



FFLOR REGIONAL PACKET

A game resource for the Tales of Valor LARP
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Fflor

(Pronounced Fyor, one syllable)

There are very few as hardy as the Fflor. Originally from across the sea, the Fflor landed almost a thousand years ago in the Northern provinces abutting the Sidhe lands. These seafaring folk quickly established their own territory called Spahiem and began practicing their own brand of 'Trade' amongst the other intelligent races. Called 'reaving,' they would descend on a coastal village in the early morning and carry off whatever caught their fancy. Known and feared for their skill in battle, they were recruited into the Alliance of Light (with some reservations from coastal nations) and formed a sizeable part of the vanguard against the Shadow armies. Though not all is forgiven (or forgotten), the Fflor earned a great deal of respect, and their fellow combatants in the Shadow Wars learned that their interest in combat stemmed from their peculiar outlook on life...

- Shieldmaidens- warrior women
- Hwatas- wise women
- Bonder- freemen farmers allowed to participate in 'things'
- Thing- a communal government meeting where life is discussed
- Alfar- Sidhe culture living amongst the Fflor
- Valkyries: The origin of the legends of the twelve choosers comes from Fflor history. The Valkyries were twelve women who served Death when they arrived on these shores. They were cunning in battle, swift in judgment, and unflinching in their cause:

Geography of the Land of Prophecy:

Spahiem (the land of Prophecy) has little in the ways of human built landmarks; most of the territory lies undisturbed save where roving logging operations have cut back the great wood of the north. These forests, often coated in hoarfrost stretch south to the Fomor Mountains and Rokken's Cleft. Through the pass of Rokken's Cleft lie the verdant forests of the Sidhe and the only overland access to Spahiem. Small communities dot the forest's edge eking out a living raising sheep and hearty cattle, most of these are unremarkable save that each community donates a tithe of fresh cut lumber to the coastal regions.

Castle Spahiem

The Capital of the Fflor overlooks one of the largest natural bays in the northern coastline. Set upon a hill ringed with 7 walls, the castle offers a commanding view of all approaches both by land and by sea. The city of Spahiem is a strange place full of Fflor and travelers trying to stay warm and not upset the delicate balance of trade upon which this city currently thrives.

The Alfar Way

This road way was a combined effort by Fflor and Sidhe working together to expand a resupply road to Rokken's Cleft and the Sidhe lands beyond it.

Rokken's Cleft

The only real pass between Spahiem and Teir Meranthas in the Fomor Mountains. This was as far as Rokken was able to push his troops before encountering serious resistance during the Shadow Wars. A rough and ready mining town sits astride the pass now with a solemn great hall where Jarl Rokken's body lies entombed. Miners in this community whisper of strange things moving in the mountains; and old caves being occupied by new inhabitants.

The Frost Woods

The northernmost fringes of the Drearwood are known as the Frost woods. North of the Fomor Mountains the wood is so thick that rarely does the snow ever fully melt from the heart of this woodland. Year by year, the Fflor try to tame these woods as they harvest lumber for their Dragon ships; however the woods never seem lessened despite the eager axes of foresters. It is rumored that in the dead of winter the bodies of fallen knights, clad in mail and frost, rise from the ground and strike down the unwary traveler.

Reaver's Home

This ominous sounding city is the center of Fflor ship building, and is where most trade originates from. Located a few miles away from Spahiem on Dragon's Bay, the warehouses of this city brim with goods, both purchased and taken, for resale in Spahiem itself.

Hwata's Mountain

This mountain far to the east is where Hwatas, or wise women, go for their ritual vision quests. The sides of this revered place are covered in caves and temporary shelters that the wise women use while attempting to commune with the spirits. It is a sentence of death for a man to set foot upon the mountain and a community of shieldmaidens resides at the foot of the mountain to deal with predators and unwanted guests.

A History of the Land of Prophecy:

In the present age the Fflor are respected as warriors and expert seamen. Their longships are prized by sailors for their durability and versatility. Few ports in the world have not seen a Fflor longship, or Dragonship, harbored. Many Fflor are found employed as bodyguards in the Dun nations, the Tærus Empire and other more exotic ports. It is said that their mages are some of the most skilled Runecrafters in the world and many aspirants journey through dangerous lands to learn from masters there.

The Fflor landed around -22 NE, the time of the War of Restoration, under the guidance of Jarl Rokken. These warriors made peaceful contact with the human settlements of the north but battled against the Sidhe warriors of both sides with great fervor and abandon. Their aid was enlisted by the forces of Prince Bytor and for a time they waged war upon the Sidhe (or Alfar) of the Unseelie court. Eventually Jarl Rokken withdrew from his alliance with Bytor, and the Fflor waged war upon all who dared set foot upon the lands of Prophecy.

It is said that the Fflor sailed across the northern sea one summer en masse. To this day, Fflor elders will not discuss the reasons for leaving their home; save that a Freilan prophecy was involved. When they landed, the Fflor burned their ships signaling that they would never return across the sea and that this land that they would conquer was their new home.

Fflor reavers were a common sight for many years along coastal areas. Their dragonships sailed from east to west, using the Ice choked routes of the north as well as the becalmed seaways in the south. The Fflor first made contact with the Itan Empire in 6 NE. The northmen for a time rivaled the Dahn in their abilities to procure finery from the wondrous lands of the Itan Dynasty.

Since that time the Fflor have calmed their efforts at Reaving and pursue a more 'civilized' means of acquiring wealth. The combined efforts of Freilan merchants and Sidhe diplomats persuaded the Fflor to take up merchanting their skills as sailors. This lasted approximately one season, and by the Solar moot in 8 NE a Dragonship was sunk by pirates. This brought an unexpectedly swift and brutal response from the Jarl's court and many villages in the pirate isles relinquished its wealth to the angry Fflor. Since then, no pirate captain has been foolish enough to assault a dragonship. The Fflor have once again taken on a more pacifistic view on trade and merchanting, now carrying goods from port to port and selling to the highest bidders.

Spahiem was never directly threatened by the Realm war, although the Fflor were insulted at being left out of such a good fight. Armed camps of Fflor began to appear behind Tærran lines in Dun Melea spoiling for a fight with someone. Ferocious Fflor reavers, eager to press themselves in battle would descend upon Tærran positions behind the front and sow destruction. In 1007, Jarl Wilhelm Halfhand met with the Alliance forces at Lithiroas and formally declared war against the Tærus Empire. This is not to say that Fflor did not take part in both sides of the conflict, merely that 'officially' the Fflor were allied with the north. Powerful magics were worked by the Sidhe in Caer Baratha, transporting Dragonships to the southern coasts of Tær to wreak havoc.

Culture

The Fflor feel that the test of each man or woman is found through combat, and the strength of the enemy determines the validity of the test. Their reaving was considered among them to merely be an excess of high spirits. In part, this was because they met little resistance in their raids. Weak opponents are derided, and thought of as unworthy. A Fflor warrior will generally seek out who he considers to be the greatest foe among his enemies that he can reach. However, they are crafty enough tacticians to understand the worth of planning in battles, and will not put their personal test above winning. In addition, Fflor may be called upon to help in a 'Test of the Fflor,' any threat that faces the race with extinction or diminishment.

The Fflor culture believes heavily that their destinies are already set, and that if they are fated to die that day, there is nothing they can do to escape it. This is part of what makes them so dangerous, because they have little fear of death, since it will come for them regardless. It is said that the Fflor have a close understanding of fate because the Choosers of the Slain come from the ranks of the Fflor. Since the arrival upon these shores the Choosers have been seen at major battles between the peoples of Jhoril. This

understanding for destiny and fate is often called fatalism on the part of the Fflor, but it is their way. The choosers are servants of the aspects of death, unknown in Jhoril before the arrival of the Fflor.

Fflor excitement outside of combat comes four times a year at Moots. While the contests of skill and athleticism at a Moot might be called games, they can often lead to one of the contestants lying dead on the field. 4 Great Moots are held at the beginning of each season, the Dawning Moot (Spring), the Solar Moot (Summer), the Ashen Moot (Fall), and the Lunar Moot (Winter). These moots are held on the solstices and equinoxes associated with each season. So the Dawning Moot is held on the 21st day of melting, The Solar Moot on the 21st of Clouds, the Ashen Moot on the 21st of Earth and the Lunar Moot on the 21st of Twilight. A young warrior can hope to make a name for himself at one of the Moots; his reputation is guaranteed if he manages to survive and do well. People from all over Jhoril come to participate in the trials of skill and athleticism. Only the best end up competing in the final days.

Moots are the only time the Jarl may be challenged. The Jarl may be challenged to a fight at the Dawning Moot, with the winner becoming Jarl until he is deposed in his turn, dies, or is proven to no longer be capable of reaving. A foreigner may not challenge or take the seat. Occasionally a good Jarl will rule for years on end without challenge until someone decides his time has come, but with the warring nature of the Fflor, this is not often. Currently Thela One-eye is the Jarl of the Fflor; she has reigned since she defeated Wilhelm Halfhand in 1119.

One of the most notable residents of Spahiem is Klaus ver Ulafsson, Commander of the Pheonix Legion. He is known across Jhoril as the foremost Darkened hunter living today. He commands the Pheonix Legion, a dedicated group of warriors and scholars who devote their lives to battling the influences of the Darkened across Jhoril. Rumors that Klaus will take part in the purgation of a Darkened Cult has caused cult leaders to surrender rather than face the skilled warrior in battle. The Pheonix Legion has been involved in some of the most major conflicts against Darkened cults in the recent history of Jhoril.

Commerce and Living

The Fflor have a generally communal society where all people are considered to be in one of two classes, Bonder (or freemen) and Raiker (Warrior). All Bonders and Raikers are allowed to vote in parliamentary-style Things. These Things are held from the local level of towns and villages to the Jarl's own court. At the local level any Raiker or Bonder can call a thing for any reason. Typically Things are called for judicial, economic or defense reasons. Any Thing that concerns the affairs of all Fflor is called an Allthing and is held at Castle Spahiem with the participants seated outside the walls of the citadel.

Typically each village has a Hwata, or wise woman, whose job it is to see to the welfare of the community. They interpret omens, mend broken bones and act as midwives. Each Hwata also has a shieldmaiden assigned to her protection and defense, as well as to assist her in daily affairs. These Hwata are respected among all Fflor and command the attention of even the most battle hardened of the Fflor raiker. These wise women are also renowned for their foretelling ability, and it is a rare honor for a Hwata to

read someone's future. Typically this foretelling speaks of one's death and it rarely does not come true.

The Fflor dragonships carry local goods of wool, cheeses, wines, meads, ores, meat and timber to the more southerly kingdoms. They typically return loaded with spices, silks, finished goods, and other items not easily produced in the cold lands of Spahiem. A typical dragonship will sail for nine months of the year, traversing the known seas carrying goods and making marks until they return to Spahiem with the fruits of their efforts. Naturally these 'merchanting' trips oft see combat against undefended villages.

Fflor Region for non-humans

Firbolg- Firbolg from Clan Rhyk of the Hoarfrost holdfast occasionally take up residence in the Fflor lands. A strange blend of stoic fatalism exists in these Firbolg, who blend the practicality of the Firbolg with the passion of the Fflor. Rumors have reached these Fflor and others of new threats emerging from the Drearwood as misshapen humanoids with the strength of ten men are seen in the lower passes. Others whisper more quietly of finding Lanzas cut cleanly to ribbons in remote areas of the great forest.

Sidhe- Sidhe from Spahiem are typically from the Tuan known as the Alfar. Consequently all daonie Sidhe are called Alfar by the Fflor. The Alfar are almost identical to the daonie Sidhe, but are very pale of skin almost being whitish in color.

Frielan- Not many of the wanderers are found in Spahiem, but those that are typically urge more pacifistic expeditions than the typical Fflor, but are respected for their connections and ability to turn profitable expeditions.

Drakkon- Drakkon are almost a perfect match for the Fflor mindset. The Drakkon's natural tendency to compete fits well with the Fflor desire to challenge oneself. Many Drakkon are found on Dragonships leading Fflor reavers. The Jarl's most trusted bodyguard is a Drakkon.