

The Patrol Area - a quick description.

The Watch House

On the border of the Kingdom and the Siliva Ciminia, near where the Forest Games were held, the Kingdom has been busy constructing a Watch House. Over three floors, this building will be the base of operations for the mission commander, Warden Lieutenant Tuton, his Pathfinder squad and support staff.

The Watch House will also be the base for any of our more zealous guild members including - The Humacti, The illuminati, Paladins and any Demon Hunters that are assigned to the new Patrol.



The Coach House

Further down river, only half a day's journey by dingy, is the Coach House in the community of Brickwaed. The village is populated by the Hassani Ferrets, an ancient tribe of nomadic humans descended from the Hassani military. They have a broadly nature-based religion and are friendly to the Kingdom coming in and living in the building. There are twenty rooms available to kingdom citizens with five left empty for visiting members.

It is expected that the Circle and the majority of the Temples will set up here along with any Artisans, Artificers and so on. Guardian Athene will be nominally in charge of the Kingdom presence there.

In addition, a grove has been cleansed outside of the village, to be consecrated however they wish by the Kingdom druids.



The Lighthouse

The final structure is a defensive building on the southern coast. Six stories high, the Lighthouse can be used as a navigational aid to ships passing the area, but also as a fort, with thick stone walls. Built centuries ago by some of the elves in the area, the building will be under the control of High Master M'Tar, and will house the Temple of Might volunteers. It will also be staffed by the mages of the Towers, as the first line of defence against the Anarchy Storms.

