend far past the edge of the ruins. Many travelers seek out the god spring for research, to purify themselves, or to attempt strengthening their own magic. This is perhaps the true purpose of the Sparrow family, to guard the sceadrochdéthe from those who would misuse it. None may enter the hall of the god spring without Sparrow's permission, though West hates to turn anyone away.

~The Setting~

To the north lies Faelfrant, a kingdom of humans and elves. The land is rich with forests and farmlands, but the kingdom often suffers from inner turmoil, with power constantly switching hands from the royal family to the nobles to the church to another royal family, etc... Faelfrant is, for the most part, friendly towards its neighbors and welcomes trade, as its only natural resources are crops, lumber, and laborers. Current ruler: Lord Zilphes Thaurenstave of the Red hills. A rather strict half-elf who seeks to strengthen the law within his kingdom.

To the southeast is Guzho, a small and scattered kingdom living in the foothills of the Orvenen Mountains. What they lack in resources, they more than make up for with wealth. The precious ores and gemstones mined from the mountain are expertly crafted and sold for a high price to traders. Not only decorative goods made from gems or gold, but indispensable iron and bronze as well. They welcome anyone into their land, as long as they are willing to work hard and earn their keep. Tensions are currently high between Guzho and Yfantis after a series of border skirmishes and trade disputes. Current ruler: Queen Sheinan Hantobr IV. A sweet but passionate human.

In the southwest is Yfantis, the smallest of the three kingdoms and the only one with humans as a minority. Yfantis is much more dry than the other lands, bordering a desert to the south. They get most of their food from fishing in the Wyvair River that runs down from the mountains, and the many different fruits growing near its shore. Yfantis' skill is in textiles, producing both fine and practical materials from the unique plants within their borders, as well as ceramics from the clay in the earth. Yfantis is very defensive of their borders, being smaller than its neighbors, but it has the largest army of the three.

Current ruler: Krinthia Gallowis and her partner Jilhan Wynowry, high masters of Yfantis, a faun and a fairy respectively. Krinthia is a paranoid ruler, held mostly in check by her nervous but well-meaning mate.

In the center of them all, between the Orvenen Mountains and Wyvair River, is Glengelvan Valley, a tiny neutral territory accessible through the main trade routes. The residents are few in number, each one unique. Glengelvan's only notable natural resource is fur and meat from hunting, which they trade with passing merchants in return for other necessities. Many people travel through for spiritual reasons as well, hoping to see some of the ancient ruins said to be the home of gods at one time, or to drink from the god spring rumored to have abilities of healing, prophecy, purification, even speaking to the dead. However, many of these rumors are unsubstantiated.

Current ruler: Sparrow-flies-Westward, heir to the Sparrow family line, protector of Balbrada and keeper of the sceardrochéthe. A peace maker, secret keeper, and frankly lazy leader.

~The Guidelines~

- **Keep the room pg13, that means no excessive swearing, overly detailed violence, or, eh, adult themes.**
- **Keep kb under 2500.**
- **Do try to be reasonable with your character's powers/backstory. That is, no all-powerful gods, no killing off other people's characters (without permission of course), no destroying the whole place, etc.**
- **Always use brackets when speaking OOC, and OOC chat is to be kept to a minimum during active rp to keep from slowing the room down.**
- **Spelling and grammar need not be perfect. Be understanding towards those who may have a hard time writing for various reasons.**
- **Write posts as long as you feel comfortable with, though entrances must be at least three lines. Length is not a priority, as long as the rp flows smoothly.**
- **The god spring is completely inaccessible without Sparrow's permission. There is no way to sneak, break, or trick your way in without OOC permission from the mod. If you'd like to attempt to do so, feel free to ask, but understand the odds of success are very low.**
- **If you read this far, thank you for showing an interest in Glengelvan.**