

Races of Gyruff

Well now, you wish to know a bit about the races that make up Geoff? I can tell you a bit about them. Of course, things aren't as they once were. The giant invasion has turned the world upside down and given it a good shake to boot!

HUMANS

If you listened to my description of Gyric (or Geoffite in Common) culture, you will know a good bit about the dominant race in Gyruff – the humans. We're predominately Flannae with some Oeridian and Suel ancestors leaking in around the edges. We were spread throughout the entire land of Gyruff, living in the meadowlands, the forests, the hills, the marshes, and the mountain foothills. The greatest concentration of population was to the east and south and along the Oyt, the Oyt headwaters, and the Olvewater. Gorna was the largest town, but even Gorna was small and provincial compared to the great cities of the lowlands.

Today, the humans have either fled the country or are enslaved by the giants. The giants have gathered their slaves together into the towns so the countryside is deserted except for the giants and their minions. Those that fled have settled in the Gran March and Keoland. When the Knights of the Watch reclaimed Hochoch, many Gyri returned to this small portion of Geoff that is free.

ELVES

The elves are the second largest group in Gyruff, but they are divided into three "kins" that each dwell separately in one of the great forests of Gyruff. The grey elves lived in the Oytwood, which is the smallest forest, but that's fine as their numbers aren't great anyway. Because the humans lived on all sides of their realm, the grey elves had the most interaction with the humans. The high elves of the Hornwood were the strongest of the elven kins, and their prince was recognized as the supreme authority of all things elven in Gyruff. The wood elves lived in the vast reaches of the Dim Forest. They had two towns that I know of: Derelion and Hochove. Strangely enough, the forest-loving wood elves found much in the nature-worshipping Flannae to respect. This bond, and centuries of efforts against their joint enemies, the giants and ogres, had formed a cordial relationship between human and elf. Half-elves were not unheard of in the western Dim Forest and they found acceptance in the lands beneath the branches. Duke Owen had an advisor from each of the elven realms at his court.

In the wake of the giant invasion, the grey elves of the Oytwood were driven into an even smaller area of their forest and initially guarded it from all, including us. Some have resettled in the southern Dim Forest. Others have traveled further away, mostly to the elven kingdom of Celene. There is little information about the high elves in the Hornwood. Some fled east to the Stark Mounds when the giants invaded. Most, however, were cut off by the giant army and trapped in the Hornwood. I had not heard of any reliable word from them since the invasion. The Elves of the Dim Forest have lost much as well. A terrible beast of Shadow stalks the remains of their capitol city, and they have moved into the trees of the southern portion of the Dim Forest.

HALFLINGS

The halflings were a recent addition to Gyruff. They came in the wake of the Keoish invasion and found the meadow lands in the center of the country to be to their liking. I am told that there are many types of halflings in the Flanaess, but those in Gyruff are of the Lightfoot ancestry. Halflings preferred to form small communities of their own on the outskirts of larger human settlements. There were halfling hamlets outside of Oytmeet, Gorna, and Hochoch.

The few halflings who could, fled with the humans when the giants invaded. The halflings suffered greatly and lost many of their number to reported treachery by those they trusted. I do not know the nature of what happened, but I can tell you this, very few halflings made it out alive. The halfling community near Hochoch has grown enormously since the town was freed, but many halflings have not returned, having found safer pastures in Keoland and the Gran March.

GNOMES

The gnomes lived predominately in the Stark Mounds but could be found throughout Gyruff. The largest concentration of gnomes outside of the Stark Mounds was in Gorna. Long a power in their own right, the gnomes in Gyruff are of the rock gnome variety. They have many towns and settlements just under the surface of hills.

Out of all the races of Gyruff, the gnomes fared the best. Most of their homes were underground and their ability to disguise and confuse with illusions meant that only the largest of the towns and their capital city of Moundgomery, were laid waste. When the Knights of the Watch began attacking the giants in the Stark Mounds three years ago, the ground boiled forth with gnomish warriors who assisted the exhausted and battered Knights. Today, the Stark Mounds are free of giant rule, but do suffer frequent raids.

HALF-ORCS

The half-orcs are the only race in Gyruff to have no real culture and society of their own. Born almost uniformly of violence, most of these creatures mercifully did not survive infancy. Those that did survive faced a long and cruel childhood of teasing, beatings, and alienation from the human children. That half-orcs could be found throughout pre-invasion Gyruff attested to the savagery of orc raiders and their effectiveness at escaping the border patrols. While half-orc children were not rare before the invasion, now the streets are filled with these horrid reminders of violence and bestial lust.

The half-orcs did not fare well in the aftermath of the invasion. Some were able to blend in among the invading orcs and adopt their ways; others were enslaved just like any other human, but most fled east with the humans. Even though they suffered as the other Gyri, many people reasoned that only treason could have caused Gyruff to fall so quickly. Never quite trusted, even in the best of times, the half-orcs were targeted by vengeful refugees. Frequent outbreaks of violence against them have convinced most half-orcs to flee the country or into the woods.

DWARVES

The dwarves live three great clans. The Stonereaver Clan are mountain dwarves who lived in the Barrier Peaks. The Deepholm Clan are mountain dwarves who lived in the Crystalmist Mountains. The Underfoot Clan are hill dwarves who lived in the foothills of the Crystalmists.

The dwarves suffered a terrible loss on the eve of the invasion, when the Three-Hold Thane died. The Stonereaver Clan has not been heard from since the invasion and the dwarves have not elected a new thane. Clan Underfoot was also driven from their hold and now resides under the hills with the gnomes of the Stark Mounds. For years, Clan Deepholm remained entrenched in their hold, with all of their exits sealed to the outside. Only recently was contact re-established between the Deepholm and the rest of Gyruff.

That's what I know of the races of Gyruff. If you wish to learn more, I can introduce you to a member of each race, who can answer more detailed questions about their kin.

Morwenna the Fair