

Metagame Book



The Principality of Naerie

By Naerie Triad

V. 3.2

Additional Contribution by: Pasi Riita, Jukka Särkijärvi, Mikko Laine, Henri Vesala, Ben Mowbray and Anna Bernemalm. Thanks to the Adri Triad for the 'Aerdy Re-Enactment Company' and the Sunndi Triad for the 'Iron Band Contraband Cartel' meta-orgs.

www.naerie.net

Foreword

This book details aspects of regional play within Principality of Naerie. All players should read it and be familiar with its contents, as they often affect regional modules.

Table of Contents

Foreword	2
Principality of Naerie (596CY)	3
Regional Feel	3
Character Creation	4
Humans	4
Dwur (Dwarves)	4
Olve (Elves)	4
Hobniz (Halflings)	5
Half-Euroz (Half-Orcs)	5
Noniz (Gnomes)	5
Languages in Naerie	6
Character Classes in Naerie	7
Regional Feats	9
Racial and Class Feats	10
Divine Spellcasting Policy	12
Deities in Naerie	14
Typical Animal Companions in Naerie	21
Member of a Non-Standard Race in Naerie	21
Limited Prestige Classes in Naerie	23
Limited Feats in Naerie	23
Meta-Organisations	24
Limited Prestige Classes and Feats	24
Naerie Meta-Organisations	26
Metaregional Organizations	27

Principality of Naerie (596CY)

Ruler	Prince Barzhaan of Naerie, Head of House Haxx, Baron of Derevendt
Law	LN (LG, LE & NG tendencies)
Capital	Naerie City (pop. 6,300+)
Baronies	Five baronies, ruled by individual Barons who answer only to Prince Barzhaan
Population	85,000 (adult population): Humans (Oeridian/Suel) 81%, halflings 8%, elves 4% (wood elves mainly), orc/half-orc 4%, dwarves 2%, gnomes 1%
Humanoids and others	Ogres and trolls live near the Hollow Highlands and the Iron Hills, along with a variety of more unusual creatures. They have been spotted in the Jagged Hills as well, along with dire animals and behirs. The open plains offer refuge for a few exotic beasts, some of which are originally from Menowood.
Resources	Foodstuffs, copper, gold. Some shipbuilding materials such as tar are also exported and there are plans to harvest timber from Menowood.
Coinage	Nightingale (pp), crown (gp), noble (ep), penny (sp), common (cp);
Languages	Common, Old Oeridian, Ancient Suel. There are also some folk who speak Hepmonaland languages (Rasol and Olman), mainly among former Scarlet Brotherhood soldiers and slaves. The demihuman population speaks their own languages.
Alignment	LN/N is dominant. Other alignments are LE (Hextorites and soldiers mainly), LG, NG, CG
Religion	Zilchus (state religion), Osprem, Hextor, Heironeous, the Velaeri, Phyton, Lydia.
Allies	Naerie is part of the United Kingdom of Ahlissa and thus has no real allies. Lukewarm relations exist with Sunndi and Onnwal but some tensions remain due to a history of conflict with the Great Kingdom.
Enemies	Scarlet Brotherhood, Iron League states (distrusted, though peace agreement exists), Knights of the Chase and the Church of Trithereon, Idee Volunteers.

For more detailed history and regional description, please read the Principality of Naerie Gazetteer.

Regional Feel

In Naerie we strive to offer high quality regional modules that cater to a wide variety of characters and styles. The main thing to remember is that after two centuries of independence, Idee (now known as the Principality of Naerie) was conquered by the Scarlet Brotherhood, an organisation dedicated to Suel supremacy. Their occupation lasted for two years before troops from the South Province, an old enemy of Idee, invaded and drove the Scarlet Brotherhood away. Afterwards, Idee was annexed by the new United Kingdom of Ahlissa, a successor state of the Great Kingdom.

The population has mixed views about this. Nobody liked the Scarlet Brotherhood and Ahlissan rule is a great improvement. Some welcomed the Ahlissans as liberators, while others resent them. One man's liberator is another man's occupier. Nonetheless, Ahlissa is a major power in the Flanaess. Being part of it has its own perks. Some people like it, others don't.

Shades of grey will present themselves and breaking the laws will have repercussions. Nobody is completely good (as evidenced by the realpolitik practiced by the church of Heironeous), nobody is always right and ideals can always be slightly bent if it suits your purposes.

Players should not expect to run into sudden and massive upheavals on a regular basis. This has not been a style in any European region. The majority of the conflicts will be about internal struggles within the principality.

The Triad has no interest to enter into an arms race with the players. The new LGCS certainly gives more options for players that can make mincemeat out of regular *Monster Manual* creatures. If you enjoy that, well, more power to you, but the Triad will ensure that most modules cannot be completed by brute force alone.

Character Creation

This section only details the regional aspects of how to create a Living Greyhawk character. The full set of rules concerning character creation, feats, etc, can be found in the Living Greyhawk Campaign Sourcebook. The LGCS is available as a free download from the RPGA website, at www.rpga.com.

All races from the *Player's Handbook* are available. Subraces for humans (Oeridian, Suel, Baklunish, Flan, Touv, Rhennee, Olman), dwarfs (mountain or hill), elves (high, grey or wood), gnomes (rock), and halflings (deep, lightfoot or tallfellow) are also available.

Players may choose any character class or feat from the *Player's Handbook v.3.5*. They can also choose feats from various additional books (full list in LGCS) and regional feats (detailed later).

In addition to classes from the *Player's Handbook*, the following base classes are allowed: beguiler (PH2), marshal (MH), healer (MH), hexblade (CW), Knight (PH2) favoured soul (CD), scout (CAAd), swashbuckler (CW) and warmage (CAr).

CAAd = Complete Adventurer

CAr = Complete Arcane

CD = Complete Divine

CW = Complete Warrior

MH = Miniatures Handbook

PH2 = Player's Handbook II

Humans

There are many ethnic groups of humans in the Flanaess. Player characters can be Baklunish, Flan, Oeridian, Olman, Rhennee, Suel or Touv. However, only the following ethnic groups appear in large numbers in Naerie; Flan, Oeridian, Suel, Hepmonaland Suel and the occasional Olman, so only they are detailed below.

It is important to note that most of the population in Naerie has both Oeridian and Suloise blood in them and therefore might have tanned skin and dark hair but also blue eyes.

Flan

The original human occupants of the Flanaess had bronze complexions varying from coppery tones to deep brown. Their eyes are dark brown, even black, or rarely amber. Likewise, their hair was always dark brown or black. The Flan were driven to the peripheries of the civilization, and their last true nation of Tenh was overrun in the Greyhawk Wars. In Naerie, they can be found near the Iron Hills or the Hollow Highlands, or in their community near Lake Felten.

Oeridian

The Oeridians have fairly dark skin, varying from tan to olive colours, but their hair colour runs the range from honey blond to black, with brown and auburn the most common. Their eye colours are likewise variable. Pure Oeridian stock is thus less easy to spot with the casual eye than most races. Originally they were slaves to Suel Imperium but later migrated to Flanaess to seek their

destiny, which ultimately lead to the formation of the Great Kingdom of Aerdy.

Suel

Long time ago, Suloise people formed the greatest empire that Flanaess had ever seen. It's eventual decline led to war with Baklunish people which culminated in Twin Cataclysm that destroyed both of them, leaving behind the devastated areas known as Sea of Dust & Dry Steppes. As the Suel fled their old homelands, they were scattered to the margins of the Flanaess before the migrating Oeridians, so it is small wonder that most Suel blood has been intermixed with many other racial groups. The Suel are fair skinned humans, some being almost albino, with red or blond (even platinum blond) hair and blue, grey, or violet eyes. The barbarian peoples of the northeast are the purest example of original Suel stock, but pureblood Suel also dominate the Scarlet Brotherhood, the eastern islands of the Aerdi Sea and the Duchy of Urnst.

Anomalous populations of Suloise are found in Hepmonaland and the Amedio Jungle. While many have developed tanned skins with heavy freckling, pale and albino faces that look incongruous in the steaming jungles can still be seen. Many of these so called 'freckled savages' or 'Heps' have been drafted into the Brotherhood armies. In Naerie, 'Heps' form an underclass of society after being released from Ahlissan work camps, being unable to return home and forced to live as best as they can.

Olman

Olman skin tones are rich red-brown or dark brown in colour. Their hair, always straight, is black but becomes whiter in old age. Their eyes are dark and range from medium brown to nearly black. All Olman have high cheekbones and the nobles have high-bridged noses. Some nobles still flatten the foreheads of their young as a high sloping look is considered beautiful.

The Olman live in the Amedio Jungle and Hepmonaland and some serve as slaves to the Brotherhood. They are bloodthirsty and primitive and even though they were slaves to Brotherhood, they are generally shunned by all civilised folks. Large number of them were deported (supposedly by magical means) back to Amedio in early 597CY. Only few stragglers remain.

Dwur (Dwarves)

Dwarves of the Flanaess are strong and stubborn people. They can be found all across Flanaess in their own communities, being slightly wary of contact with outsiders. All dwarfs with Naerie as their home region in their first AR should be assumed to have come from Dwur Kingdom of Iron Hills, though if player does not wish so, Triad does not force them to.

Olve (Elves)

The olve are not native to Naerie, though many dwelt here before the Greyhawk wars, natives of Sunndi mainly. Many fled to Sunndi when the Brotherhood

invaded. Others stayed behind and fought against them. When Naerie was liberated, the olve returned to their homes. Some moved to Sunndi to be with their own people, not wanting to live under Ahlissan rule. At the moment, the largest concentration of olve can be found in the Fey Circle community in Naerie City.

Hobniz (Halflings)

Halflings typically identify strongly with the good nations of the Flanaess. They are not numerous, and have no lands of their own. In Naerie they can be found in the Burrow, their own community within Naerie City, or in agricultural communities.

Half-Euroz (Half-Orcs)

Half-orcs are not native to Naerie. The County of Idee was intolerant towards orcs, hobgoblins and other such humanoids, so any that dwelt here before the Great Rising in 447 CY, were killed or exiled to the Great Kingdom. When Reydrich invaded, his army had many orcs and half-orcs (mainly as mercenaries) in service. Many remain in the military of Naerie. Especially House Heshun has large numbers of half-orcs/orcs among their household troops. Some half-euroz also serve in the navy. Most seem content with their lives, doing what they are good at and earning a living, thus the number of lawful and chaotic orcs is almost equal. Even evil orcs are mainly NE or LE.

Noniz (Gnomes)

Gnomes usually get along well with everyone in The Flanaess. Many live in dwur strongholds and have also moved into human cities where they work as alchemists or craftsmen.

Languages in Naerie

The following languages are spoken or written within the Principality.

Ancient Suloise/Suloise.

This, the language of the Suel Empire that was destroyed in ages long ago, is a 'dead language'. It is now only spoken by the Scarlet Brotherhood and a few learned sages. Most who understand the language do so in its written form. It is used in this way to decipher surviving documents, tomes, and spell books from the Suel Imperium that was destroyed by the Rain of Colourless Fire over 1,000 years ago. People of Sage Keep also have some recent Scarlet Brotherhood artifacts, which were captured by Ahlissan troops, including a copy of fabled *Grimoire Arcanamach*. A primitive version of the language exists amongst the Hepmonaland Suel, called Rasol. Those who speak Ancient Suel can understand approximately 40% of Rasol language.

Common

As its name suggests, Common is the most widely spoken language in Flanaess. It is the language of trade and negotiation and is also the youngest language in the Flanaess, being a blend of Ancient Baklunish and Old Oeridian. Its origins allow mutually exclusive languages to be first translated into it and then into the other. Common is the essential language for all those who travel across national and cultural boundaries.

Ferral

Once an ancient Oeridian tribal language, Ferral was a well-kept secret by officials of the Iron League. Officials and officers of the Iron League used it, mainly for identification and command functions. It is not possible to classify Ferral as a living language, as today it amounts to little more than a code. Some members of the Idee Volunteers and agents of the Jade Mask speak Ferral.

Flan

Use of Flan is not widespread in the Principality. Small enclaves of Flan exist but few people bother to learn the language, forcing native Flan to rely on Common when dealing with other people in the Principality. Some written documents exist in Flan as well.

Humanoid Languages

Dwur, olve, jebli and other humanoids use their own languages when dealing with each other and when recording their own histories, etc. When dealing with humans, common is the usual choice of language though large number of Dwur speak Old Oeridian as well, while olve speak Ancient Suel.

Old Oeridian

Old Oeridian is the language spoken in the Great Kingdom. It is still used within the boundaries of Ahlissa, mainly by scribes, clerks, lawyers, and other professionals, and many libraries are filled with documents and books in this language. Among nobles it

is the language of court and negotiation, but it is also used by the peasantry - many of whom speak it instead of Common.

Olman

Like Flan, only few individuals speak Olman in the Principality, mainly among the former Scarlet Brotherhood slaves. Depending on the region, Olman language has lots of different pronunciations and accents, but in general the language is the same whether one speaks it Amedio Jungle, Olman Islands or Hepmonaland. Written form of Olman is pictographic and it takes years to master all the symbols of the language. Written Olman exists mainly in Hepmonaland. Olman communities of Amedio jungle have almost completely forgotten it, aside from people of Xamatlan.

Character Classes in Naerie

Every PC has some kind of history. Nobody wakes up one morning and decides to become a barbarian, rather they are shaped by their earlier experiences and other events. This section details all available base classes and what kind of backstory they might have in Naerie.

Barbarian

Naerie has always been relatively lawful and civilised part of the Flanaess. Aside from half-orcs/orcs who arrived with Graf Reydrich, barbarians are not too common in Naerie. Some Flan barbarians from Onnwal's headlands have travelled over the Iron Hills and settled in Naerie. Likewise, Scarlet Brotherhood had many Hepmonaland Suel in their armies, mainly from town of Llerga in northern Hepmonaland). The majority of these were barbarians.

Bard

Bards can be found throughout Naerie. The strew of small hamlets littering the countryside mean that bards can easily find new, if not well-paying, audiences. Naerie is also the home of the famous bard Kerish and many young bards hope to gain enough prestige and money to be able to enter her bardic school in Minetha. She is also suspected to be in league with Idee Volunteers.

Another bardic organisation, the Aerdy Re-Enactment Society, known from their re-enactments of famous events in Aerdi history, has recently opened their own playhouse in Naerie as well.

Cleric and Favoured Soul

Clerics of Osprem and Zilchus are the most common in Naerie, though other neutral- or good-aligned deities are also not unheard of. Oeridian farmers worship Oeridian agricultural gods, also known as the Velaeri, and the priesthood tends to their needs. Suel, on the other hand, concentrate their worship towards Phytton. More martial deities can be found in the churches of Heironeous and Hextor. Heironeous was worshipped by Ideean soldiers, while worship of Hextor was brought to Naerie by the Ahlissan military. The worship of Telchur is focused on his strength and survival aspects, as the subtropical Naerie sees little in the way of snow or a proper winter.

The sea gods Procan and Xerbo are worshipped by sailors, and both have small temples in the coastal cities. Demihumans have their own deities, which they worship in their own communities but in general this is done in small scale compared to human religions.

Trithereon, a deity quite commonly revered in Sunndi and elsewhere in the surrounding lands, has been outlawed under Ahlissan law. Worship of Trithereon is punishable by exile or even death.

Druid

Druids are not very common in Naerie. While the land is large, a majority of it consists of flat plains and gently rolling hills and not much of it can be considered untamed. This does not mean that there are no wandering druids in the plains, but most of them try to stay near the few remaining forests. There are very not many wooded areas near the coast as most of them

were felled ages ago to build the towns and merchant fleets of Idee. Lake Felten is a site holy to Fharlanghn-worshipping druids, while Sarwych Forest in Ingmalt and the Menowood in southern Naerie both offer refuge for druids. Indeed, the Menowood is a stronghold for fey creatures of all ilk (as well as Brotherhood savages who know how to survive in such a hostile environment) not all of which are friendly to humans. Some druids also become protectors of agricultural communities and serve deities such as Phytton.

Fighter, Marshal and Swashbuckler

Well-trained warriors are common all across Ahlissa, and Naerie is no exception. Ahlissan military presence in Naerie is almost overwhelming, its relatively small coastal lands hosting more troops than some surrounding nations (such as Onnwal) have in their entire military. This is understandable, since Naerie is strategically valuable to any conflict in the region, has plenty of natural resources, and offers Ahlissa its only secure access to the Azure Sea. Whether one is a career officer or a soldier of fortune looking for a quick job, Naerie is the place to be, with several potential factions to throw in your lot with.

Knight

Knight is a term used for low-ranking land nobles and landowners. They are either scions of various noble houses that provide their skill in arms to Prince Barzhaan and thus to Nightingale Throne of Ahlissa. Other knights are dedicated warriors in service of church of Heironeous, Zilchus or Hextor. One thing they all share is the desire to uphold the laws of the land and integrity of the kingdom and even knights of Heironeous and Hextor extend this camaraderie to each other, though they would not necessarily cooperate with each other for long.

Note: The Triad highly recommends that knights stay lawful and/or take the Celestial Scion feat.

Monk

Monks are somewhat rare in Naerie and population suspicious of unarmed warriors who remind them too much of the Scarlet Brotherhood. The only established monastic order is called the Followers of the Wave. They are based in the Barony of Monne, where they guard the burial site of Saint Idee of the Sails. They are easily identified by the blue or blue-white robes they wear to make sure nobody mistakes them for Scarlet Brotherhood. Some Scarlet Brotherhood officers who managed to disguise their true skills and were thus spared of the execution by armies of Reydrich have been released after spending years in labour camps (or escaped on their own accord) and are now roaming Naerie, unable to return home.

Paladin

Paladins in Naerie typically worship Heironeous, a testimony to the ancient influence of the Great Kingdom in these lands. Paladins usually belong to the Army, Order of the Blue and Gold, or devote themselves to personal quests to help the people. The

church of Heironeous has recognized Ahlissan rule over the Principality, so most paladins, at least publicly, follow the orders of the church. Thus the Ahlissans let them be as long as they don't rock the boat by preaching independence for Idee. This lawful neutral direction in the church is represented by many grey guards among the paladins, who hunt down both Scarlet Brotherhood and Idee Volunteers with equal zeal.

Ranger and Scout

Rangers and scouts are quite common in Naerie, operating as army scouts, gamekeepers, and hunters throughout the land. Menowood still hides many Hepmonaland savages and the Hollow Highlands are full of hill folk who hate Ahlissa and support smugglers and rebels who frequently cross their lands on their way to Naerie. Rangers and scouts can use their skills to protect borders from them. Some less honest or those of higher ideals become skilled rebels or smugglers.

Rogue

Naerie has plenty of rogues, either operating as lawful merchants, contraband smugglers or regular burglars or pickpockets. Authorities (especially in Naerie City) occasionally try to crack down on the thieves, so many rogues concentrate their activities on smaller towns, such as Poelitz, or on towns with less than effective law enforcement, like Radoc. Those in positions of authority or lawful organisations (such as Nasranite Watch) also hire people with suitable skills for their own needs.

Beguiler, Hexblade and Sorcerer

Sorcerers, hexblades and beguilers are no more common in Naerie than they are in the rest of the world. Some (male) Flan tribesmen with sorcerous powers from Onnwal have found sanctuary in Naerie, which they won't find among their own tribes, who usually kill all males who develop such powers. Hexblades and Beguilers are many times warriors who have received special training in Ahlissan armies.

Warmage and Wizard

Most wizards in Naerie tend to be humans or grey elves, learning their trade from various masters in Naerie City or Sage Keep. Those with exceptional talent might even receive tutoring from famous wizards living in Naerie, such as Qita in Gornor's Cove or Euronymos in Naerie City. The army also trains warmages to operate alongside infantry units and some warmages become adventurers later in their careers. Ideean armies did not have massive amount of wizards but it is known that many who survived have joined Idee Volunteers.

Regional Feats

Because of its unique regional flavour, the following feats are available to all Naerie characters in addition to usual ones detailed in LGCS. Triad has several recommendations after every feat, though players are not required to follow them.

Badge of Bondage (General)

Your experiences as a slave have made you more resistant to torture and mental manipulation. In Naerie, you've probably been enslaved by the Brotherhood or been in an Ahlissan prison camp, such as the infamous Calling Mines, if you happen to be Scarlet Brotherhood member or Idee Volunteer.

Prerequisite: Your body must bear some obvious sign of your former bondage – whip scars on your back, an owner's brand on the neck, etc.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Celestial Scion (General)

You are a member of one of the major noble houses of the former Great Kingdom. These houses don't play active part in Naerie politics, but belonging to one of them might open unexpected doors, which would otherwise remain closed.

Benefit: The benefits of this feat depend upon the Celestial House to which you belong. However, your rank is very minor and other than the effects detailed below, it gives no additional benefits.

Cranden: Due to diplomatic expertise and sterling reputation, you receive a +3 bonus on all Diplomacy checks.

Unless noted, NPCs in the former Great Kingdom have an initial attitude of Friendly towards you.

Darmen: The weapons of choice for your mercantile house are the poisoned words that have killed far more enemies than poisoned blades. When caught in a lie due to an unsuccessful Bluff check, you get an immediate follow-up opposed Bluff check to cover up the "misstatement" with double-speak. If this Bluff check is successful, ignore the original failed result – the Bluff attempt goes off successfully, leaving the victim none the wiser.

Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of Friendly toward you if they are members of the middle or upper class. Lower-class serfs understand all too well the contempt most members of House Darmen feel for their "breed" and are initially Unfriendly toward you.

Garasteth: The arcane legacy of Aerdy's House Garasteth is well known throughout the Flanaess. Wizard is the favoured class for you. You also gain a +2 bonus on Spellcraft checks.

Because most folks fear the magical might of your house, NPCs in the former Great Kingdom have an initial attitude of Friendly toward you.

Rax-Nyrond: The true heirs of the House of Rax died long ago, but several illegitimate and minor branches survive. The Rax legacy is not particularly proud, being filled with a succession of incompetents and half-wits.

Regardless, the house managed to hoard a great deal of political influence during its time at the head of the Great Kingdom. As an heir to that tradition, you receive a +3 bonus on Gather Information checks, and all checks take 1d2 hours.

Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of Friendly toward you.

Torquaan: The financial might of House Torquaan extends far beyond the borders of the former Great Kingdom. Your family's reputation for squeezing the most out of a gold coin by employing deceit, trickery, cruelty or good, old-fashioned business skills gives you a 10% discount on all purchases made anywhere where the influence of House Torquaan is known. The DM is free to disallow this discount outside the former Great Kingdom or in locales openly hostile to House Torquaan.

Since many folks see your kinsmen as greedy plutocrats, NPCs in the former Great Kingdom have an initial attitude of Unfriendly towards you.

Special: You must select this feat at 1st level.

NOTE: The Triad suggests that only humans of Oeridian, Suel or Flan descent or half-elves should take this feat.

Rustic Charm (General)

Others tend to underestimate you because of your rural upbringing in Naerie; this might just be a well-practiced appearance if you are a member of an organization that would rather avoid closer scrutiny.

Benefit: You suffer no penalties on Diplomacy checks related to social class. Upper class NPCs tend to view you as a charming rube - no threat to them whatsoever. Others also suffer a -2 penalty on Sense Motive checks against you.

Well Read (General)

Your reading has granted you extensive general knowledge about a wide range of affairs. In Naerie you have probably studied in Sage Keep and learned about history, the surrounding lands and many other topics.

Benefit: All Knowledge skills are considered class skills for you.

World Weary (General)

Your crushed spirit makes you difficult to scare or intimidate. In Naerie you may have lost your home or family in the Brotherhood invasion, or you may be a veteran soldier who has just seen too much.

Benefit: You receive a +4 competence bonus on saves against fear. Treat fear conditions as one rank lower, so an effect that would make you panicked, instead makes you frightened, while an effect that would make you frightened, only makes you shaken. Effects that make you shaken affect you normally.

Racial and Class Feats

The following feats are available to certain races and classes, starting at 1st level. Human characters of mixed blood must choose one sub-race to be the dominant one. For example, a person of mixed Oeridian-Flan parentage but with predominantly Flan blood could choose the Horselore feat but not the Born Follower feat. While technically some of these feats do not exist in Naerie (such as Jinnbond), you can still take any of these feats if you fulfill all requirements. Only those human racial feats which are available to most common human sub-races in Naerie have been included in this list. Likewise, those which have no use in Naerie (such as Driftwalker, which allows normal move through snow) have not been included.

Born Follower (General)

You excel when directed by a natural leader.

Benefit: You gain a +2 morale bonus on attack rolls and saving throws against fear effects when within 30ft of an ally with the Leadership feat.

Special: You may only take this feat at 1st level.

Availability: Human (Oeridian).

Deepseer (General)

You see exceptionally well underground.

Benefit: You gain darkvision with a range of 30ft feet. If you already have darkvision, add 30ft to your darkvision range.

Availability: Mountain Dwarf, Deep Halfling.

Draconic Heritage (Draconic)

You have a greater connection with your distant draconic bloodline.

Benefit & Availability: See p.77 in *Complete Arcane*.

Dwarflore (General)

You've memorized a litany of family histories, battle records, and foundry lore sacred to the dwarven people.

Benefit: You get a +1 bonus on all Knowledge skill checks and on one Craft skill of your choice.

Availability: Dwarf (hill or mountain).

Ehlonna's Way (General)

You share an intimate bond with the transcendental spirit of Oerth's Woodlands.

Benefit: You get a +3 bonus on Hide and Survival checks made in all woodland areas. You get a +4 bonus on attacks against enemies who have cover from trees or plants (essentially invalidating the target's cover bonus). You still cannot hit creatures with total cover relative to you.

Availability: Elf (high or wood).

Elflore (General)

You've memorized the epic poems, histories and songs of the elven people, gaining insight into Oerth's history and magic.

Benefit: You get a +1 bonus on all Knowledge and Spellcraft checks.

Availability: Elf (grey or high), half-elf, tallfellow halfling.

Gnomelore (General)

You've memorized a staggering array of trivia, jokes, bawdy stories and legends collected throughout the ages by gnomes and passed orally to each new generation.

Benefit: You get a +1 bonus on all Perform and Knowledge checks.

Availability: Rock gnome.

Halflinglore (General)

You've memorized countless recipes, wives tales, folktales and legends honoured by the halfling people.

Benefit: You get a +2 bonus on all Knowledge (local) and Knowledge (history) checks, and a +4 bonus on all Profession (cook) checks.

Availability: Halfling.

Horselore (General)

You are good with horses.

Benefit: You get a +3 bonus on Ride checks when riding a horse and on Handle Animal checks when dealing with horses. All horses have an initial attitude of Friendly against you.

Availability: Human (Flan).

Lays of the Northern Adepts (General)

You know the poems of ancient Ur-Flan sorcerers. These Poems contain lost secrets that strengthen your protective magic.

Benefit: When someone attempts to dispel your abjuration spells, the dispel check DC is 13+ the spell's caster level.

Availability: Human (Flan).

Mercenary Background (General)

You've travelled across the Flanaess as a hired mercenary, learning a smattering of local flavour on every mission in foreign lands. Because you've known so many fellow mercenaries from distant lands, you have little difficulty picking up foreign languages.

Benefit: Speak Language is a class skill for you. You receive a +2 bonus on all Knowledge (Local) checks.

Availability: Hill dwarf.

Noble Soul (General)

Your strength of spirit and forthrightness bolsters your resolve and draws others towards you.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Diplomacy checks.

Availability: Human (Oeridian, Touv).

Pureblooded Suel (General)

Undiluted Suloise blood flows through your veins, hearkening back to ancient empires and making you an attractive potential associate for pro-Suel Scarlet Brotherhood racists.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a

+1 bonus on all saving throws against spells and spell-like effects. You also gain a +2 bonus on Charisma-based skills against members of the Scarlet Brotherhood.

Special: You may only select this feat at 1st level.

Availability: Human (Pure Suel).

NOTE: It is a good idea for any PC who wishes to belong to "Ex-Scarlet Brotherhood Soldier" meta-organisation to take this feat.

Raider's Spirit (General)

You are a fearless raider.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all Intimidate checks.

Availability: Half-orc, human (Olman).

Well Travelled (General)

Your travels across the Flanaess have given you a strong depth of local knowledge and a broad repertoire of far-flung tales.

Benefit: You gain a +2 bonus to the Knowledge (local) skill and can draw upon your experience to influence those willing to converse with you. When dealing with non-hostile creatures that you can communicate with, you can use your Knowledge (local) skill instead of your Diplomacy skills.

Availability: Half-elf, lightfoot halfling, human (Rhennee).

Divine Spellcasting Policy

This is the divine spellcasting policy that will be used in the Principality of Naerie. It overrides those in LGCS when playing regional or meta-regional set in Principality of Naerie.

Spell Levels and Churches

Below is listed the different churches that operate in Naerie, their god's alignment, and the highest spell levels they are each able to offer. Note that though a church is able to offer a particular spell, this does not mean that is necessarily readily available: One or more *gentle repose* spells and several TUs of travelling may be needed to reach the highest-level priest of that particular faith.

Church:	God's Alignment:	Maximum Spell Level:
Zilchus	LN	7 th
Osprem	LN	6 th
Heironeous	LG	5 th
The Velaeri *	NG, CG, N, CN	5 th
Trithereon **	CG	5 th
Phyton	CG	5 th
Stern Alia***	LN	5 th
Hextor	LE	5 th
Fharlanghn	N	4 th
Xerbo	N	4 th
Lydia	NG	3 rd
Procan	CN	3 rd
Wee Jas	LN	2 nd
Dwarven pantheon	LN/LG	5 th
Elven pantheon	CG	4 th
Halfling pantheon	LG/NG	3 rd

* This includes Atroa, Sotillion, Telchur, Velnius and Wenta

** Restricted to members of Idee Volunteers.

*** Only temple is located in Adderstone. Using their services costs 1 extra TU. Will heal any lawful-aligned PC.

Rules of Spellcasting

The fact that a priest of a certain faith can cast a spell of a particular level, does not mean that this spell is readily available.

1. No priest will cast spells on a PC with different alignment than his deity. Using favor with said church allows PC to override this requirement. It is also possible to have disfavours with various churches, which means they might not supply spellcasting to you, even if you fulfill other requirements. Zilchus is an exception to this rule and they will always cast spells on those who can afford their services (unless you have disfavour with them).
2. All spells available **up to 5th level** can be bought as per the prices in the Living Greyhawk Campaign Sourcebook (LGCS).
3. One favour with a particular church can be exchanged for a total of 5 spell levels of spells cast by that church. All spell levels must be cast at the same time, but if you pay the materials, can be in the form of scrolls or potions (i.e. you pay the difference between the spellcasting price in the LGCS and the price for the potion or scroll in the DMG).
4. Unless noted, church favours do not cover material components. These must be bought separate in cash, through specific favours with churches (e.g. COR3-17 When Orcs Attack) can be used. Unless one is a member of the church, they will not accept paying in instalments (as in LGCS). Only exception to this is church of Zilchus and even they only extend this to non-chaotic characters.
5. One additional favour must be paid to get access to spells at a level higher than 5th. The spell must still be paid for in full.
6. Spells above 4th level will not be cast by any priest on anyone but a PC. In other words, no paladin's mount, familiar or animal companion will be raised in Naerie.
7. High-level priests are few and far between. As such, a PC in need of their services must travel to them or "wait" for them to become available. For 4th and 5th level spells, this costs 1TU. For 6th and 7th level spells, the cost is

2TUs. For simplicity, one *gentle repose* spell is needed to preserve one corpse for 1TU. TU cost can be voided if suitably high level cleric is detailed in adventure or adventure takes place in a town with suitable temple (such as PC requiring services of Zilchus in Naerie City).

Example Divine Spellcasting

The PC paladin Brynar is killed by a fireball along with his mount in the small village of Greenrock. Enough of his remains are left behind to enable his comrades to have *raise dead* cast on him.

First, they must transport his remains to a priest of at least 9th level, as one is not available in Greenrock. This will take 1TU. They must then have *gentle repose* cast on him for the usual price. This is a 3rd level spell, and as such it is considered to be available in all villages. For simplicity, we assume this spell lasts for the entire TU.

Secondly, they locate a priestess of Osprem, as Brynar has an influence point with this church. This point is enough to cast *raise dead*, but the material component cost must be paid for in addition. Selling Brynar's equipment, they manage to raise the minimum down-payment of 2000gp. Brynar must, once *raised*, pay off his debt of 3000 gp as soon as possible.

Thirdly, Brynar has lost everything, and can claim the Charity of Friends clause from the LGCS.

Fourthly, he must wait thirty days for a new paladin's mount, as his mount cannot be *raised*.

Deities in Naerie

Below are detailed most common deities worshipped in Naerie. Other gods are of course worshipped many places, but these religions attract the most servants and as such keep temples in most major cities and can be counted as 'established churches'. Players are encouraged to choose from these deities when creating a character, though of course they don't have to, but worshipping a local deity will have benefits in regional modules..

Under Ahlissan law, worshipping Trithereon falls under the criminal act of 'sedition', and worship of evil Suel deities (Wee Jas does not count as one) falls under 'witchcraft'. Both are punishable by death.

The following information comes from the core rulebooks, with additional material from the following sources:

CD = Complete Divine
CW = Complete Warrior
Fr = Frostburn
RD = Races of Destiny
Sa = Sandstorm

Bralm: N (LN): The Flying Queen, the Hive Goddess, the Toiling Lady. Lesser deity of Insects, Industriousness: Bralm is depicted as a middle-aged woman with dark blonde hair, sometimes with insect wings. She is friendly with rest of Suel pantheon but has not close allies as she judges others on ability, not age or status. Trithereon has earned her enmity because of his individualism and fiery deities like Pyremius and Joramy are avoided because of her dislike of that element. Her church is relatively new in Naerie, a small temple having been established in Shar Hesiyeve, which is essentially a ghetto for freed prisoners of war.

Dogma: *Everyone has a place in a society, and you must master your role even if you don't understand how it is important. Those who know more or are in superior positions must be obeyed; you can learn much by observing those around you. Work hard and be satisfied with your work. Hive insects follow this path, with some members sacrificing themselves for the betterment of the entire hive.*

Domains: Animal, Community (CD), Law, Pact (CD), Strength.

Weapon: Quarterstaff

Fharlanghn N: The Dweller on the Horizon. Intermediate Deity of Horizons, Distance, Travel and Roads: Fharlanghn (far-LAHNG-un) is shown as a seemingly old man with leathery, wrinkled skin and young-seeming bright green eyes. Brother of the Oeridian god Celestian, he is on amiable terms with non-evil earth gods and several nature gods and is sometimes tied to Atroa. His symbol is a wooden plaque carved with the curved line of the horizon, and he carries a magical version of this symbol called the *Oerth Disc*. He is the patron of those who walk or ride long distances (including travellers in tunnels, and as such is praised by those who must use mountain passes or travel the Underoerth. The church is comprised of wandering

clerics (who favour green and minister to those on the roads) and settled clerics (who favour brown and usually are older clerics whose wandering days are behind them). Clerics of Fharlanghn are encouraged to travel the world and see new things. They bless caravans, explore exotic lands, scout for armies and record lore from distant places and peoples. Because they learn many languages and cultures, they act as translators and diplomats. Many aid in the construction of roadways and bridges, and a pair of shoes made by one of his clerics is said to hold fast longer than any other.

Dogma: *People need to move about and see new things. Be open to travel, as the world may change overnight and you may be in need of a new home or perspective. Look to the horizons for inspiration - the far end of the world has new peoples, new cultures, new magic and new roads to walk.*

Domains: Celerity (CD), Luck, Protection, Travel, Weather (CD).

Weapon: Quarterstaff.

Heironeous LG: The Invincible, The Valorous Knight, The Archpaladin. Intermediate Deity of Chivalry, Justice, Honour, War, Daring and Valour: Heironeous remains the major faith among veteran fighters and low-ranking officers of the army. Many believe that Heironeous embodies the virtues of the old Great Kingdom, a true birthright of the Aerdy people. Many paladins strive to join the prestigious Knight Protectors of the Great Kingdom and restore their country's honour, which was tarnished during the reign of the Ivids.

Dogma: *The world is a dangerous place that poses a never-ending series of challenges to those who fight for justice and protection of the weak and innocent. One must act honourable at all times, and uphold the virtues of Justice and Chivalry in word and deed. Danger must be faced with certainty and calm, and glory is the reward for defeating evil, while virtue is the reward for upholding the tenets of Heironeous.*

Domains: Courage (CW), Glory (CD), Good, Inquisition (CD), Law, Nobility (CW), War.

Weapons: Longsword or battleaxe.

Llery CN: Great Bear, Animal Fang, Strongest Serpent, God of Force. Lesser Deity of Beasts, Strength: The most uncivilized god in Suel pantheon, Llery ignores most other gods, seeing them as too civilized, but has a friendly rivalry with Kord and a hatred for Telchur. He is shown as a strong, shaggy man wearing furs and a fighting girdle or as a great bear, snake, or alligator. These animals are sacred to him, and they are his three holy symbols. He is popular among the savage Hepmonalanders who formed the footsoldiers of Scarlet Brotherhood. A temple for Llery was established in early 597CY in a ghetto of Shar Hesiyeve along with temple of Bralm.

Dogma: *Be strong so that others respect you. Be fierce like creatures of animal world. Humans have lost contact with their inner animal nature - watch and learn how the predator lives.*

Domains: Animal, Chaos, Competition (CD), Courage (CD), Strength.

Weapons: Battleaxe or longsword

Lydia NG: Lesser Deity of Music, Knowledge and Daylight: She is a wise Suel goddess, shown as a dynamic older woman. She believes that people must gain knowledge to better themselves. Her clerics are mostly women. Many bards in Naerie also venerate her, among them Kerish the Bard of Minetha.

Dogma: *People must gain knowledge to better themselves. Music is a key to learning and the light of day lets one see their own ignorance*

Domains: Good, Knowledge, Liberation (CW), Sun, Travel.

Weapon: Shortspear.

Osprem LN: Lesser Deity of Sea Voyages, Ships and Sailors: Osprem was a very popular deity in Idee, and her priesthood is still prominent, especially in the town of Gornor's Cove where their leader Nuran (NG female Clr5/Divine Oracle5/Contemplative2) watches over the burial site of Saint Idee of the Sails (see Naerie Gazetteer). Many of her clerics serve aboard merchant ships as navigators or in military vessels.

Dogma: *The seas provide both a bounty of food and a means of travel. Protect the sea as you would your own home, or face Osprem's wrath. She protects those who sail and their vessels as long as they respect her and abide by her laws. She guides vessels through dangerous waters and is the patron goddess of naval explorers.*

Domains: Law, Protection, Travel, Water, Weather (CD).

Weapon: Trident.

Phyton CG: The Woodshaper. Lesser Deity of Nature, Beauty and Farming: A tall, slender, youthful-looking Suel god. He now represents man's dominion over nature, putting him at odds with those who protect forests. Clerics of Phyton act as protectors for farming settlements and look for ways to make use of nearby land. Many Suel farmers venerate him.

Dogma: *Nothing in nature is so beautiful as what man can make of it. A field of crops, a garden of herbs, and a swamp drained to form fertile soil are all marvels of nature as much as the forest and mountains. Natural animals that can be domesticated should be, but those that are dangerous to man or his works should be slain.*

Domains: Chaos, Community (CD), Good, Plant, Sun, Water.

Weapon: Scimitar.

Procan CN : The Storm Lord, Sailor of Sea and Sky. Intermediate Deity of Seas, Sea Life, Salt, Sea Weather and Navigation: Procan is the father of the Velaeri. He usually ignores other gods, save those who rival his control of the sea (Osprem and Xerbo). Typically worshipped for his aquatic aspect, a few inland peoples revere him as a weather god. Clerics of Procan avoid complexities of life (the faith itself has few rituals) and usually live on or near the sea, attending those who earn their livelihood on the seas. Many captains consider

clerics of Procan aboard their ship a good luck charm against storms.

Dogma: *The seas and skies are ever changing and unpredictable. The waters that blanket the earth are deep and unknowable, and their waves can pull down any ship not guided by Procan. He must be honoured so that one can avoid his fury in the greatest storms and reap the bounties of the deep blue waters. Life came from the sea and to the sea all life will return...*

Domains: Animal, Chaos, Luck, Travel, Water, Weather.

Weapon: Trident.

Stern Alia LN: Demigod of Oeridian, Culture, Law, Motherhood; Stern Alia is an Oeridian demi-goddess of culture, law & order. She is a mother of Heironeous and Hextor but her church is not widely worshipped. A church for her was established in late 596CY to Adderstone.

Dogma: *The Oeridian are a chosen race of Oerth, as pre-destined by gods who led them from slavery to rulership of Flanaess. Follow the ancient laws and customs so that the glory of Aerdy is re-born.**

Domains: Inquisition (CD), Knowledge, Law, Protection.

Weapon: Heavy Mace

* A sermon given out by Matron Nelrana in Adderstone. It is not known if this is actual dogma of the religion.

Trithereon CG: The Summoner. Intermediate Deity of individuality, liberty, retribution and self-defence: Trithereon (tri-THEH-ree-on) is shown as tall well-built young man with red-gold hair, clad in chainmail shirt and blue or violet clothes. His symbol is the rune of pursuit, representing his relentlessness in hunting down oppressors and tyrants. He fights evil and oppressive law, so he sometimes opposes other good-aligned lawful deities such as Heironeous and Pholtus. Trithereonite clerics are rugged individualists, never afraid to question authority. Those in cities instruct commoners in self-defence and recruit like-minded rangers and rogues for the cause of individual liberty. Those in rural areas act as scouts or spies against despotic lords or murderous nonhumans. Both sorts keep close watch on Lawful religions lest they become too powerful. The Summoner's clerics travel far and wide in search of those in need of their help.

Dogma: *All deserve life and ability to choose their own place in the world, and those would place others in shackles or control them with oppressive laws must be toppled. Train the common folk to defend themselves and their property should another wish to take their freedoms. If you are wronged, you are right to exact vengeance yourself, especially if none will help you.*

Domains: Chaos, Good, Liberation (CD), Mysticism (CD), Protection, Strength, Summoner (CD).

Weapon: Spear.

Agricultural Gods (The Velaeri)

The Velaeri is the collective name for five particular Oeridian deities who are usually worshipped as a

group. They are further detailed in the Living Greyhawk Gazetteer.

Atroa NG (Spring): The Sad Maiden. Lesser Deity of Spring, East Wind, and Renewal.

Domains: Air, Good, Plant, Sun.

Weapon: Sling.

Sotillion CG (Summer): The Summer Queen. Lesser Deity of Summer, South Wind, Ease and Comfort.

Domains: Air, Chaos, Dream (CD), Good, Healing, Plant, Summer (Sa).

Weapon: Net.

Wenta CG (Autumn): The Alewife, Harvest Daughter. Lesser Deity of Autumn, West Wind, Harvest and Brewing.

Domains: Air, Chaos, Creation (CD), Good, Liberation (CD), Plant.

Weapon: Club.

Telchur CN (Winter): Icebrother. Lesser Deity of Winter, Cold and North Wind.

Domains: Air, Chaos, Cold (Fr), Strength, Winter (Fr).

Weapons: Shortspears or shortbow.

NOTE: Many clerics of Telchur follow a more martial path in service of the army, emphasising his strength aspect (as Naerie has woeful lack of snow and ice)

Velnius N (Weather): Lesser Deity of Sky and Weather.

Domains: Air, Travel, Water, Weather (CD).

Weapon: Shortspears.

Wee Jas LN: The Witch Goddess, Stern Lady, Ruby Sorceress, Death's Guardian. Intermediate Deity of Vanity, Law, Magic & Death: Wee Jas is portrayed as a stunning woman dressed in a beautiful gown, wearing jewellery with a skull motif. She promotes utilisation of spells and magical items. She gained her death aspect when survivors of the Rain of Colourless Fire looked to their goddess of magic for assurance that the dead were being escorted into afterlife. Her allies are lawful Suel gods, while chaotic ones are her enemies (except Norebo, who is her lover despite their philosophical differences). She respects Boccob, dislikes the beauty goddess Myhriss, and ignores most other deities. Her symbol is a red skull, sometimes in front of a fireball. Clerics of Wee Jas arbitrate disputes, give advice on magic, investigate magical curiosities, create magic items, and administer funerals. The more powerful clerics use their magic to fortify their temples and cities. Lower-level clerics are expected to defer to ones of higher skill at all times. Her clerics must get her permission before restoring a weak or chaotic being to life.

Dogma: *Magic is the key to all things. Understanding, personal power, security, order, and control over fate come with the study of magic. Respect those who came before you, left their knowledge and died to make room for you; there will come a time when your life is over and those who come after will honour your learning and your memory.*

Domains: Domination (CD), Inquisition (CD), Law, Magic, Mind (CD), Repose (Sa).

Weapon: Dagger.

Xerbo N: The Sea Dragon. Lesser Deity of Sea, Sailing, Money and Business: Xerbo (Zer-boh) is a stern and indifferent god. He is shown as a large man with matted, kelp-like hair, wearing dragon turtle armour and shield. His trident *Murky Deep* enchants and grants him dominion over all ocean life, and it can also enchant his opponents. Xerbo is also a mercantile god, where his stern demeanour represents drive for hard bargain. Most revere him as a merchant's god and placate him as a sea god. He avoids other gods except his estranged wife Osprem, battles Procan regularly, and sulks whenever Zilchus encroaches on his followers. His symbol is a dragon turtle. Xerbo's clerics are expected to protect the sea and sea life. They watch over merchant vessels on trade routes or facilitate business meetings in port cities. Xerbo does not tolerate extended forays on land, especially for foolish pursuits such as exploring ruins and dungeons.

Dogma: *The law of the sea states that no creature should be favoured over another. Land creatures, including intelligent ones, have no place in the water, it is a place to be feared and respected, not exploited. Land creatures in danger at sea deserve no help unless they act to protect sea creatures or the sea itself. Do not let your emotions get in the way of making trade; no person should be favoured over another.*

Domains: Animal, Knowledge, Pact (CD), Water.

Weapon: Trident.

Note: Worshippers of Xerbo suffer penalties during extended forays into land. See LG Deities document (available on the Naerie page) for more details.

Zilchus LN: The Great Guildmaster, The Money Counter. Intermediate Deity of Power, Prestige, Money, Business and Influence: The priesthood of Zilchus is a powerful political force in Ahlissa and the surrounding areas. Clerics of Zilchus are ruthless in business and often seen as emotionless. They work for powerful merchants, trade guilds, politicians, or nations, making transactions and garnering prestige for themselves and their employers. Many of its members belong to the Royal Guild of Merchants of Aerdy, which is slowly gaining influence in neighbouring countries. Many merchants who deal with sea-trade also pay respects to Procan or Xerbo to protect their investments in the turbulent seas.

Dogma: *In the world of men, the desire for money can be overwhelming. Control that desire in yourself and exploit it in others - that is the key to success and power. Anything done in the world can be done better for a profit, and those who recognize these opportunities are one step ahead of any competition. Politics and war are simply two other forms of trade, one using currency of words and the other lives; the trick is to spend yours more efficiently than your opponent.*

Domains: City (RD), Knowledge, Law, Mind (CD), Pact (CD), Trickery.

Weapon: Dagger.

Dwarf Pantheon

This refers to deities worshipped by dwarven communities around all Ahlissa & the Splintered Sun meta-region. The pantheon is led by Moradin. For further information on dwarven deities, refer to the Living Greyhawk Deities document which is available on the Naerie website.

Moradin LG: Greater Deity of Dwarves, Smithing, Crafts, War.

Domains: Creation (CD), Earth, Fire, Good, Law, Protection, Strength, War;

Weapons: Warhammer.

Elf Pantheon

This refers to deities worshipped by elven communities all around Ahlissa and the Splintered Sun meta-region. The pantheon is led by Corellon Larethian. For further information on elven deities, refer to the Living Greyhawk Deities document which is available on the Naerie website.

Corellon Larethian CG: Greater Deity of Elves, Magic, Music, Art, Crafts, War.

Domains: Celerity (CD), Chaos, Community (CD), Good, Liberation (CD), Magic, Protection, War;

Weapons: Longsword.

Halfling Pantheon

This refers to deities worshipped by halfling communities all around Ahlissa and the Splintered Sun meta-region. The pantheon is led by Yondalla. For further information on halfling deities, refer to the Living Greyhawk Deities document which is available on the Naerie website.

Yondalla LG : Greater Deity of Halflings, Protection, Fertility.

Domains: Animal, Community (CD), Creation (CD), Good, Law, Mysticism (CD), Protection, Plant;

Weapons: Longsword or short sword.

Law in Ahlissa

In recent years, Imperial Law was of little importance. During the chaos that spread throughout the Great Kingdom with Ivid's fall, local rulers administered such affairs as they saw fit. Now however, with the resumption of a central authority, laws are once again being enforced throughout the United Kingdom of Ahlissa on a fairly standardized basis, and old laws are revoked.

The laws of Ahlissa are harsh, with crimes against property punished much more severely than crimes against the person - that is, of course, unless the person injured is an aristocrat, a person of influence or merchant of note.

During the period of Aerdy's greatness, it boasted a legal code that was the envy of many other nations. Rulers appointed their own Magistrates and Justices of the Peace to deal with minor offences. The office of the Prime issued directives regarding penalties, fines and sentences, and the magistrates could issue penalties within those guidelines. In the United Kingdom today, Magistrates and Justices of the Peace still deal with minor offences and certain nobles have formed their own courts where they act as judges.

For more serious crimes, including murder, sedition, arson and major theft, the Judges of the Sessions rule at regular court meetings known as assizes. Directly appointed by the Princes, Judges were historically priests of lawful deities such as Pholtus. In the United Kingdom today, the accused are more likely to stand before a follower of Zilchus or Hextor to answer for their transgressions.

If no special mention of their laws is made in the Barony descriptions, assume this is the standard law within the Principality of Naerie.

Important Note: In all cases, if legal sanctions are mentioned in a Meta-Regional or Regional module, those notes take precedence over those presented here. The laws presented here are upheld throughout the United Kingdom of Ahlissa. This includes the Principality of Naerie, the Marchland of the Adri Forest, and the Principality of Innspa.

All players are expected to download 'Wanted in Ahlissa' Adventure record from Naerie page.

Serious Crimes

The following crimes are viewed as serious crimes within the framework of the United Kingdom's legal system. As such, individuals accused of them will stand before a Judge of the Sessions to answer for their alleged actions. DMs should not be afraid to use these penalties as guidelines against PCs who commit offences in Ahlissa. For actual implications of the various sentences, see below the lists of crimes.

Arson: Death; Labour [11-20, 7-12 or 5-8 year sentence depending on severity of offence]; Enormous Fine.

Assault (Grievous): Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Blackmail: Death; Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Bribery of a Government Official: Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Burglary: Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Burglary of a Government Building: Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Damage to Property: Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Embezzlement: Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Fraud: Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Impersonation of a Government Official: Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Importation/Ownership of Controlled Items: Permanent Exile and Banishment; Enormous Fine.

Incitement to Riot: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence].

Looting: Death; Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

***Magical Interference with the Integrity of a Person:** Permanent Exile and Banishment; Mutilation.

Manslaughter: Permanent Exile and Banishment; Labour [11-20, 7-12, 5-8, 1-4 year sentence].

Mass Murder: Death.

Murder: Death; Labour [Life sentence].

Perjury: Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Poaching: Mutilation; Labour [7-12, 5-8, 1-4 year sentence].

Possessing Unlicensed Monsters: Heavy Fine.

Rioting and Affray: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine, Standard Fine.

Robbery: Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine, Standard Fine.

Sedition: Death; Permanent Exile and Banishment; Mutilation; Labour [Life; 11-20 year sentence]. (E.g. belonging to outlawed organizations such as the Idee Volunteers or the Church of Trithereon.)

Tax Evasion: Heavy Fine; Standard Fine.

Tomb Raiding: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Treason: Death. (E.g. murdering a government official.)

Vandalism: Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Witchcraft: Death. (E.g. summoning demons.)

Minor Crimes

The following crimes are viewed as minor crimes within the framework of the United Kingdom's legal system. As such, individuals accused of them will stand before a Magistrate or a Justice of the Peace to answer for their alleged actions.

Sentences for the below typically include: Labour [14 days/ 2 TU]; Light Fine.

Assault (minor)
Blasphemy against a priest
Blasphemy against a temple
Dangerous conveyance of a vehicle in a public place
Dangerous navigation on the waterways of the kingdom
Disturbance of the peace
Drunkenness and disorderly conduct
Offences against public property
Producing, brandishing or holding with intent an unlicensed weapon
Receiving, possessing or fencing stolen property
Slander or libel
Unlicensed slavery or procurement of slaves
Tax evasion (under 50 gp)
Trespass and violation of privacy
Unlawful hindrance of business
Use of magic in a public place without due cause

Sentences

The following text explains the effects of sentences detailed above:

Death: The individual is beheaded, or for particularly heinous crimes burnt. It is not possible to be brought back to life after this.

Permanent Exile and Banishment: The individual is forevermore banished from all parts of the United Kingdom of Ahlissa. If caught within the precincts of the Kingdom again, the offender will be slain or will suffer an Enormous Fine (Roll d6, 1-4 slain, 5-6 fined). If caught a second time, he will be slain.

Mutilation: Typically, the guilty party has some symbolic part of their body removed. For example, a thief might have his hand cut off. In this case, the character must buy a *regeneration* spell or suffer the following penalties:

Hand: One hand cannot be used to carry anything.

Leg: The character can only move at half-speed and cannot charge, run or take a double move. It is assumed the character can build himself a peg leg or similar to allow him to stand upright.

Tongue: The character cannot talk, and spells requiring verbal components automatically fail.

Eyes: The character is blinded (see the PHB for effects).

Labour: In all instances, the period of labour is detailed with the charge. If the period is not Life, the individual may give all his possessions in trust to another to hold for him. Many individuals will have lengthy legal agreements drawn up to smoothly dictate this passage of goods.

Fine: There are several different levels of fines within the legal system. The exact level of the fine is decided by the presiding official, but must remain within these prescribed limits:

Enormous Fine: 90-95% of total character worth.

Heavy Fine: 60-80% of total character worth.

Standard Fine: 25-40% of total character worth.

Light Fine: 1-20% of total character worth.

In the time of the Eddri rulers, every citizen had a right to a trial, and priests of Heironeous were typically placed as judges in these cases.

Penalties of death were still given and carried out by hanging, but penalties against property were punished much less severely, usually a fine equal to the value of property destroyed and a small amount in addition as damages. Mutilation was not carried out under the reign of the Eddris, though forced labour was in the case of violent individuals.

* *Dominate person* and such spells carry heavy penalty of banishment/mutilation while *detect thoughts* is punishable by light fine. Note that authorities are free to use *detect thoughts* and such spells against non-nobles in the Principality of Naerie.

House/Faction Favours

This document replaces the current rules for using House or Faction favours in Naerie regionals, effective immediately. Should an AR grant some additional benefit in addition to a House or Faction favour (such as automatic access to a weapon special ability), that added benefit is not affected. If a module has special rulings on favours and disfavours (such as effects on NPC behaviour), they surpass these rules. All disfavours you have with a particular House increase the number of favours you need to pay them by one.

Arxx:

- 1: Gain a +4 circumstance bonus to any Charisma-based skill check with any member of House Arxx.
- 2: Gain access to the *shock* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the churches of Phyton or Lydia, you don't need to pay for material components.

Eddri:

- 1: Gain a favour with the church of Heironeous or a +4 circumstance bonus to any Charisma-based skill check with any member of House Eddri, the Flan tribes or with citizens of Felten.
- 2: Gain access to the *returning* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the church of Heironeous, you don't need to pay for material components.

Haxx:

- 1: Gain a +4 circumstance bonus to any Charisma-based skill check with any member of House Haxx or the church of Zilchus.
- 2: Gain access to the *light fortification* armour special ability (Frequency: Any).
- 3: When using spellcasting services from the church of Zilchus, you don't need to pay for material components.

Heshun:

- 1: Gain a +4 circumstance bonus to any Charisma-based skill check with any member of House Heshun or the church of Hextor.
- 2: Gain access to the *axiomatic* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the church of Hextor, you don't need to pay for material components.

Idee Volunteers:

- 1: Gain access to the Idee Volunteers meta-organisation or gain a +4 circumstance bonus to any Charisma-based skill check with any member of the Idee Volunteers, the Knights of the Chase or with servants of Trithereon.
- 2: Gain access to the *keen* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the church of Trithereon, you don't need to pay for material components.

Lyrthi:

- 1: Gain a +4 circumstance bonus to any Charisma-based skill when dealing with members of House Lyrthi.
- 2: Gain access to the *defending* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the churches of Procan or Xerbo, you don't need to pay for material components.

Oedil:

- 1: Gain a +4 circumstance bonus to any Charisma-based skill check with any member of House Oedil.
- 2: Gain access to the *bane (human)* weapon special ability (Frequency: Any).
- 3: When using spellcasting services from the churches of the Velaeri, you don't need to pay for material components.

House/Faction Disfavours

Favours need to be used to get rid of disfavours or it might cause repercussions in regional modules. One favour cancels one disfavour. For example, paladin Brynjar wants access to *light fortification* enchantment. Unfortunately House Haxx looks at him disfavouredly, with one disfavour. Fortunately Brynjar has three favours from various representatives of the house and uses them, crossing them off from his ARs. He is no longer disfavoured by House Haxx and gets access to *light fortification*.

Typical Animal Companions in Naerie

These rules should be viewed as addition to campaign rules pertaining to animal companions in the *Living Greyhawk Campaign Sourcebook*. This document does not add any additional rules or regulations; It simply sets what are type of animal companions are commonly available. It should be noted that characters can still choose any animal companion allowed by the rules in the *Living Greyhawk Campaign Sourcebook*. Note that most large animal companions might have trouble in urban adventures.

Badger
Black Bear
Brown Bear
Boar
Bull (use statistics for Bison)
Dog, Riding dog
Eagle
Hawk
Horse (light or heavy)
Lizard, Monitor
Octopus, giant
Owl
Pony
Porpoise
Shark (all)
Snake, constrictor, giant constrictor, small/medium/large viper.
Stark/Iron Hills mountain cat*
Squid
Giant Squid
Wolf

* This can used to represent any large feline, such as Wolverine, Leopard or Lion

Member of a Non-Standard Race in Naerie

Through various campaign documentations, players may have access to a number of peculiar races. In Naerie, being a snow elf, asherati, badlands dwarf or scabland half-orc causes no particular penalties.

A centaur PC falls into "wary" category which has the following penalties

Unless otherwise mentioned in module, the initial attitude of NPCs is Unfriendly towards you and cannot normally be raised above Friendly.

- o You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- o Centaur may not join any Naerie meta-orgs aside from Cultural Community and Army (cavalry). Being a centaur satisfies the requirements for Mounted Combat feat in army. Being a member in either eliminates social skill check penalties with members of said org.

Kobold PC falls into "monstrous" category which has the following penalties:

- o The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- o You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- o You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if you receive free lifestyle, you instead pay normal lifestyle costs; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- o Kobolds who are caught breaking the law must spend two favors to reduce their sentences.
- o Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence with such employers is automatically revoked. These are detailed in modules.
- o Kobolds may only join Sage Keep and Nasranite Watch (specialist) MOs. Being a member in either eliminates social skill check penalties with members of said org.
- o Kobolds are still protected by law somewhat and thus attacking one openly and without provocation causes authorities to take action.

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.

Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the *Player's Handbook*.

Illegal Magical items in Naerie

Naerie is a lawful society and Prince Barzhaan is eager to show people that current rulers of Ahlissa are much better than Ivids. As such, magical items are somewhat controlled in Naerie. The following will never be offered access in Naerie regionals. While players may get access to said items elsewhere, Triad wishes that players would not use following items in Naerie regionals. DMs are encouraged to use law enforcement to check characters and confiscate said items if encountered. Punishment for carrying any of these items is confiscation of item, fine of 50-80% of convicts total worth.

Armour: *Demon armour, energy drain, undead controlling.*

Weapons: *Assassin's dagger, life drinker, nine lives stealer, sword of life stealing, unholy, slaying arrow (human, elf, dwarf, gnome or halfling only, others are acceptable).*

Scrolls and Potions: *Animate dead, contagion, contagious touch, create undead, create greater undead, curse of lycanthropy, curse water, desecrate, epidemic, eyebite, ghoul touch, plague of rats, bone arrow.*

Staves and Rods: *Lordly might (except with special permission), necromancy, rulership (only allowed to be wielded by Prince Barzhaan).*

Wondrous Items: *Bag of tricks (all), black patch, darkskull, eyes of charming, eyes of dark aura, eyes of petrification, hand of glory, hand of the mage, helm of telepathy, horn of Valhalla, instant fortress, mattock of the titans, medallion of thoughts, mask of the dead, mask of the skull, orb of storms, robe of bones.*

Limited Prestige Classes in Naerie

Triads can give out access to twelve NONC prestige classes. In Naerie the Triad has chosen the following for now. Access to all of these and limited feats are through MOs and regional adventures.

Bonded Summoner: Sage Keep is known for people who seek far and wide to find lost knowledge. Elemental magic is one of the areas where they are very advanced and in fact several elementals have been bound to their service, either as guards or for more mundane duties.

Army also uses some the knowledge they have accumulated on most experienced battle mages are sent to train in Sage Keep so they can bring their expertise and elemental help to battlefield.

Combat Medic: Common soldier, while skilled, tends to be the most fragile piece in Ahlissan war machine. Presence of highly trained Combat Medics from various churches does wonders to morale and also enables the armies to fight longer. In Naerie, most lawful churches have some members that are combat medics in the army.

Daggerspell Mage: Daggerspell combat style was an obscure fighting method originally practiced by monks venerating Wee Jas. Afterwards it spread to actual church dogma as well and the church taught it to wizards who demonstrated their martial skills. While church of Wee Jas has lost it's support in Principality, the teachings of Daggerspell style still remain and can be learned by those who seek it.

Dread Pirate: Those lucky few that acquire a ship and become privateers in service of Prince Barzhaan, can quickly expect their reputation grow as they undertake dangerous mission on behalf of the state or run a dangerous trading route.

Shadowbane Inquisitor and Stalker: The Order of the Blue and Gold is a title given to a loose coalition of militant members from churches of Heironeous, Osprem and Zilchus. They share a belief that whatever grievances there might have been between Idee and Great Kingdom, they should be forgotten and every care taken that neither Scarlet Sign or anyone from the surrounding lands will threaten the stability of the new Kingdom so that horrors of the Greyhawk Wars will never be repeated. As expected, this order is very unpopular among Idee Volunteers, servants of Trithereon and old Iron League states. Each member carries the same symbol, blue coat of arms with golden sun of Aerdy and crown of the Overkings in the middle; symbol of the Great Kingdom.

Suel Arcanamach: When Scarlet Brotherhood came to Idee, they robbed much of Sage Keeps treasures but also brought their own tomes from Tilvanot Peninsula. Once such book was the copy of *Grimoire Arcanamach*. When South Province invaded, Maros the Learned managed to hide the book away and a it has been retained (and copied) in Sage Keep ever since. Some of

their skills have also been adapted into use by Followers of the Wave.

Spymaster: Various organizations in Naerie employ spymasters to infiltrate their competitors and to eliminate potential nuisances. Whether it's Idee Volunteers or Noble Houses, all have need for useful pair of ears and masters of disguise.

Tactical Soldier: Ahlissan army and Nasranite Watch depend on qualified leaders to lead their men to battle. Tactical soldiers are such men, superbly trained in teamwork and natural leaders of men.

Limited Feats in Naerie

New meta-organisation rules allow access to 12 NONC feats through meta-organizations. Following feats can be acquired in Naerie.

Feat	Source
Distracting Attack	<i>Miniatures handbook</i>
Exercises of Arnd	<i>Dragon 319</i>
Heroic Destiny	<i>Races of Destiny</i>
Hurling Charge	<i>Miniatures Handbook</i>
Inside Connection	<i>Races of Destiny</i>
Powerful Charge	<i>Miniatures Handbook</i>
Urban Tracking	<i>Races of Destiny</i>
Ritual Blessing	<i>Player's Handbook II</i>
Ship's Mage	<i>Stormwrack</i>
Blood of Kord	<i>Dragon 315</i>
Faerie Mysteries	<i>Dragon 319</i>
Initiate	
Quick Recovery	<i>Lords of Madness</i>

Meta-Organisations

Joining a Meta-Organisation: Joining a meta-organisation is easy. You simply need to print out appropriate MO from this Naerie website (www.naerie.net) or Naerie Yahoo Group and ask your DM to sign-it before/after next module taking place in Principality of Naerie that you play. In special circumstances, Triad may waive this requirement and those wanting it to be considered, should email Triad.

Skill Bonuses: Skill bonuses apply in all modules that PC plays unless the bonuses mention "+x when in Naerie". If bonuses turn into penalties with certain individuals, such as Nasranite Watch's Diplomacy bonus does when dealing with Tritheronites, it is mentioned in the AR. In these cases the bonuses do not apply even if the appropriate skill would have a blanket effect in Naerie. Only the highest bonus or penalty is applied (for example, Voice of the Summoner in the church of Trithereon does not get +6 to his Climb checks, only +3). Skill bonuses don't stack with each other, only the highest bonus or penalty is applied.

Affiliation Ranks: When determining access and bonuses to skills, all levels in an affiliation apply. For example, even if you have rank 9 in the church of Bralm, you still earn the penalties to Diplomacy bonus with Ahlissan authorities. If you belong to an affiliation(s), you must choose one as your main affiliation. If you join a second affiliation, you gain a -5 penalty to your affiliation score in that organisation. If you join third affiliation you take -10 penalty in that organisation, and so on. Some affiliations which are closely aligned with each grant a bonus to affiliation score with each other.

Favours: If you belong to affiliation and have a favour that would grant you influence point or favour, you may use it by crossing it off and instead of usual benefits, you rise your affiliation score by +1. For example, **favour of Fregn** from *NAE5-02 Return to Gefjon* could be used to increase affiliation scores in either church of Osprem, Procan, the Velaeri or Xerbo.

Atonement: Spending a favour or influence point with an established church counts as campaign documentation with regards to casting *atonement* and changing deity of a cleric. Source of the favour or influence point does not matter, as long as it is with church that has presence in Naerie. For example, **A Money Counter Note** from COR3-17 could be used as switch your deity to Zilchus but **Favour of Pholtus** from COR3-05 could not be used as there is no church of Pholtus in Naerie.

Character Levels: Affiliations typically count ½ of character level towards affiliation score. Some levels give full character level towards affiliation score, such as being a fighter in Iron Hills Dwarf. All affiliations also have certain prestige classes which grant one time increase to affiliation score but these levels also add to affiliation score as full character level. For example,

Ftr4/Ran3/Dwarven Defender 1 in Iron Hills dwarf affiliation would have a score of 7 (+/- other modifiers).

Inside Connection: When criterion section says it grants increase to affiliation to those who have Inside Connection feat, this only applies if the Inside Connection is with said affiliation.

Item Access and Discount: Mundane equipment refers to all items in *Player's Handbook* and those items from builder books such as *Complete Warrior* or *Arms and Equipment Guide* that meta-organisation grants access to. All item access is assumed to be regional, meaning it's only possible to buy them item before or after a regional module taking place in Principality of Naerie.

All questions about meta-organisations, suggestions and so on should be directed to Sampo Haarlaa at sampo@haarlaa.fi with a subject line "Greyhawk: Meta-organisations".

Limited Prestige Classes and Feats

Each region is allowed to grant access to twelve NONC prestige classes and feats. For example, Order of the Blue and Gold grants access to Shadowbane Inquisitor. However, some of the CORE and NONC prestige classes require additional rules in Naerie.

Alienist (CAr): Alienists call forth the fell powers of the Far Realm and under Ahlissan law this falls under 'witchcraft'. Anyone caught using these powers can expect to be declared outlaw on the spot and if caught, punishment is a swift execution.

Animal Lord (CAD): Animal lords in Naerie are lone individuals. Their background does not really matter as the prestige class allows for multiple paths. Sharklords could be clerics of sea deities such as Xerbo or Procan, while Bearlords could be worshippers of Llerg. Civilised people will probably see Animal Lords as strange individuals but otherwise ignore them.

Bear Warrior (CW): Bear Warrior is close to animal lord but only some Flan warriors are known to be members of this prestige class. Hepmonaland savages might also have this prestige class, worshipping animals from their own homeland.

NOTE: No matter what animal this is, they follow all rules and limitations of this prestige class. This is merely a roleplaying aspect.

Cavalier (CW): Mounted combat is much favoured by the army and many common soldiers and nobles, especially in House Haxx, concentrate their training towards it. Cavaliers of Naerie are usually members of the noble houses, either scions of one of the great houses of Ahlissa or smaller noble families of Naerie.

Church Inquisitor (CD): 'The Vigilant Axes' are a recently established subgroup (some say by the order of Prince Barzhaan himself) in church of Heironeous that are allied with Order of the Golden Sun and make sure the supporters of Idee Volunteers or ideals from faith of Trithereon do not gain foothold within the

church. Vigilant Axes are led by an Oeridian woman named Vyrilian (LG Ftr1/Clr3/Church Inquisitor4)

Consecrated Harrier (CD): Harriers are much like Bloodhounds, except they operate with the authority of their church. Depending on their church, their assignments vary. Harriers of Zilchus are tasked in catching bandits and bringing them to (quick) justice while harriers of Hextor operate with the army and crush dissenting elements within the principality.

Contemplative (CD): The priests of Osprem are known to sometimes receive visions from their deity. This strong connection to Osprem has not been explained as Osprem is not generally a goddess associated with such things. However, only the high priest Nuran holds this rank in church of Osprem currently.

Dervish (CW): The combat style of a Dervish is generally associated with people such as Rhennee (who never visit Ahlissa) or with Baklunish culture. Aside from a visitor from exotic lands that may have learned these skills, there are no dervishes in Naerie.

Divine Oracle (CD): There are oracles in most towns. Some are simple soothsayers, others are con artists but very few and gifted have the actual skill of foresight. In Naerie, members of church of Osprem are usually associated with this skill though few scattered individuals can be found all over the principality, such as in Sage Keep or in Sarwych Forest.

Dragon Disciple (DMG): On the western side of the Iron Hills is a nation of Onnwal, located in what is known as the Dragonhead Peninsula. Legends tell of great conflicts in ages past between Flan, Dwur and dragons. Whatever happened in the past and caused this, is unknown, though it is said that the long memories of dwur still recall this time. What is known for certain is that both Flan and dwur hate arcane casters with great passion and Dragon Disciples even more so. Among the Flan tribes, males possessing gifts of the arcane are usually killed on sight, though some manage to escape and look for refugee among more civilised people of Onnwal or in surrounding nations. While population of Naerie shares certain discomfort among those who have dragon blood in their veins, they are usually viewed with a mixture of awe and fear and can live their lives in relative peace.

Greenstar Adept (CAr): Greenstar Adepts do not exist in Naerie and any visiting Adepts should try to conceal their presence to best of their abilities. Because of their otherworldly appearance it is likely that such individuals are accused of witchcraft under Ahlissan law and sentenced to death.

Holy Liberator (CD): Since Holy Liberators are usually associated with church of Trithereon they can expect to be hunted down by the authorities. Only Idee Volunteers and fanatics from Sunndi have Holy Liberators in their ranks.

Hunter of the Dead (CW): While Idee was still independent, the church of Lydia had several hunters of the dead in their organisation that made sure that the graveyards of Idee were not disturbed. At this time church of Lydia was closely allied with church of Wee Jas and hunters oversaw burials and made sure graveyards were not disturbed. All hunters were carefully

eliminated by Brotherhood agents shortly before the invasion as they were seen as potential obstacle. Last hunters perished in the burning of Poelitz and there have been no new Hunters of the Dead after that.

Knight Protector (CW): All Knight Protectors in Naerie belong to Knight Protectors of the Great Kingdom. This order, which was decimated under the reigns of Ivid has recently become active again, working in the hinterlands of Ahlissa. In Naerie, their leader is Sir Pellidon of Minetha.

Mindbender (CAr): While many schools and skills of magic are trained in Naerie, there are few that no one will learn or teach. Mindbender is one such school. Under Ahlissan law all kind of magical spellcasting that makes other person to act against his best interests is seriously punished. Wizards who cast such spells can expect their tongues to be cut at the very least and should consider themselves fortunate if only other punishment is permanent exile.

Mindspy (CW): Because of the requirements it takes to enter this prestige class, only wizards or multiclassed wizards generally aim to join this organisation. Many important people are also painfully aware of the potential of magical mind reading and take measures to counter such things. As a result this prestige class is relatively rare in Naerie, though some lawful authorities such as Nasranite Watch have been known for using people like this in their missions.

Radiant Servant of Pelor (CD): There is no established church of Pelor in Naerie. Any Radiant Servants encountered are usually from Sunndi where the church is very popular. Other deities also have Radiant Servants and in Naerie, members of established church of Lydia sometimes take levels in this prestige class.

Rage Mage (CW): When Brotherhood invaded, some units of Hepmonaland savages had dangerous 'witch doctors' among their units and inspired their companions to fight harder. Most likely the Ahlissans killed all of them but the skill and knowledge of the 'rage mages' might have been preserved among the prisoners in labour camps.

Shadowdancer (DMG): The phrase 'Prince knows everything that happens in his domain' seems even too accurate in Naerie. It is not know who are these mysterious 'eyes and ears the Prince' that are sometimes sighted in most obscure of places, even in the bed chambers of suspected rebels, usually moments before the door gets battered down by a patrol of Ahlissan soldiers. These otherworldly appearances are possible due to powers of the Shadowdancer prestige class.

Sublime Chord (CAr): Illen Lorno is a strange individual among the people of Sage Keep as she is the only one there that is known to study the magic of the song. Few interested apprentices come to learn from her but so far none has achieved the skills necessary to become another Sublime Chord.

Warpriest (CD): Warpriests in Naerie usually belong to the churches of Hextor or Heironeous and act as unit leaders in the army. Interestingly enough, a few priests of Telchur have also become warpriests in recent years. Few Brotherhood soldiers are also

warpriests, usually following a suitably martial deity such as Llerg.

Naerie Meta-Organisations

The ARs for meta-orgs can be downloaded from Naerie Yahoo Group. Information on how to join MOs and full descriptions of them are in the ARs. Currently we have the following organizations:

Aerdy Re-Enactment Society: The Aerdy Re-Enactment company is a theatrical group touring around Ahlissa, re-enacting famous events from Aerdy history such as Battle of a Fortnight's Length. In Naerie they are based in Poelitz and operate under the protection of House Heshun. NOTE: This MO uses an older format as it has to stay the same as Ahlissa (Adri) version of the same MO.

Army of Naerie: This MO details the four armies and the navy of Naerie and their foot soldiers, cavalry, scouts (called Stalkers), battle clerics and warmages.

Bardic School of Kerish: This MO details the bardic school of Kerish which is located in Minetha. It is in good terms with churches of Lydia and is rumoured to give covert support to Idee Volunteers. Kerish herself is regarded as somewhat of an enigma in Naerie and many rumours (most of them no doubt false) surround her.

Brute Squads: This MO details the half-orc brute squads of House Heshun, which functions as their "strong arm of the law" in Poelitz and Barony of Foelt.

Cultural Community: This MO details the non-human communities of Naerie which can be found in every major town.

Disciples of Norebo: This MO details Disciples of Norebo, a loose collection of rogues, swashbucklers and other daredevils who pledge allegiance to Norebo (CN Suel deity of luck, gambling & risks). They can be found almost anywhere in Naerie but they have few people in their ranks.

Ex-Scarlet Brotherhood Soldier: This MO details those Scarlet Brotherhood soldiers who were captured (instead of being executed) by Ahlissan forces and who have for years languished in Ahlissan labour camps. Some have been freed after no longer being seen as threat, others have escaped on their own.

Felten Guard: This MO shows the details about Felten guard which is law enforcement group in Felten, the only town still ruled by House Eddri, original rulers of Idee. Their mandate also extends to elsewhere in Barony of Schwente.

Followers of the Wave: This MO details the only monastic order that exists in Naerie. Followers are worshippers of Osprem (LN Suel deity of sea voyages, ships and sailors) that guard the (symbolic) burial site of

Saint Idee of the Sails near town of Gornor's Cove. Many ex-Scarlet Brotherhood soldiers have joined them.

Idee Volunteers: This MO details Idee Volunteers, a resistance/terrorist organization dedicated to overthrow of Ahlissan rule in Principality of Naerie and return of Eddri rulers.

Iron Brand Contraband Cartel: Iron Brand contraband cartel is a group of smugglers, merchants and Idee Volunteer sympathisers who try to circumvent the stifling (in their opinion) monopoly that Royal Guild of Merchants of Aerdy has installed all over United Kingdom of Ahlissa. NOTE: This MO stays in the old format due to fact that it has to be identical with same named Sunndian MO.

Iron Hills Dwarf: This MO details the residents of Iron Hills, nearby dwarven kingdom ruled by Holgi the Hirsute (LG male dwarf Ftr15). These dwarves have long relationship with Idee, both economically and military. Due to pragmatic dwarven nature, they are almost as willing to deal with Ahlissans as they were with Idee and many younger dwarves have flocked to towns of Naerie to ply their trade.

Naerie Churches: These MOs detail the history and hierarchies of established churches of Naerie, from Braim to Wee Jas and their worshippers.

Nasranite Watch: This MO details Nasranite Watch, main law enforcement institution in Naerie City and Barony of Derevendt and their leaders.

Order of the Blue and Gold: This MO details Order of Blue and Gold, an organization operating under churches of Heironeous, Osprem and Zilchus who aspire to keep alive the original ideals of Great Kingdom before they were corrupted by the Ivids. They also fight against all "destabilising elements" in the Naerie society.

Privateer: This MO details Naerie Privateers, a collection of independent captains who operate under Ahlissan flag and hunt down pirates and Scarlet Brotherhood vessels.

Sage Keep: This MO details Sage Keep, the primary institution of learning and magical knowledge in Naerie.

Metaregional Organizations

Jade Mask: The Jade Mask is a spy organization maintained by the Iron League. After being decimated by Scarlet Brotherhood, they are slowly rebuilding their strength and contacts in old Iron League states.

Knights of the Chase: Knights of the Chase are fanatical followers of Trithereon (CG deity of individualism, liberty, retribution and self-defence) who are dedicated enemies of Ahlissa and constantly seek to fight against the church of Hextor and other such organizations. They are outlawed in Naerie.

Knight Protectors of the Great Kingdom: Knight Protectors of the Great Kingdom are remnants of a powerful knightly order that was once dedicated to defending the Great Kingdom. The order was nearly destroyed during the reign of the Ivids. A few small chapters still operate in the Flanaess.

Royal Guild of Merchants of Aerdy: The Royal Guild is the extension of church of Zilchus and will of the Overking Xavener. They constantly seek to establish new contacts throughout Flanaess and bring in more wealth to Ahlissan coffers, which is then used to pay for rebuilding efforts, military upkeep, and more sinister things.