

Faun Valley

An Sample Zone for the Twin Skies MMO from Meteor Games

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Faun Valley is a lush Alpine forest nestled along the shores of a caldera lake, bounded by a glacier to the south and mountains to the east and west. A small community of fauns have lived in the valley for generations, trading furs and meat with the humans to the south. Recently, a large tribe of gnolls have pushed into the Valley from Bavaria, and are threatening the fauns' very existence.

Scope

Faun Valley is a geographically small area. There's the glacier, the lake, a small forest along its southern shore, nestled between the lake and the glacier, the town of Glynarthen, and a forested slope leading down to the Rustwood. That's it.

Glynarthen itself is a hamlet consisting of just three buildings and a small encampment of human soldiers.

There's a small herders camp in the forest, several gnoll camps, and two sets of gnoll caves in the glacier.

Concepts

The Fauns

The fauns are an ancient race of pastoral deer herders. They have a love for stories, and know the history of the world as well as anyone alive. What they're not so good at is defending themselves. With the arrival of the gnolls in the valley, they're being pressed to learn. Fortunately, their good relationship with the neighbouring humans is giving them that opportunity.

Which is not to say that the fauns don't have tricks of their own. They have kept their tradition of training the strongest stags in their herds to defend them. These battle stags are fearsome in this regard, and now that fauns are learning soldiers skills, they'll be able to join the stags in the fight.

Fauns also have a strong musical tradition that reflects their magical nature. Fauns can use pipes and drums to create a variety of mild buffs and debuffs, although these are mainly related to herding and entertainment.

The Gnolls

The gnolls are a warlike race of dog men who live a clannish, semi-nomadic existence. This particular group, the Stone Tooth Tribe, has pushed into the valley from over the glacier, after fleeing an unknown horror in Bavaria Land. Even the wise men of the Stone Tooth don't know the exact nature of the trouble, but like dogs, the gnolls can feel a storm coming. And they feel a very bad storm brewing in Bavaria Land.

The Stone Tooth Tribe is currently being led by Bloodpaw, the strongest gnoll warrior of his generation, who earned his name for his endless ferocity and blood lust. With Bloodpaw at the helm of the tribe, they won't stop fighting until they've driven every other intelligent race out of the valley. Fortunately for the fauns, not all the gnoll lieutenants share Bloodpaw's vision.

Gnoll Factions

There are two gnoll factions: the Jagged Spear and Flint Axe factions. They're loyal to their two lieutenants, Short Tail and Red Ear. Short Tail has reservations about the path of total war. He's cunning enough to know that the humans have always surprised them in battle in the past, and that total war may lead to the tribe's total annihilation. He'd rather find a way to co-exist in the valley. Red Ear violently disagrees, and is Bloodpaw's right hand man for dominating the valley.

The 2nd Shoal Guards

Shoal, understanding the seriousness of the threat facing the fauns, has sent a unit of soldiers to assist in the valley's defence: the 2nd Shoal Guards. It's a bit of a misnomer. The unit was formed on the fly by recruiting itinerant soldiers and given the "2nd" designation to differentiate them from Shoal's regular guard force, who are just called the Shoal Guards.

It's a small unit commanded by Captain Hilliard, who for the time being is using his men to reinforce Glynarthen's defences by building a wall and teaching the fauns to fight. They haven't yet pushed into the valley itself to take on the gnolls.

Herding, Fishing and Gathering

The fauns herd deer, and much of their culture revolves around it. In addition to herding, the fauns of this valley have become skilled fishermen, and can be found casting their nets along the shores of the lake that occupies the centre of the valley. Groups of gatherers can be found working the valley as well.

Lore Masters

Fauns are very knowledgeable of the old fairy tale stories, which they accept to be true. They're a great resource for those trying to learn the stories, and are an initial source for such information.

Locations

Glynarthen

Glynarthen is a small town that serves as the trading centre for the fauns of the valley and for the humans seeking faun goods. Since the arrival of the gnolls, the very sleepy town has started to see a lot more activity. A group of human soldiers have set up camp just outside the town as part of the human commitment to protecting the fauns in the valley. More human traders have arrived as well, buying venison from the fauns to fill the vacuum created by the forced removal of fish from the human diet. The

town is comprised of a farmhouse, a barn, a deer corral, a defensive wall that's still under construction, and an encampment of human soldiers sent from Shoal to help organize a defence against the gnolls.

The soldiers are working with the fauns in three ways.

- Training: They're teaching the fauns to fight. They can be seen training faun recruits in the town square.
- Defence: They're helping the fauns to build a defensive wall around Glynarthen, and encouraging the faun herders still operating in the valley to come to the relative safety of the village.
- Offence: They're trying to take the attack to the gnolls, although they're in the very early stages of this. Right now, they don't even know where most of the gnoll forces are.

Locations within Glynarthen

The 2nd Shoal Guards' Encampment

The soldier's from shoal occupy a small camp just on the outskirts of Glynarthen. It consists of a couple of tents, from which the Captain Hilliard manages the operations in Faun Valley. A priest makes his base there as well, supporting the soldiers and learning the old stories from the fauns.

The Farmhouse

A family of fauns has lived on Glynarthen for generations, and their farmhouse is still one of the dominant features of the town. They've opened it up to the other fauns in the valley, so it's now the residence for several fauns.

The Barn

Once used for storing food and keeping deer out of the worst of the valley's storms, the barn has become a living hall and impromptu bazaar. Several fauns have set up shop here.

The Corral

A herd of deer is being kept in a hastily constructed corral, as many of the fauns being driven from the forest brought their deer with them.

The Training Grounds

A trampled field of grass where a grizzled human drill sergeant is teaching a circle of fauns how to fight with spears and halberds. A pair of armoured faun battle stags graze to the side.

The Wall

The soldiers are helping the fauns to build a defensive wall around Glynarthen. It's only about half complete. Tools and materials are scattered around the site.

Characters in Glynarthen

Name	Role	Character Description	Race	Gender	Quest Related?	Quest Giver?
Captain Hilliard	Commander of the 2nd Shoal Guards	A careful soldier more concerned with keeping his men safe than winning the fight in the valley.	Human	M	Y	Y
Dev Alren	Armourer	A compact, powerful faun who's calloused features and taciturn nature reflect a focus on mastering a demanding craft.	Faun	M	Y	Y
Drill Sergeant Hebbers	Sergeant in the 2nd Shoal Guards	A taskmaster whose tough demeanour belies an underlying concern for his charges.	Human	M	Y	Y
Torquil Bannatyne	The Elder	Genial, optimistic, and gregarious, Torquil loves each faun as if they were his own child, and will do everything in his power to see them protected.	Faun	M	Y	Y
Reed Tullow	Bee Priest helping the 2nd Shoal Guards	Young, earnest and devout, Reed somehow radiates wholesome earnestness.	Human	M	Y	Y
Alm Rudley	Wife waiting to learn her husband's fate.	A mom and wife whose happy life is about to be cast into ashes – with one ray of hope.	Faun	F	Y	Y
Shy Strichen	Clothier	An absent minded clothier better with thread and needle than people...or fauns.	Faun	F	Y	Y

Faun Builders	Building the wall	--	Faun	Both	N	N
Faun Trainees	Training to fight	--	Faun	Both	Y	N
Soldiers	Protecting Glynarthen	--	Human	Both	N	N

Models within Glynarthen

Model
Human Tent
Camp fire
Farmhouse
Barn
Deer corral
Stone wall
Partially built stone wall
Construction tools

Training dummy
Faun shops
Faun male
Faun female
Human Soldier, Male
Human Soldier, Female
Deer
Stag
Battle Stag

Shoreline Forest

The forest that wraps around Caldera Loch is known as Shoreline Forest. It's an alpine forest comprised mainly of evergreens. Wolves have been the alpha predator in the forest for generations, hunting the deer, boar and rabbits that live there. The dynamic has changed with the arrival of the gnolls, and their companion wolverines. There are now worse things than wolves about.

Locations within Shoreline Forest

South-East Flint Axe Gnoll Camp

An encampment of gnolls from the Flint Axe clan. Gnoll warriors, hunters and shamans are camped here, under the leadership of a Flint Axe Gnoll Leader.

South-West Flint Axe Gnoll Camp

Another encampment of gnolls from the Flint Axe clan. Gnoll warriors, hunters and shamans are camped here, under the leadership of a Flint Axe Gnoll Leader.

Jagged Spear Gnoll Camp

An encampment of gnolls from the Jagged Spear clan, situated just below the path leading to the Lower Gnoll Caves.

Kellet's Camp

A very sparse encampment of faun herders and their deer. They're ready to run at a moment's notice, so they haven't set up anything they're not willing to leave behind.

Ruined Camp

A destroyed herders camp. A broken corral and smashed tents litter the forest floor, along with the body of Boyd Ledall, one of the herders.

Hidden Ravine

Karl Felter and his four surviving deer are hidden in a shallow ravine just west of the South-East Flint Axe Gnoll Camp, looking for an opportunity to escape unnoticed.

Characters within Shoreline Forest

Name	Role	Character Descriptions	Race	Gender	Location	Quest Related?	Quest Giver?
Aith Kellet	Lead Faun Herder	A headstrong young faun with ferocious fighting spirit and a determination to resist the gnolls.	Faun	F	Herders' Camp	Y	Y
Tris Kellet	Male Faun Herder	A nervous faun who supports his wife but worries about the consequences.	Faun	M	Herders' Camp	N	N
Per Rudley	The Missing Herbalist (Dead)	A loving family man slaughtered by gnolls.	Faun	M	Shoreline Forest	Y	N
Boyd	Dead	A simple herdsman who ran	Faun	M	Shoreline	Y	N

Ledall	Herdsmen.	into a gnoll war party.			Forest		
Karl Felter	Independent herdsman	A terrified herdsman who feels lucky to be alive, and won't press his luck any further.	Faun	M	South-East valley	Y	Y

Monsters within the Shoreline Forest

Name	Role	Type	Location(s)	Quest Related?
Gnoll Leader	Sub-boss	Gnoll	Gnoll camps	Y
Gnoll Shaman	Foe	Gnoll	Gnoll camps, Shoreline Forest	N
Gnoll Warrior	Foe	Gnoll	Gnoll camps, Shoreline Forest	N
Gnoll Hunter	Foe	Gnoll	Gnoll camps, Shoreline Forest	N
Wolf	Foe	Wolf	Shoreline Forest	Y
Boar	Foe	Boar	Shoreline Forest	Y
Luminous Bee	Neutral	Bee	Shoreline Forest	Y

Models within Shoreline Forest

Model
Wolf

Deer
Stag
Boar
Rabbit
Gnoll Male
Gnoll Female
Wolverine
Faun Male
Faun Female
Gnoll tent
Campfire
Gnoll camp gear
Faun tent
Destroyed faun tent

Destroyed faun corral
Faun camp gear
Luminous Bee

The Gnoll Caves

A vast cavern system that extends deep into the mountains that once opened onto the glacier itself. The gnolls first arrived in the valley by means of these tunnels, after their long trek across the glacier. The main access tunnels to the glacier collapsed in the gnolls' clumsy attempts to widen them, but they'll get them open. When they do, more of their brethren will enter the valley.

Locations within the Gnoll Caves

The Upper Caverns

The home of the Flint Axe gnolls, their clan leader Red Eye, and the Chief of the Stone Tooth Tribe, Bloodpaw. These are the most bloodthirsty of the gnolls, determined to wipe out every other intelligent creature in the valley so that they can call it theirs. The upper caverns can be accessed via the Lower Caverns, or by a treacherous path up the side of the mountain.

The Lower Caverns

The Jagged Spear Gnolls have occupied the lower caverns. Their clan leader, Short Tail, has a cave in the back of the cavern where he meets with his advisers; most of whom are telling him that open war with the humans would be devastating. A natural stairwell in the back leads to the upper caverns, and the mouth of the caves on the valley side overlook the Jagged Spear Gnoll Camp in Shoreline Forest.

Characters within the Gnoll Caves

Name	Role	Race	Character Description	Gender	Location	Quest Related?	Quest Giver?
Short Tail	Jagged Spear gnoll leader	Gnoll	An opportunistic lieutenant who sees his chance to grab power.	M	Lower Glacial Caverns	Y	Y

Monsters within the Gnoll Caves

Name	Role	Race	Gender	Location	Quest Related?	Quest Giver?
Bloodpaw	The Gnoll Chieftain	Gnoll	M	Upper Caverns	Y	N
Frost Eye	Lead Gnoll Shaman	Gnoll	F	Upper Caverns	Y	N
Red Ear	Flint Axe gnoll leader	Gnoll	M	Upper Caverns	Y	N
Gnoll Shaman	Foe	Gnoll	F	Gnoll camps, Shoreline Forest, Gnoll Caves	N	N
Gnoll Warrior	Foe	Gnoll	M	Gnoll camps	N	N
Gnoll Hunter	Foe	Gnoll	M	Gnoll camps	N	N

Models within the Gnoll Caves

Models
Gnoll Male
Gnoll Female
Wolverine

Gnoll camp gear

Caldera Loch

The lake that dominates the centre of Faun Valley. Although it's not electrified, like Electric Lake downstream, the glacial snow melt that feeds it keeps it icy cold. That hasn't kept a group of miniature, warm blooded plesiosaurs from adapting to the lake. They're everywhere, and are not only harmless, but curious and friendly. Some fauns enjoy plesiosaur soup, but others decry the practice of eating these friendly creatures as barbaric.

Locations within Caldera Loch

Northern Shore

The River flows downstream from Caldera Loch along the lake's northern shore, following a gentle forested slope into [Rustwood](#) below.

Western Shore

Luminous Bees roam the fields around the woods of the eastern shore. They're giant bees that distill light sap through the plants they pollinate, most of which grow on the eastern shore. As a result, the bees glow, and the shoreline glows at night with the activity of the luminous bees. Although not predatory, they can be dangerous if provoked: in addition to their razor sharp stingers, their attack packs an electrical punch. Glynarthen is also situated off the western shore.

Characters within Caldera Loch

Name	Role	Character Description	Race	Gender	Location	Quest Related?	Quest Giver?
Finlay Strichen	The Fisherman	An extremely laid back faun who was surprised to find gnolls around his favourite fishing spot.	Faun	M	Caldera Loch	Y	Y

Monsters within Caldera Loch

Name	Role	Race	Location(s)	Quest Related?
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Plesiosaur	Neutral	plesiosaur	Caldera Loch	N
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Models within Caldera Loch

Model
Plesiosaurs
Luminous Bees
Faun Male

The Mandra River

Flowing downstream from Caldera Loch to the lake at Shoal.

Characters within the Mandra River

Name	Role	Character Descriptions	Race	Gender	Location	Quest Related?	Quest Giver?
Doug	Guy Standing in River	Just this guy, you know. Just standing in the river.	Human	M	The Mandra River	N	N
Blane Rudley	Threatened Faun	An impulsive young faun who's just now realizing he's over his head.	Faun	M	The Mandra River	Y	N
Mairi Strichen	Damsel in Distress	Anxious and given to worry, like her mother, Shy.	Faun	F	The Road to Shoal	Y	Y
Calum	Injured Faun	A preoccupied young faun who learning the hard way	Faun	M	Off the Road to	Y	N

Strichen		to pay attention.			Shoal		
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Monsters within the Mandra River

Name	Role	Type	Location(s)	Quest Related?
Wolves	Foe	Wolf	Area around river	Y
Boars	Foe	Boar	Area around river	N

Models within the Mandra River

Models
Human male
Faun male
Faun female
Cart
Wolf
Boar

Conflict

The pressure of the gnolls against the fauns, and the reaction of the fauns and their human allies, forms the basis for the core conflict in this zone.

Story Arcs

The core story of Faun Valley follows a very clear progression.

- Player learns about existence of gnolls in the valley, and start solving small problems for the fauns: I.e., saving their herds, recovering items, collection quests in the forest, improving the defence of Glynarthen.
- Player takes the fight to the gnolls. Accepts quests from soldiers and more militant fauns, attacks gnoll camps, discovers main gnoll caves, and discovers the division between gnoll factions (I.e., main war leader who wants to kill everything in the valley vs. gnoll lieutenant who just wants to live in peace away from the horror in Bavaria land.).
- Player destroys gnoll war leader and saves the day.

Gameplay Elements

Seasonal/Time Changes

- The gnolls patrol closer to Glynarthen at night.

Level Range

X - Y

Population

- About 20 fauns and six or seven humans. A tribe of gnolls, divided into two competing clans.

Races

- [Humans](#)
- [Fauns](#)
- [Gnolls](#)

Connecting Zones

- [Four Farms](#)
- [Rustwood](#)