

Gazetteer of



The Principality of Naerie

The Players' Guide for Living Greyhawk® Scandinavia

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The Principality of Naerie sprawls along the coast of the Azure Sea, south of the Iron Hills and west of the Hollow Highlands. This troubled nation has been known by many names. The Scarlet Brotherhood named it the Obedient State of Idee when they held sway here, but before the Greyhawk Wars it was known as the County of Idee, and was a member of the Iron League. Today it is part of the United Kingdom of Ahlissa, where thousands of armed soldiers maintain vigilance against external and internal enemies.

Based on the original DUNGEONS & DRAGONS created by E. Gary Gygax & Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams & Richard Baker.
Based on the original GREYHAWK campaign by E. Gary Gygax, Carl Sargent & Roger E. Moore.

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<http://www.naerie.net/>

In Naerie, everyone's got an agenda...
- Ludmila, merchant from Naerie City -

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Foreword

This book details the history and geography of the Principality of Naerie. The material was originally developed for the Role Playing Game Association's Living Greyhawk campaign, which ran from 2001 to 2008, under the *Dungeons & Dragons Third Edition* rules. After the campaign ended, we were left with a lot of nifty stuff we'd developed and saw it as a shame to let it go to waste or languish on our hard drives unread, and so, we created this one final release of the Principality of Naerie Gazetteer, presenting our region the way it was at the conclusion of the plotlines of 598 CY.

We now make this material available to prospective players, Dungeon Masters and Greyhawk fans who hope to find information on this formerly undetailed corner of the Oerth. Indeed, when our Triad first embarked upon the project of developing Naerie, they had less than three hundred words of source material to build upon, and most of that was outdated by the *Living Greyhawk Gazetteer*. Thus, most of the material you find here is original creation.

It is apparent that the Principality of Naerie was originally presented as a region with the underlying idea of the player characters as freedom fighters, operating against an oppressive government, trying to win independence for the County of Idee. However, due to the interactive nature of the campaign, player actions took the region to an unexpected direction, when a large part of the player base embraced the authoritarian Ahlissan rule and the stability it brought to the small and vulnerable land threatened by mighty enemies. It was deemed that only by Ahlissan military might and Prince Barzhaan's iron fist in a silk glove could the people of Naerie expect to retain the freedom they had – the Scarlet Brotherhood had defeated the independent Idee easily once, and could do so again.

Thus, the Principality of Naerie had a distinctly unheroic quality from its beginning. The key concepts were realpolitik, moral gray areas, and conflict of law against chaos instead of good against evil. Writing in Naerie, we explored morality and political themes in ways that your average dungeon crawl does not. Traditional good vs. evil -conflict was rare in Naerie, and it was more common to find yourself facing off against good-aligned characters, or even siding with evil characters against an even greater evil.

County of Idee – An Overview

Ancient History

Many years after the Rain of Colourless Fire that destroyed the Ancient Suel empire, Suel from the house Zelrad arrive to an area which would later become the South Province of Great Kingdom. Having established a peaceful contact with the Flan Kingdom of Ehliassa, the Zelreds build their first settlements and slowly expand into present day Naerie. The Zelreds were surprised to find other Suel already living in these lands.

These Suels had fled their empire decades earlier yet had no trouble in allying with Zelreds. Over the centuries the Zelreds expanded their areas, conquered all other Suel settlements of the coast and even asserted vast control over Ehliassa during its decline. However, their success would not survive the coming of the Aerdy.

After a series of skirmishes and wars, collectively known as the "Zelrad Wars", Azharadian the Great conquered all lands of present-day Naerie. The last stronghold of Zelred in Karnosa, located in the Iron Hills, resisted until -60 CY before falling to the Aerdy, thus signaling the end of the Zelrad Kingdoms. Some say that Zelrad mages experimented with Oerthblood magics in Iron Hills and enabled the relatively small settlement to resist the might of Aerdy for a long time.

Eventually these lands became part of the Great Kingdom of Aerdy and prospered greatly. The land was rich and easily farmed, and the surrounding lands were at peace. Aside from a few internal turmoils, Idee was at peace until the Great Kingdom went into decline.

County of Idee

When the Great Kingdom started its long decline, many countries of the south started to resist the rulers of Rauxes. In 447 CY Idee broke away from the Great Kingdom with some other southern states, forming the Iron League. While the Iron Hills offered a formidable natural barrier, Idee was the state that bore the brunt of the Great Kingdom's aggression, and many battles were fought on the northern border. This eventually led to the completion of Eddri Line, a series of fortifications that protected Idee from northern attackers. Continuous warfare ultimately changed Ideean military doctrine to favor defense and concentration of forces on the north.

When the Great Kingdom entered its death throes, this doctrine proved a weakness. Over the years the Scarlet Brotherhood had sent its own men to infiltrate the Ideean armies. With many of their own men in positions of power, collapse of

the Ideean armies was ensured. Vital coastal areas were defended by second grade troops or local peasant militias. They had no hope against the savage Hepmonalander warriors, hobgoblin troops and elite monks of the Scarlet Brotherhood. Internal sabotage, assassinations and false orders decimated the elite Ideean troops in the north. Almost every local noble was killed with one notable exception being Coriell Eddri. He was saved by his bodyguards and managed to flee to Irongate, along with a large militia contingent. A few scattered military units and refugee columns also managed to flee to the surrounding lands. Having won a decisive victory, the Scarlet Brotherhood put its own agents to rule the baronies and started to establish their doctrine of Suel Supremacy.

Birth of Ahlissa

Meanwhile, the South Province of the Great Kingdom had avoided much of the chaos that engulfed the Great Kingdom. Its ruler, Graf Reydrich, was intelligent, ruthless and pragmatic, something the Overkings of the Great Kingdom had not been for a long time. He knew he possessed some of the greatest fighting forces in the Eastern Flanaess, and he was not about to leave them unused.

While the Brotherhood fortified its hold on the south, Graf Reydrich looked to Idee as a way to expand his territory and turn his lands into a true empire. Reydrich launched his own spies and assassins against the Brotherhood in Onnwal and Idee, eliminating scores of their agents. Some argue that Reydrich's actions were the reason why the Brewfest rebellion in Onnwal in 586 CY was so successful. That same year, the armies of South Province marched into Idee, quickly conquering the northern half and putting the Brotherhood troops to the sword. Most of the captured Brotherhood troops were killed in mass executions organized in Foelt, but hundreds were kept in captivity and used as slave labor to rebuild areas devastated by the occupation. Reydrich had planned to move into Onnwal as well but heavy fighting and bad weather delayed his plans.

Pleased nonetheless, Reydrich told one of his generals to be prepared to march into the Tilvanot Peninsula by the year's end over the bodies of the Scarlet Brotherhood's finest assassins, spies and savages. The general returned to Reydrich's quarters later that day to find the archmage dead, apparently slain during the act of casting another spell against the Scarlet Brotherhood leaders. The general fled to Nyronnd where his story was made public for all to hear.

Into this power vacuum stepped a coalition of military officers and nobles who briefly attempted to establish a realm of their own, renaming South

Province the Kingdom of Ahlissa. Several members of this Oligarchy were slain by Brotherhood agents in 586-587 CY, but enough Oligarchs survived to oversee the complete reconquest of Idee by the end of 586 CY. With the founding of the new United Kingdom of Ahlissa, the lands of Idee were made part of Ahlissa. The rulership was granted a general who had overseen the conquest of Idee after Reydrich was assassinated. His name was Barzhaan Haxx.

After the Wars

Of course, some Ideeans never greeted the Ahlissan troops as liberators. A group calling themselves the 'Idee Volunteers' staged attacks against Ahlissan troops. These attacks posed little threat to the Ahlissan forces and did little to increase the popularity of the Volunteers. Most people were happy to see the Brotherhood gone and to continue their lives under Ahlissan rule.

In 592 CY a large group Idee Volunteers was killed, including their founder Staceus of Felten, in the Battle of the Hollow Highlands when Ahlissan forces surrounded them on the edge of the Hollow Highlands. Only a few survivors managed to flee. Idee Volunteers also lost much of their political support with the signing of the Naerie Compact where Onwal and Sunndi recognized Ahlissan rule over the lands of Idee in return for military aid

and economic relations. This caused much outcry and many said that it was merely a final humiliation by the other Iron League states that did not assist Idee in any way when it was fighting against the Scarlet Brotherhood.

After this, until the end of 598 CY, Naerie enjoyed a relatively quiet period of time, which ended with reversal of the Flight of Fiends.

Current Situation

Naerie did not avoid the calamity caused by the reversal of the Flight of Fiends. However, these were much less severe than elsewhere in Ahlissa, with only a few isolated incidents occurring.

In late 598 CY, Prince Barzhaan signed a treaty with Keoland for mutual naval cooperation against the Scarlet Brotherhood. It remains to be seen how effective this treaty is going to be but with northern Ahlissa in turmoil, it is likely that Brotherhood and their Duxchan allies will use this opportunity to attack Ahlissa.

Various internal problems also remain, the most worrying being a rumor that Idee Volunteers have organized around a new leader.

Additionally, with House Lyrthi struggling to keep control of Monne – and failing – Prince Barzhaan may lose one of his more important supporters.

Development Team

The people who have developed Naerie for Living Greyhawk throughout the ages are:

Nick Bell: Nick says he has played D&D on and off over the past 20 years. He is a recent convert to the Living Greyhawk campaign, but in that short time he has developed Poelitz from a dot-on-a-map to a vibrant, believable town, which he hopes, will become a staging post for many adventures. Nick lives and works in South Wales and then goes adventuring in the nearby Forest of Dean. He has also written the regional module *NAE5-03 Heart of the Wood*.

Paul Bendall: Paul Bendall served as the head of the Naerie Triad for most of the campaign's run.

Sampo Haarlaa: Sampo is from Espoo, Finland. He authored or co-authored a total of eleven modules set in Naerie and environs, built a Naerie and a Splintered Sun website and collaborated on numerous regional projects. He served as a Triad member from 2006 until the end of the campaign.

Juha-Pekka Hartikainen: A native of Helsinki, Finland. J-P had the honour of laying the final touches on the notorious *NAE17-01 Along the Coast*, a short introductory module that had a total of seven different writers during the course of its two-year development.

Dan Hass: Dan normally writes for the Bandit Kingdoms but needed to do a proper regional module to showcase his skills for his own region. We managed to get him to write a regional module, *NAE4-04 Prince of Idee*, which detailed areas in the Barony of Menst. Dan later wrote us *NAE6-04 A Fair Amount of Intrigue* and the epic *NAE7-02 Demon Wishing*.

Pål Henriksen: Pål (or Paul, for those of an inferior alphabet) is living in Kristiansand, Norway. He was the third member of the Naerie Triad at the end of the campaign.

Anders Lindborg: Anders was our very first Triad member. Anders created the foundation for Naerie in 2002 when the first guide to Naerie was published, and his original ideas for Naerie were essential for the completion of this Gazetteer. Anders also authored our first introductory module *NAE13-01 Stone Strider*.

Juha-Pekka Saarinen: From Turku, Finland, he has written two regional modules and has also been a valuable aid with the Naerie website.

Gordon Smith: Gordon was active member of Nyronnd region. After lot of persuasion, Gordon wrote two adventures for Naerie, *NAE7-03 Incognito* and *NAE8-02 Lay Down Your Burdens*, which are considered some of the best adventure writing in history of Living Greyhawk. For this, we thank him.

Jukka Särkijärvi: An avid roleplayer from Espoo, Finland. Jukka has written the module *NAE7-04 Unyielding* and co-wrote *NAE8-04 Bright Sun, Black Lion* with Sampo Haarlaa. He maintains a gaming blog called Worlds in a Handful of Dice at <http://nitessine.wordpress.com>.

Steven Zwanger: Steven Zwanger lives in the New York City area and has played D&D on and off since junior high school. He is the author of the very first Naerie Regional, *NAE3-01 Daughter of Idee*, which helped set the tone for all our future regionals. Steven returned to Naerie in *NAE7-01 Like Love, Impatient*.

The Setting

The world of Greyhawk consists of the eastern portion of the continent of Oerik, known as Flanaess, on the planet Oerth. Thousands of years ago, two great empires (the Suel & the Bakluni) fought and destroyed each other in a vast magical conflict, which turned large areas into wastelands, and destroyed millions of people. Survivors of this conflict fled east. During these 'migrations', rival tribes warred against each other, looking for a place to settle. In the process they displaced the original inhabitants, the Flan, and pushed demi-humans into their own isolated realms. In all this time, kingdoms have risen and fallen, and countless heroes and villains have fought each other for glory and treasure.

Living Greyhawk started in 591 CY (Common Year), a few years after the Greyhawk Wars raged across the continent, and concluded in 598 CY. The original boxed set published in 80s started in 576 CY.

Many famous characters hail from Greyhawk: Mordenkainen, Tenser, Bigby, Robilar, Vecna, Kas and Serten, to name but a few. Their names can even be seen in 'non-Greyhawk' products such as the *Baldur's Gate* computer game series. Any D&D product not specifically stating it is from a different game world is from Greyhawk. This is for instance true of the Core Rulebooks, like the *Player's Handbook*.

Further Reading

For further information about the Greyhawk campaign setting, the following books are recommended (in alphabetical order):

Adventure Begins: (1998), TSR. This sourcebook updates the history of Flanaess several years after the Greyhawk Wars. Not much information is relevant to Naerie, but reading the book is still recommended.

From the Ashes: (1992), TSR. This boxed set deals with the aftermath of the Greyhawk Wars and how it re-shaped Flanaess.

Greyhawk Wars: (1991), TSR. This supplement deals with the devastating wars that engulfed most of the Flanaess and permanently shifted the balances of power between different nations.

Ivid the Undying: This sourcebook (available free online from the WOTC website) details the situation of the Great Kingdom after it collapsed, and it is very relevant if you want to learn what kind of areas belong to the new United Kingdom of Ahlissa.

Living Greyhawk Gazetteer: (2000), WOTC. The last official supplement published for Greyhawk. It

details the situation in Flanaess in 590 CY, right before the start of the Living Greyhawk campaign.

Scarlet Brotherhood: (1998), TSR. This book deals with the Scarlet Brotherhood, the force behind much of the intrigue that happens in Naerie and surrounding nations. Some insight is also offered on their operations in Hepmonaland and the Amedio jungle.

World of Greyhawk Fantasy Setting: (1983), TSR. This is the original boxed set detailing the setting. It includes the original descriptions of the nations and powers of Flanaess.

History of Naerie

This section details the general history of the coastal region now known as the Principality of Naerie and important events in the surrounding lands. More detailed histories may be found in the descriptions of individual baronies.

Ca. -1,100 CY: The *Marvelous Nightingale of Queen Ehlissa the Enchanter* is created. The Kingdom of Ehlissa is assumed to have been founded or to be existent about this time.

-447 CY: The first Suel settlers, followers of Zellif Ad-Zol (heir to the Suel Imperium), arrive in present day Naerie. Most continue towards the Pawluck Valley (now Sunndi) but some stay behind and build settlements.

- 446 CY: Suel settlers come across strange Flan stone edifices in present day Foelt. Their purpose remains unknown.

-444 CY: Zellif Ad-Zol and followers settle in the Tilvanot Peninsula.

-425 CY: Founding of the Scarlet Brotherhood (5091 SD). Kevelli Mauk presents his vision of the Brotherhood of the Scarlet Sign to the Council of Nobles of the Suel Imperium.

-422 CY: The Invoked Devastation and the Rain of Colorless Fire destroys both the Suel & the Bakluni empires. Kevelli Mauk and the Scarlet Brotherhood flee to the east with the help of *Lendor's Matrix*.

-419 CY: Kevelli Mauk and followers settle in the Tilvanot Peninsula. The Onnwi arrive on the Dragonshead from the Pomarj and set about conquering the native Flan tribes or driving them into the Headlands. The Kingdom of Onnwal is declared.

-415 CY: The Aerdi are first reported to have reached the western shores of the Nyr Dyv.

-400 CY (approx.): The Suel House of Zelrad, driven out of the Sheldomar Valley by the Houses of Neheli and Rhola, are welcomed into the Flan Kingdom of Queen Ehlissa. They found the original town of Zelradton. In the following decades and centuries, many of the Suel move to the south and settle within present day Naerie.

-355 CY: The Zelrad Suel establishes the town of Ingmalt and start trading with Flan Kingdom of Ehlissa. Later in the same year, Suel settlers from House of Zelrad found the town of Minetha.

-331 CY: Felten is established by the Zelrad. Members of the house slowly extend their lands within the Kingdom of Ehlissa, gaining the trust and patronage of the ruling queens of the realm.

-323 CY: The Zelrad found the port of Naerie. It is originally called Langshallow but later re-named Idee in honor of Saint Idee before finally becoming known as Naerie when Naerid of Cranden conquers the town in -76 CY.

-217 CY: The Kingdom of Aerdy is founded, uniting the Aerdi principalities under a single banner. Lord Mikar of Garasteth is crowned Grand Prince and takes Rel Astra for his capital.

-200 CY (approx.): Aerdy, led by Cranden and Darmen princes, conquers large portions of the "crumbling" Flan Kingdom of Ehlissa. Queen Ehlyra marries Landrav, a Zelrad prince, who takes power, declaring himself the first Fasstal of Ehlissa. After signing a treaty with the Aerdi, Landrav cedes all of Ehlissa east of the Iron Hills to Aerdy, retaining the lands of Naerie and the Ehliissan heartlands in the Iron Hills and eastern Headlands around the city of Karnosa.

-197 CY: The lands of Naerie rise in rebellion against Fasstal Landrav. Salneh I, called the Founder, proclaims the Suel Kingdom of Zelrad in modern day Ingmalt, Menst and Schwente with parts of Ehlissa. The rival kingdoms of Idee and Okalasma spring up in modern day Derevendt & Foelt.

-195 CY: Zelred declares itself ruler of all Suel peoples. Idee and Okalasma unite to fight against them.

-190 CY: Zelrad defeats its rivals and establishes dominance over the entire coastal area of Naerie.

-184 CY: The Kingdom of Zelrad establishes settlements across the coastline and even into the Iron Hills.

-175 CY: King Salneh I of Zelrad dies. His son inherits the crown and becomes Salneh II. Trading with the Suel in present day Sunndi begins.

-147 CY: King Salneh II of House Zelrad establishes several mines in the Hollow Highlands. The native goblin tribes are driven out and many take refuge in the Stark Hills. The Dwur of the Iron Hills prevent the Suel from advancing too much into their areas.

--143 CY: The First Zelred War. The Kingdom of Zelrad clashes with Aerdy, attempting to seize

territory in southern Ahlissa. The Zelrad host lays siege to the town of Hexpools.

-142 CY: An Aerdi relief force lifts the siege of Hexpools and harries the retreating Zelrad. The Zelrad army leaves fully three-quarters of its numbers dead behind them on the road before it reaches home.

-141 CY: Raiding columns of Aerdi cavalry sweep into northern Zelrad, burning the town of Ingmalt and forcing the Zelrad King to sue for peace.

-110 CY: The Second Zelrad War. Persistent skirmishing along the border between Aerdy and Zelrad breaks into open war. Despite harassing raids by Zelrad forces, the Aerdi storm Ingmalt and invest Minetha. Only the outbreak of war between Nehron and Aerdy saves the Zelrad, as the Aerdi hosts are forced to lift the siege and withdraw to Ingmalt, as the Battle of a Fortnight's Length rages hundreds of miles to the north on the Harp River.

-107 CY: The Order of the Knight Protectors of the Great Kingdom is founded after woodmen and farmers save the King of Aerdy from an attack by Ur-Flan insurgents on the royal tent.

-77 CY: Third Zelrad War. King Salneh II of Zelrad launches an ill-fated campaign to retake Ingmalt from the Aerdi. He invests the city late in the year, hoping that the Aerdi will be unable to muster aid before the city falls.

-76 CY: Carrying orders from the King of Aerdy to crush the Zelreds once and for all, Azharadian the Great sends a force under Naerid of Cranden from Sunndi towards the Adder's Pass. Salneh III hastily lifts the siege of Ingmalt to rush his army to face him. Meanwhile, Azharadian leads a second Aerdi army from the north, capturing Minetha and the rest of central Zelrad. Salneh III is killed by Naerid near Adder's Pass. Naerid captures the town of Naerie, ending almost all Zelrad resistance. The town of Ingmalt is named Ekehold by Aerdy captain Bennock Lyrthi.

-75 CY: Oeridian settlers start moving into Naerie.

-74 CY: The Suel defenders of Castle Rishmar finally surrender to Aerdi commander Asell Heshun, who then executes all of them. Heshun then claims the castle and surrounding land as his own.

-75 to -60 CY: The number of Oeridian settlers arriving in Naerie peaks. Over the ensuing decades the Suel and Oeridian bloodlines mix through intermarriage.

Hearing of the riches of the Iron Hills, Aerdy forge an alliance with the Dwur Kingdom of the Iron Hills. After moving forces to the northern edges of the hills and commencing mining operations there, the remnants of Suel Kingdom of the Zelred attack. A long and bloody war follows before the last Zelred stronghold of Karnosa is sacked and burned. They name Zelradton as regional capital.

-46 CY: Onnwal falls, giving the Aerdi complete control of the Headlands.

1 CY: Grand Prince Nasran of Cranden declares "Universal Peace" and is crowned as the first Overking of the Great Kingdom of Aerdy in Rauxes. Nasran founds the See of Medegia and grants it to the Church of Pholtus. The Overking also appoints viceroys to oversee the administration of the expanding empire. The House of Cranden is granted the Viceroyalty of the South Province, with its capital at Zelradton. The House of Naelax gains the Viceroyalty of the North Province, based in Eastfair. In the following decades, Schandor draws up the Code of Laws and creates the Court of Essence.

5 CY: The Cranden Viceroy of the South divides Idee between members of his own house and the minor noble houses of Eddri, Devnor, Heshun, Lyrthi, and Oedil.

124 CY: The construction of Irongate is completed.

198 CY: A comet appears over the Flanaess. Selvor the Younger prophesizes an Age of Great Sorrow for the Great Kingdom. The next decades and centuries see the gradual reduction in the influence of The Great Kingdom, with, among others, the realms of Ferrond and Nyronnd declaring their independence.

257 CY: Sage Keep established by Merusel Esk.

300 CY: A strange lizard cult is discovered in the Barony of Monne. Gillax of House Lyrthi destroys it and its leaders.

412 CY: Because of a personal grudge, House Oedil sends its forces against House Lyrthi and conquers Ekehold. In response, Lyrthi confiscates all Oedil property in Monne. The Herzog of the South Province sends his armies to pacify the situation but does not force the Oedil to return Ekehold. The heads of both houses are forced to step down in disgrace and are replaced by their wives.

430's CY: Ivid Naelax (son of Ivenzen Naelax) becomes Herzog of the North Province.

437 CY: Overking Nalif of Rax is assassinated by agents of Ivid of Naelax, Herzog of the North Province. Ivid declares himself Overking. He is opposed by the House of Rax, elements of the House of Garasteth and the House of Cranden, led by Galsssonan of Cranden, Herzog of the South Province.

The Great Kingdom slips into the civil war known as the Turmoil Between the Crowns. The Naelax use orcs and other humanoids extensively as mercenaries for the first time. The Naelax begin hunting down members of the House of Rax, with the aid of the Death Knight, Prince Myrhal of Rax.

443 CY: Ivid I begins hunting down the Knight Protectors of the Great Kingdom.

446 CY: Prince Malchim III of Garasteth, Lord Mayor of Rel Astra, sides with Ivid, handing him victory in the civil war and the Crown of Aerdy. Galsssonan is deposed and replaced by Damanilor of Naelax as Herzog of the South Province. Cranden properties in Idee are confiscated and granted to House Eddri.

Damanilor invites the Lord-Mayor of Irongate and other southern leaders to Zelradton to discuss their grievances. The envoys are arrested, sent in chains to Rauxes where they are tortured for the Overking's pleasure, publicly executed for treason and their bodies exposed in the Traitor's Garden. King Dunstan I of Nyronnd meets with representatives of the fiefs of the South Province in Chathold and encourages them to rebel. The South Province rises in open rebellion against Ivid. Parmus Destron deposes Naelax szek and takes his place as ruler of Onnwal.

447 CY: With the backing of King Dunstan I, Irongate, Onnwal, Idee, Sunndi and the Lordship of the Isles declare themselves independent states. House Heshun opposes the rebellion. House Eddri confiscates their holdings, leaving only Castle Rishmar and immediate surroundings to them.

Damanilor sends the Provincial Expeditionary Forces to besiege Irongate. The southern rebels crush the Imperial army at the Battle of a Thousand Banners before the walls of Irongate. Irongate, Onnwal and Idee found the Iron League. Lordship vessels are seized in Prymp by Damanilor.

448 CY: The Lordship of the Isles joins the Iron League.

449 CY: Idee starts construction of border forts.

455 CY: Sunndi rebels slaughter the Aerdi forces occupying the country and drive out the loyalist Glorioles Army. Sunndi is proclaimed an independent County and joins the Iron League.

470 CY: Holgi, son of Holgarri, King of the Iron Hills, is born.

494 CY: Ivid I dies. Ivid II of Naelax crowned Overking of the Great Kingdom of Aerdy. Unstable before his coronation, Ivid II quickly lapses into raving dementia upon assuming the full regalia of office.

498 CY: Ivid II slain by his son. Ivid III of Naelax crowned Overking of the Great Kingdom of Aerdy. He exterminates his blood kin and imprisons his children in the Imperial Palace.

510 CY: Fedorik of House Eddri born in Felten.

524 CY: Ivid III, upon reaching advanced age, declares that his surviving child will succeed him. After a bloodbath of fratricide, the sole survivor becomes Overking Ivid IV.

540 CY: Fedorik Eddri becomes Count of Idee.

556 CY: Overking Ivid V of Naelax is crowned after having his father, Ivid IV assassinated by his concubine. The House of Naelax-Selor is granted the title of Herzogs of the South Province.

565 CY: Icespire on the Tusk falls under a curse.

568 CY: Holgi, called the Hirsute, becomes King of the Dwur of the Iron Hills. He retains close relations with the Iron League.

570 CY: Reydrich of Naelax seeks to become a member of the Circle of Eight, but is rejected.

573 CY: Emissaries of Scarlet Brotherhood appear in the courts of the Iron League (6088 SD).

575 CY: Herzog Chelor III of the House Naelax-Selor gains the throne of the South Province.

577 CY: Forces of Herzog Chelor III of Naelax-Selor, under General Reynard, seize the north-eastern frontiers of Sunndi, from the confluence of the Greyflood and Thelly rivers to the meeting of the Thelly and Flamni.

578 CY: Chelor III's force enters Idee. Allies from Sunndi and a dwarven army from the Iron Hills come to the aid of the beleaguered Ideean forces, but a rift develops between King Holgi Hirsute of

the Dwur and Count Fedorik Eddri of Idee. Fedorik accuses the dwarves of delaying their arrival and Holgi blames the Ideeans for coming into the battle with too few troops. Relations between the two never completely heal.

The leaders of Irongate and Onnwal meet with the Dwur and Noniz of the Headlands in Kildeer. The Headland folk agree to aid Irongate should she be attacked, but will not otherwise become involved in human affairs. Szek Ewerd of Onnwal reinforces his Marines and doubles the size of his Regular Army and Militia. Almor and Nyronnd muster their forces for war with the Great Kingdom.

579 CY: Nyronnd and Almor join the Iron League to form the Golden League. The League immediately declares war on the Great Kingdom in response to Imperial aggression in the Adri Forest, Relmor Bay, Idee and Sunndi.

579-580 CY: War of the Golden League between the Golden League and the Great Kingdom. The war concludes with the Great Kingdom seeing off the attacks of the Golden League. The army of Idee loses much of its strength in the war, especially among its officers and cavalry. As Idee is unable to replace losses quickly, this cost them dearly when the Scarlet Brotherhood attacked four years later. Fedorik Eddri dies due a sudden heart attack. His nephew Coriell becomes the new Count of Idee.

583 CY: The Greyhawk Wars: Ivid V attacks Almor, Nyronnd and the Iron League. The Grand Field Force of the South Province marches into the Iron Hills, while Pitchfield, the capital of Sunndi, falls to the Glorioles Army.

The Iron League receives aid secretly from the Scarlet Brotherhood. Osson's Ride begins, with Almor's cavalry passing through the Thelly Forest and plunging into the South Province. Herzog Chelor moves troops from the Iron Hills east and reluctantly accepts aid from the Overking. The Aerdi army, under the Grandee Despotrix of the army, his Highness Yimdil of Jalpa, marches southwest to engage Osson. Commandant Osson defeats the Glorioles Army at the Battle of the Rieuwood and liberates Sunndi. Osson is repulsed from Nulbish, but turning south and east, defeats Medegian forces, forcing Holy Censor Spidesa to flee to Rauxes where he suffers the Endless Death. The Eastern Pact of Alliance is signed in Oldred between Nyronnd, Almor, Onnwal, Idee, Irongate, Sunndi, the Lordship of the Isles and the County of Urnst, pledging support against the Great Kingdom.

In Idee, House Devnor is infiltrated by Brotherhood agents. Many fall under the control of 'overseer' mind control parasites.

584 CY: The Lordship of the Isles withdraws from the Iron League and pledges its allegiance to the Scarlet Brotherhood. Osson defeated in Medegia by Ivid's armies.

Herzog Chelor III of the South Province is executed for his incompetence in the wars and replaced by Reydrich of Naelax.

Onnwal and Idee fall to the Scarlet Brotherhood. Szek Ewerd Destron assassinated in Scant. Many members of the Ideean noble houses, except House Devnor, lose most of their members to assassination. Coriell Eddri is saved by timely intervention of his guards and later manages to flee into Irongate. The armies of Idee are massacred as, leaderless, they try to retreat into the Iron Hills. Naudus Heshun and his family flee Idee for the South Province. They are later followed by House Oedil. Lord Mayor Cobb Darg foils the Brotherhood's attempt to capture Irongate. Kesh Vasiliek becomes the Overseer of the occupation, along with several other 'regional leaders' placed in each barony.

The Great Kingdom of Aerdy fractures into hundreds of petty states and the South Province (Ahlissa) declares independence from the Great Kingdom. Later in the year, the Pact of Greyhawk is signed, bringing the Greyhawk Wars to a close.

585 CY: House Devnor are allowed to govern their lands under the control of Brotherhood, appearing as slaves of the Scarlet Sign.

586 CY: Senior Scarlet Brotherhood Herdsmen in Onnwal and Idee are assassinated through magical means by Graf Reydrich of the South Province. Reydrich takes northern Idee from the Scarlet Brotherhood, but is assassinated soon after. Barzhaan of House Haxx assumes command of the South Province armies and completes the re-conquest of Idee.

An oligarchy of Ahlissan generals, including General Reynard, proclaims the Kingdom of Ahlissa. Several members of House Devnor released from "captivity" by Ahlissan troops.

Rakehell Chert leads the Brewfest Rebellion in Onnwal, wresting control of most of the country from the Scarlet Brotherhood. Jian Destron is formally declared Szek of the Free State of Onnwal in Kildeer.

587 CY: Scarlet Brotherhood agents assassinate several members of Ahlissa's Oligarchy. A secret meeting between surviving Oligarchs of Ahlissa and Prince Xavener of Darmen takes place in Kalstrand. The United Kingdom of Ahlissa is founded, and Xavener is crowned Overking in Kalstrand. Prince Reydrich reclaims rulership of the Principality of Ahlissa (on the condition that he deals with his Naelax relatives in Ahlissa).

Xavener awards the rulership of Idee (renamed the Principality of Naerie) to Barzhaan of House Haxx.

588 CY: Overking Xavener survives an attempted assassination attempt by disaffected Naelax nobles. Overking Xavener orders the rebuilding of the Ahlissan fleets at Prymp and Naerie.

Yarleven of Zilchus, along with Captain Belva and Damar Rocharion uncovers the treachery of House Devnor. Prince Barzhaan has all captured members of the House executed. Some escape and remain unaccounted for to this day.

The Houses of Heshun and Oedil receive control of Foelt and Ingmalt respectively. Various nobles of the Houses of Lyrthi and Eddri are given control of some of their old lands after swearing allegiance to Prince Barzhaan. House Arxx receives lands once held by House Devnor. A few other noble houses such as Drien and Radoc receive token fiefs.

589 CY: Sunndi chooses not to join the United Kingdom of Ahlissa (6104 SD). The Kingdom of Sunndi is declared, with Olvenking Hazendell as its ruler. The Solnor Compact is signed between Rel Astra, Ountsy and Roland.

Staceus of Felten forms the Idee Volunteers in response to Prince Barzhaan refusing to remove Andariell Eddri as ruler of Schwente. Their goal: "the rebirth of Idee & the Iron League, free of Aerdi influence".

590 CY: Cobb Darg, Lord Mayor of Irongate, officially recognizes Jian Destron as Szek of the Free State of Onnwal. The Sunndi Congress of Lords meets for the first time. Trade between Ahlissa and Nyronnd, Sunndi and Irongate begins. North Kingdom forces are seen on the northern borders of the Ahlissan Marchland of Rauxes.

591 CY: Dwur miners discover two 16 foot high tablets in Irongate's immense undercity. Referred to now as the Khul-Ak tableaux, they are thought to reveal significant information about the lands surrounding the Free City in ancient times. The script has defied all attempts to decipher it. Bigby has referred to the text as "unfathomably alien."

The Idee Volunteers launch a series of successful raids against Ahlissan garrisons in the Barony of Monne in Naerie. In retaliation, the Ahlissans seal off the Tomb of the Saint of Idee, leading to widespread protests among the locals and the arrest of the leading dissidents.

592 CY: A large band of Idee Volunteers is surrounded by Ahlissan forces on the edge of the Hollow Highlands. Staceus is killed and only a few survivors escape the ensuing slaughter. The

Church of Heironeous in Naerie recognizes the Ahlissan claim to the Principality.

593 CY: Theodora Hubalt, the natural (illegitimate) daughter of the late Count Fedorik Eddri surfaces in Naerie and marries Darvander of House Haxx. The Idee Volunteers spread rumors that indicate Theodora is not Fedorik's true daughter at all. (*NAE3-01 Daughter of Idee*).

594 CY: The Scarlet Brotherhood and its Pomarji allies launch a combined attack by land and sea upon the Onnwalon strongholds of Sornhill and Kildeer. In fierce fighting on the docks of both towns, the defenders hold the line until Ahlissan naval squadrons arrive to force the withdrawal of the Brotherhood forces. The Free State of Onnwal, the Kingdom of Sunndi and the United Kingdom of Ahlissa sign the Naerie Compact.

Under the terms of the treaty, Onnwal and Sunndi formally recognize Ahlissa's claim on the Principality of Naerie and allow the Royal Guild of Merchants of Aerdy access to their markets in return for free passage of the Sunndian XIth Army to Onnwal and the cooperation of the Imperial Ahlissan Fleet against the navy of the Scarlet Brotherhood and its allies. The Army of Rebellion, in concert with the Ahlissan Royal Gearnat Fleet, liberates the port of Tessak's Cove.

A magical disturbance, caused by the apprentice of wizard Eurynomos, strikes Naerie City during Richfest celebrations (*NAE4-03 The Apprentice*). A group of adventurers and the Nasranite Watch together manage to contain the situation, though many people are killed. In response, the Nasranite Watch is heavily reinforced with spellcasters.

The so-called 'Prince of Idee' plants his flag in the Barony of Menst and starts robbing caravans, calling it 'Road Tax'. He is finally killed after attacking a group of envoys sent by Senechal Selnor. His followers suffer a similar fate or abandon him. Goblinoid activity in the Stark Hills increases. (*NAE4-04 Prince of Idee*).

595 CY: The Scarlet Brotherhood is driven out of Onnwal with the re-conquest of Scant. A magical onslaught, most likely a Brotherhood reprisal, reduces the city to smoldering ruin.

While the battle for Scant rages, the Ahlissan fleet fights a diversionary battle against Brotherhood ships and their Pomarj allies in the Strait of Gearnat.

A Scarlet Brotherhood ship sinks near Gefjon Isle during a fierce storm, killing all onboard. It is suspected that ships task was to conquer the island. (*NAE5-02 Return to Gefjon*).

Berik Oedil escapes an assassination attempt by his guard captain Brymar, though Brymar

himself evades capture and escapes into the Iron Hills. (*NAE5-01 When Nightingales Sing*).

596 CY: Adventurers capture the Scarlet Brotherhood vessel *Danour* off the coast of Naerie. Captured documents point to the existence of a secret Brotherhood base somewhere along the Menowood coast. (*NAE6-01 Danour*)

Former mercenaries under Mendaos of Radoc's command, the Serpent Guard, turn to banditry and are subsequently vanquished by a group of adventurers, the Felten Guard and the Gornorites. Clues pointing to their possible association with the remnants of House Devnor are found in Gornor's Cove. (*NAE6-02 First Bite, NAE6-03 Legacy of the Serpent*)

In celebration of the tenth anniversary of Naerie's liberation by the South Province armies, Prince Barzhaan declares a Royal Fair. The market peace is, however, disturbed by the murders of two Army officers by a pair of disguised kobold assassins. (*NAE6-04 A Fair Amount of Intrigue, NAEM6-01 Fun Fair*)

After rioting in Naerie City, increased raiding by the Hepmonaland Suel in Menowood, and some manoeuvring by political and economic forces in the principality, the disenfranchised former Brotherhood prisoners of war are given permission to construct temples of Llerg and Bralm. (*NAE6-05 Sharafon*)

The border town of Adderstone finishes building its string of fortified towers along the Sunndi border, despite sabotage attempts. (*ESA6-05 A Point of View*)

597 CY: Early in the year, the Olman settlement of Nahuatl in the Barony of Menst is emptied of Olmans, who are bound for an unknown destination. The empty huts are swiftly taken over by other former Scarlet Brotherhood soldiers, who erect temples to Llerg and Bralm. They are picked a leader from the prison camps, one Sahar Regor Kan. The settlement, now predominantly Hepmonaland Suloise, is renamed Shar Hesiyeve.

In the aftermath of the last year's disturbances in Adderstone, Lord Beddas Haxx is found dead. His post is taken over by Benrad Lyrthi. There is a cursory investigation that produces no suspects.

After continuing racial tension between racist Oerids and the Hepmonaland Suel, the Naerie City Watch decisively picks a side, allowing the Hepmonalanders to join their ranks.



During the closing stages of the year, commander Wanworth, the main instigator of the Oerid racists is found murdered with evidence pointing to

Damar Rocharion (who disappears to parts unknown).

598 CY: Prince Barzhaan organises an expedition to Menowood to convince the remaining Brotherhood troops to surrender. The mission is partially successful, though the Brotherhood leader Reshes Fren escapes.

Keoland sends diplomatic mission to Naerie and the Treaty of the Azure Sea is signed despite attempts by extremist Idee Volunteers and the Scarlet Brotherhood to sabotage the event. An assassination attempt on Darvander Haxx is also foiled.

Members of House Devnor strike against House Lyrthi and the church of Osprem in Gornor's Cove. House Lyrthi loses several members and high priestess Nuran becomes the *de facto* leader of the Gornor's Cove.

599 CY: Current year.

Occupation

Despite the relatively short duration of the Scarlet Brotherhood occupation, it still profoundly affected the people of Idee. The immediate effect was confiscation of property and formation of labor camps for non-Suel citizens (and execution of those deemed "dangerous" to the new order). Those Suel that were seen as important and found to be sympathetic to the Brotherhood cause were included into the ranks of Shar. Many were granted positions as village leaders, essentially becoming minor nobles. Unlike in Onnwal, temples of Suel deities did not side with the Brotherhood and many priests faced persecution. The exception was the church of Wee Jas, which paid the price when Ahlissa invaded.

The Brotherhood hobgoblins and Hepmonaland savages freely abused non-Suel humans. Many people perished in the labor camps. Women were raped and forced to give birth to Brotherhood offspring. Some Ideeans, mainly from old army units that somehow survived, resisted the occupation to the best of their abilities, receiving only token help from the other Iron League states that still existed.

When Ahlissa invaded, those who had sided with the Brotherhood were put to the sword or hung from the nearest tree. The old systems returned - mostly. In some places villages kept certain methods that the Brotherhood had introduced. Brotherhood-built temples were usually destroyed, and those they had taken over were returned to their original priesthood. At least for common people, the Ahlissans were a return to the old ways.

However, Barzhaan and the oligarchy had more pressing concerns in the immediate aftermath of the war, and some issues concerning

property confiscated by the Brotherhood were never solved. Commoners started many fights, sometimes lethal, over this. A few lucky (or cunning) ones shamelessly amassed for themselves more than they had ever owned, while others lost the last remaining possessions they had.

Local Leaders

The following persons were local leaders of the Scarlet Brotherhood during the occupation of Idee. Except for Reshes Fren, they were all killed in battle or by Graf Reydrich's magic prior to the invasion. Reshes Fren is still at large. He was captured in Menowood by Ahlissans but infiltrators within the army helped him escape.

Kesh Vasiliek - Derevendt (Supreme leader)
Arino Soron - Foelt
Nishar Zan - Ingmalt
Reshes Fren - Menst
Chekar Madi - Monne
Obens Ren Ker - Schwente

Minor Leaders

Several lesser leaders of the Brotherhood forces also survived the liberation of Naerie. They were overseers of smaller regions, towns and villages. Their current whereabouts are unknown, though Tenho Soron is rumored to have been spotted in Sulward in Lordship of the Isles.

Ker Nasek
Tenho Soron
Pati Nomo
Vilki Nav
Hisek Hesh

In addition to these individuals, Elder Cousin Brouka (LE female human rogue 13) was the original Kesh of Idee, but Elder Brother Vasiliek replaced him soon after the occupation started. The reason for this is unclear.

Life in Naerie

This section describes a number of aspects of every-day life in the Principality of Naerie, from religious practices via politics to crimes and their punishments.

Politics

Naerie is ruled by six noble houses, several lesser ones, as well as several other important factions. Below are quick references to most houses and organizations, and to their goals.

House Haxx



Haxx is the ruling house of Naerie, headed by Prince Barzhaan. The duty of the Haxx is to keep the other noble Houses loyal to Ahlissa and make sure the Brotherhood does not gain a foothold in Naerie again. The Haxx must

also make sure trade and relations with surrounding nations flow without any trouble. The Haxx are a rising force in Ahlissa. Formerly a minor noble house with lands in Ahlissa and central Aerdy, they lost many of their senior members in the fall of Rauxes. Barzhaan of Haxx had long served as a commander in the armies of the South Province. Under Graff Reydrich, he gained a generalship and led the Ahlissan heavy cavalry that decimated the forces of the Brotherhood in northern Naerie.

After Reydrich's assassination, Barzhaan became one of the Ahlissan Oligarchs and showed considerable political foresight in aligning himself strongly with Xavener of Damen during the formation of the United Kingdom of Ahlissa. For this support, he was granted the title of Prince of Naerie. Since then the stock of the House of Haxx has been rising and some predict great things for them.

Prince Barzhaan is the leader of the House, but he remains unmarried despite his advancing years. It is commonly believed that his cousin Darvander will inherit the throne of Naerie after Barzhaan. Motto: *Swift Is Our Wrath.*

Blazon: Quarterly: I and IV: Vert, the Sun of Aerdy Or, II and III: Azure, a bull passant argent.

Meaning: Their coat of arms has four quarters. The upper right one and the lower left one are green with the golden Sun of Aerdy on them, while the upper left one and bottom right one shows a white bull, its foreleg raised, on a blue background.

House Arxx

The second most powerful house in Naerie, it is ruled by Baron Euric. They were originally a minor Ideean noble house but rose to prominence after House Devnor was destroyed. Arxx are at least nominally loyal to House Haxx. The Arxx are widely rumored to foster ambitions to replace the Haxx as the ruling House. They aim to do this in political ways, so they are looking for any available chance to discredit House Haxx in the eyes of Overking Xavener, while taking any opportunity of elevating themselves before Xavener or other noble Houses. They are not looking for military conflict since this would not serve their interest in the long run. They govern the Barony of Menst and its capital, Minetha.

The current heir of the house is Aeslith Oedil (half-elf cleric of Sotillion 2/expert3), who was chosen by Euric Arxx to succeed him. She is also married to Baron Berik Oedil and the two houses are de-facto allies. However, Aeslith lacks the ambition and political acumen of her father.

Blazon: Azure, a bull's head couped, sanguine. (A maroon bull's head on a blue field.)

Blue and maroon are the colors of House Arxx.

House Eddri

The original rulers of Idee, they have now been reduced to rulers of Schwente and its capital Felten. House Eddri is headed by Lady Tanariell Eddri, a distant cousin to Count Coriell Eddri of Idee. Coriell (the true head of House Eddri) managed to flee to Irongate with a contingent of soldiers when the Brotherhood invaded (most members of House Eddri were killed) and he remains there to this day. Rumors say Coriell would want to return but Prince Barzhaan has not invited him back, and it is likely that he and Overking Xavener prefer Coriell to stay in Irongate.

Blazon: Per pale, azure, two sea gulls argent in dexter, argent, a thunderbolt azure. (A shield divided vertically into two sections, one with blue background and another with grey background. The blue section has two grey seagulls while the grey section has the thunderbolt of Heironeous on it.)

Blue and grey are the colors of House Eddri.

Previous Eddri Rulers

Count Havershall Eddri (446 - 491 CY): Havershall of Idee co-founded the Iron League and built the firsts outposts on his northern border, which eventually formed the Eddri line. He also sent troops to take part in the Battle of Thousand Banners. Havershall is remembered as an effective ruler and a national hero.

Countess Iljaren Eddri (491 - 500 CY): Iljaren was the wife of Havershall and continued his policies efficiently but is not well remembered for her accomplishments. She was later laid to rest along with her husband at the burial site of Saint Idee.

Count Jurdan Eddri (500 - 512 CY): Jurdan Eddri is usually remembered as the one who finished the construction of the border forts. He was also the one who, unwisely by hindsight, made extensive naval treaties with the Lordship of the Isles and Irongate, causing a significant reduction in Ideean naval power, even though the merchant fleet stayed large. Jurdan disappeared along with an Ideean military patrol in the Menowood.

Countess Ascalen Eddri (512 - 540 CY): After Jurdan's death, his wife took over and continued cooperation with other Iron League states and improved relations with the Iron Hills dwarves. During her reign, Idee first established a relationship with the Kingdom of the Shar in the Tilvanot peninsula, though these mainly consisted of a few diplomatic and mercantile visits.

Count Fedorik Eddri (540 - 582 CY): With an increasingly unstable Great Kingdom at the northern border, Fedorik had many border skirmishes with troops from the South Province. He re-organized the military doctrine and is the first Count to use extensive amounts of mercenaries. Nonetheless, Idee also started to emphasize fortifications and security of the northern border at all costs. The War of the Golden League proved especially costly for Idee and the losses were hard to replace. Fedorik fell ill soon after its end and died in his sleep.

Count Coriell Eddri (582 - 584 CY): Coriell (born 552 CY), nephew of Fedorik, takes on the duties of Count of Idee, having been deemed the most capable ruler by Fedorik. His reign falls to the chaos of the Greyhawk Wars and the Scarlet Brotherhood invasion. He is not fondly remembered in Idee, but that is most likely not due to his own weaknesses. He still resides in Irongate with a loyal contingent of soldiers.

Lady Tanariell Eddri (592 CY onwards): See the Barony of Schwente section.

House Heshun

Headed by Naudus Heshun, they rule the Barony of Foelt. This House is loyal to House Haxx after their ancient lands (confiscated by House Eddri) were returned to them. Their main concern currently is rebuilding their Barony. They also

want to make sure House Eddri never returns to prominence.



the other has a griffon on it.)

Red and light brown are the colors of House Heshun.

Blazon: Per pale, bendy sinister, gules and light brown in dexter, brown, a griffon proper. (A shield with light brown background, divided vertically. The right half of the shield has red stripes and

House Lyrthi



Lyrthi and House Oedil hate each other because of a centuries-old grudge involving old Lyrthi lands in Ingmalt.

Blazon: Vert, a saltire argent, a Sun of Aerdry Or in chief. (A green shield with grey lines that come down from top corners, meet in the middle and continue downwards. Above is the golden sun of Aerdry.)

Green and grey are the colors of House Arxx.

Headed by Eberic Lyrthi, they rule the Barony of Monne. They are content with their lot, and their main concern is to keep the town of Gornor's Cove under control. Hatred towards the Ahlissans is still strong there. House

House Oedil

Headed by Berik Oedil (LN male human fighter 8/ cavalier 2), they rule the Barony of Ingmalt. Berik is a career soldier and not much into politics. Berik recently married Aeslith Euric and ties between House Oedil and Arxx are very close as a result.

Blazon: Vert, a fess or with a wolf courant sable, in chief a Sun of Aerdry or. (The coat of Arms of Ahlissa where the nightingales are replaced by a black running wolf.)

Black and green are the colors of House Arxx.

House Devnor

House Devnor governed Menst when Idee was still independent. They became servants of the Brotherhood, and for this, all captured members of the house were executed by Barzhaan. Some survivors fled to the surrounding hills and are still unaccounted for. Their current power and ambitions are unknown, but it is known for certain they are against the Ahlissan rule.

Blazon: Sable, a fess argent with a dragon's head couped gules. (A black shield with a grey

horizontal stripe in the middle. The grey stripe has a crimson dragons head in it.)

Minor Houses

Houses such as Drien or Radoc only govern small baronetcies, and they follow the leadership of the stronger Houses whom they have sworn loyalty. Each Baronet answers to his Baron, his liege-lord.



Idee Volunteers

Established by Staceus of Felten, they became an active force in Naerie politics in 589 CY. Their goal is to remove Ahlissan presence from Idee with any means necessary, and subsequently they aim for a rebirth of the independent County of

Idee and of the Iron League. After a successful start they suffered several setbacks such as the death of Staceus and the loss of support by Sunndi & Onnwal after the signing of the Naerie compact.

Their current strength and leadership are unknown. House Eddri has officially severed all ties to them, but many suspect they retain contacts unofficially. People's attitudes towards the Idee Volunteers range from hostile to supportive. Several smugglers and Sunndians are in league with them, and even some members of the Ahlissan military (those of Ideean descent) are suspected of helping them.

Though belonging to the Idee Volunteers is considered treason under Ahlissan law, Prince Barzhaan has instructed his courts to give them prison or labor sentences instead of death, as the last thing he wants is martyrs. Only leaders tend to receive death sentences, and these are carried out efficiently and away from the public eye to avoid that.

Their current strength is unknown, though it appears that after few years of re-building their strength, they are prepared for a return. Rumors also indicate that they have acquired a new leader. But who he or she is, is yet unknown.

Blazon: As expected, the symbol of the Idee Volunteers is the old coat of arms of Idee: Per paly-chevron, or in dexter, vert in sinister, barry wavy argent and azure in base, three ships sable, a fret sable in chief.

Royal Guild of Merchants of Aerdy

This organization is detailed more in the Trade & Commerce section.

Advisory Council

Barzhaan has a group of advisors whom he discusses matters of politics with. Members of this body are Admiral Aente, General Morres, Yarleven (the High Priest of Zilchus), Towrin Ghan of the Royal Guild of Merchants of Aerdy and the heads of all noble Houses. The latter usually send their trusted emissaries instead of coming themselves. Since nobles can rarely agree on matters and most of the people sitting in it are loyal to Barzhaan, it suits him well. He can make occasional concessions but ultimately making sure his agenda and that of his closest ally, Yarleven, are not threatened. Barzhaan's goal for now is to keep Naerie a stable and prosperous place.

Blazon: A rondel barry, Or and vert, overall a ship sable surmounted by an inescutcheon azure, a bull passant argent, above a scroll Or within a chain argent in bordure. (A round field striped alternatingly yellow and green, four stripes of each with the top one being yellow. The border is a stylized chain, and in the middle of the badge is a black ship with a yellow scroll underneath. On the top left of the ship is a small shield with a white bull on a blue field.)

Religion

The faith of Zilchus, the god of power, prestige, money, business and influence, is the dominant religion of the Kingdom, and its priesthood is the strongest in Naerie, due to Ahlissan influence. However, that does not mean it is the most popular. Osprem, the goddess of ships, sea voyages and sailors, was very popular in the Old Idee and her worshipers are perhaps the most numerous in Naerie. Worship of Lydia, the goddess of music, knowledge and daylight, is also quite popular because her priests travel the countryside, teaching common folk many useful skills. Oeridian and Suloise agricultural gods are both worshipped, along with sea gods Procan and Xerbo.

Ahlissan soldiers of course brought with them the worship of Hextor. Common people see no need for him but temples to him have been built. Worship of Heironeous is popular but because of the actions of Staceus of Felten, founder of the Idee Volunteers, the church was forced to make a public acceptance of Ahlissan rulership and revoke its affiliation with the Idee Volunteers. As a result, the church of Heironeous has become somewhat pragmatic towards the Ahlissan rule. Common soldiers still worship him but Idee Volunteers have moved extensively to Trithereon, the god of individuality, retribution and self-defense, whose worship is now outlawed in Naerie.

Worship of vile cults and deities such as Nerull are also forbidden, but all Suel gods are allowed to be worshipped in Shar Hesiyeve.

It should be noted that worship of Wee Jas was quite strong among sages before the Brotherhood occupation, but as it was the only church that supported the occupation, its temples faced extensive purges by Ahlissan soldiers and a vengeful population.

Below are detailed the deities with established churches in Naerie. Though other deities are worshipped, these are the ones with proper temples, the largest congregations, or otherwise local significance. In addition, non-human religions such as Corellon are not described here.

It should be noted that under Ahlissan law, worship of Trithereon is considered an act of sedition, while the worship of evil Suel deities is considered witchcraft. Both are punishable by death.

Bralm

N (LN) lesser power of Acheron. Suloise goddess of insects and industriousness. The Flying Queen, the Hive Goddess, the Toiling Lady.

Bralm is depicted as a middle-aged woman with dark blonde hair, sometimes with insect wings. She is friendly with the rest of the Suel pantheon, but has no close allies as she judges others by ability, not age or status. Trithereon has earned her enmity because of his individualism and her dislike of fire leads her to avoid powers associated with that element, such as Joramy and Pyremius.

Bralm blesses labor, especially work involving large numbers of people such as mining, construction, and farming.

Her church is very new in Naerie, and has only a single small temple in the village of Shar Hesiyeve. Her High Priestess in Naerie is a Hepmonaland Suel woman named Hekalra Van (LN female human cleric of Bralm 7).

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.

Symbol: A giant wasp in front of an insect swarm.

Domains: Animal, Community^{CD}, Law, Pact^{CD}, Strength.

Favored Weapon: Quarterstaff.

Fharlanghn

N intermediate power of Oerth. Oeridian god of horizons, distance, travel and roads. The Dweller on the Horizon.

Fharlanghn is shown as a seemingly old man with leathery, wrinkled skin, and green eyes that sparkle with life. He is the brother of Celestian, and on good terms with most nature deities. He is the lover of Atroa.

Fharlanghn is the patron of those who walk or ride long distances, whether on the surface or in the Underdark. He encourages exploration, and his clerics bless caravans and often scout for armies. Many also aid in construction of roads and bridges.

Fharlanghn's church in Naerie is small and does not wield significant power. Apart from his ubiquitous roadside shrines, his only proper temple in Naerie is in Felten, where the faithful are led by Ernut (N male human cleric of Fharlanghn 8), an elderly Oeridian. A sunken temple of Fharlanghn from ancient times lies in the bottom of the lake, and Ernut maintains the lake is sacred.

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.

Symbol: A disk with a curved line representing the horizon, and an upturned crescent above that.

Domains: Celerity^{CD}, Luck, Protection, Travel, Weather^{CD}.

Favored Weapon: Quarterstaff.

Heironeous

LG intermediate power of Celestia. Oeridian god of chivalry, justice, honor, war and valor. The Archpaladin, the Invincible, the Valorous Knight.

Heironeous appears as a tall man with auburn hair, wearing chainmail and wielding a sword or a battleaxe. He is the son of Stern Alia, brother to Hextor, his sworn enemy. He is a staunch ally of all deities of law and good, and opposes all evil ones. Olidammara he finds annoying but tolerates, due to his charm and good humour.

Heironeous sees the world as a deadly place, filled with perpetual challenges and trials for those who battle for justice and defend the weak and innocent. His followers should always act with honor and chivalry, and to uphold justice. Danger is to be faced head-on, with calm and resolve.

In Naerie, 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 Ivds. His church is moderately large in Naerie, though overshadowed by the church of Hextor. The two faiths have been forced to overcome their natural enmity to work for the mutual cause of upholding order, though they still remain enemies. The centre of his worship in Naerie is in Felten, where it is led by High Priest Tejabus (LG male human cleric of Heironeous 10). Also in Felten is the Heironean Sword School. Poelitz also held a temple of Heironeous, but it was burned by the Scarlet Brotherhood during the occupation. The church has petitioned Baron Naudus for permission to rebuild.

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 honourably 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.

Symbol: A fist clutching a silver lightning bolt.

Domains: Courage^{CW}, Glory^{CD}, Good, Inquisition^{CD}, Law, Nobility^{CW}, War.

Favored Weapon: Battleaxe or longsword.

Hextor

LE intermediate god of War, Discord, Massacres, Conflict, Fitness and Tyranny

Hextor is the arch-foe of Heironeous, his brother and fellow Oeridian war god. He seeks to conquer or destroy any that oppose him.

Worship of Hextor was brought to Naerie with the soldiers of the South Province. Today, his worship is established firmly to the society in the army, various watch organisations and nobility. Laws stipulated by the land reign in worst tendencies of the church and nowadays, church has several non-evil worshippers.

These people embrace the security and order that the Scourge of Battle brings. They believe that only the harshness of Hextor's order can create perfect justice for all, and that these ends justify the means they use to attain them.

Hextor has few large temples in Naerie, most centers of worships being located inside military barracks and forts. The main temple is located in Poelitz due to Prince Barzhaan's orders, despite the church of Hextor protesting the decision. Naerie City has to do with smaller but nonetheless intimidating structure near the main square of the city.

High priest of the church is stern war veteran Dermenes (LE male human cleric of Hextor 7/warpriest 4)

Dogma: The world is a dark and bloody place where the strong rule the weak, and power is only reward. It is often necessary to be cruel and merciless in the pursuit of ones goals, and achieving those goals can have harsh consequences. Order must be forged out of chaos and law out of anarchy. The forces of tyranny must be obeyed and dissenters must be oppressed or destroyed.

Symbol: Gauntlet grasping three arrows

Domains: Competition^{CD}, Destruction, Domination^{CD}, Evil, Law, Tyranny^{CW}, War.

Favored Weapon: Flail (m)

Llery

CN lesser power of Limbo. Suloise god of beasts and strength. Great Bear, Animal Fang, Strongest Serpent, God of Force.

Llery is a strong, shaggy man, dressed in furs, when he does not take the shape of a great bear, a serpent, or an alligator. He ignores most other deities, but is allied with Vatun, has a friendly rivalry with Kord and hates Telchur.

He is revered by warriors for his strength, and many farmers, herders and pack handlers who work with animals. Llery is often revered together with Bralm when animals are used in work.

In Naerie, Llery is popular among the savage Hepmonaland Suel, and his only temple in the Principality is located in Shar Hesiyeve. His high priest in Naerie is Obersh Esh (CN male human barbarian 1/cleric of Llery 5), who originally established the temple in 597 CY.

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.

Symbol: A bear, a snake, or an alligator.

Domains: Animal, Chaos, Competition^{CD}, Courage^{CD}, Strength.

Favored Weapon: Battleaxe or longsword.

Lydia

NG lesser power of Elysium. Suloise goddess of music, knowledge and daylight. The Mother of Truth, the Pure Song.

Lydia is a wise Suel goddess, depicted as a dynamic, white-haired old woman. She wears a gown of white, trimmed in silver. She interacts with many other deities, exchanging information, but opposes Pholtus, believing that people must see by the light of truth, not be blinded by it.

Lydia's clergy is mostly female, and focuses on lifting up the position of women by educating them. This tends to make her church unpopular with patriarchies. They also run schools and do charity work. Lydia is commonly venerated by bards.

In Naerie, the church of Lydia is one of the more popular of the Suel churches. Her main temple is in Minetha, and her High Priest in Naerie is one Chanee (NG female human cleric of Lydia 6). The bard Kerith of Minetha is also a prominent follower of the faith, and there are rumours that they have ties with the Idee Volunteers. Lydia's church also does charity work in the Okalasma labor camp, feeding the prisoners there.

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.

Symbol: A spray of colors from an open hand.

Domains: Good, Knowledge, Liberation^{CD}, Sun, Travel.

Favored Weapon: Short spear.

Osprem

LN lesser power of the Elemental Plane of Water. Suloise goddess of sea voyages, ships and sailors. The Sea Princess, Lady of the Waves.

Osprem is usually depicted as a beautiful human woman in a flowing gown, or as a dolphin, barracuda, or sperm whale. She is the benign companion of Xerbo, and a rival of Procan.

She is the protector of all those who travel on water, and is venerated by sailors and fishermen, and her clerics are often skilled navigators, and many serve aboard both mercantile and military vessels in this capacity. She is also the patron of naval explorers.

In the days of old Idee, Osprem's faith was especially popular, and it still holds an important place in the day-to-day life of the Principality of Naerie. Her worship in Naerie is centered in Gornor's Cove, where lies the burial site of Saint Idee of the Sails, an important figure of the church texts. Also based in Gornor's Cove is the monastic order, Followers of the Wave, who practice unarmed combat techniques adapted from the Scarlet Brotherhood monks. Osprem's faithful in Naerie are led by Nuran (NG female human cleric of Osprem 5/divine oracle 2/contemplative 2), who is also the *de facto* leader of Gornor's Cove, as her popular support and leadership capabilities are far greater than Baron Eberic Lyrthi's, the *de jure* governor's.

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.

Symbol: A barracuda or a sperm whale.

Domains: Law, Protection, Travel, Water, Weather^{CD}.

Favored Weapon: Trident.

Phyton

CG lesser power of Arborea. Suloise god of nature, beauty and farming. The Woodshaper.

Phyton is depicted as a tall, slender and youthful Suel man. He represents man's dominion over nature, which puts him at odds with most other nature gods, especially Obad-Hai, and his dominion over beauty draws the ire of Wee Jas.

Phyton's clergy clears forests to for farmland, cuts tracks through mountains to make roads, domesticates animals, and dams rivers. They protect farming settlements and look for ways to turn the land to man's advantage. Prayers are offered to him for bountiful crops and timely harvests.

The worship of Phyton is widespread in Naerie, with her main temple being located in Minetha and other major temples in Felten and Ekehold. From Minetha, his faithful are led by Sazell (CG human female cleric of Phyton 10). He is mostly venerated by Suel farmers.

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.

Symbol: A scimitar in front of an oak tree.

Domains: Chaos, Community^{CD}, Good, Plant, Sun, Water.

Favored Weapon: Scimitar.

Procan

CN intermediate power of Limbo. Oeridian god of seas, sea life, salt, sea weather and navigation. The Storm Lord, the Sailor of Sea and Sky.

Procan is portrayed a muscular man with blue-green skin and hair, and golden eyes. He is the father of the Velaeri, and ignores most other deities, except for Osprem and Xerbo, who rival him for control of the sea. Procan is a mercurial and greedy god, whose mood shifts as often and unexpectedly as the weather at sea. He is jealous and possessive of treasure that comes to his domain, whether by shipwreck or deliberate offering, and embodies the uncertainties of fate.

His clerics teach that Procan can not only protect people from doom in the tempestuous seas, but also help them reap the bounty of the oceans. They usually live in or near the sea, attending to those who make their livelihood on the waves. It is a rare port town that does not have at least a shrine to the Storm Lord.

Procan is an important deity in Naerie, though his church is not as powerful as Osprem's. The main temple of Procan in Naerie is in Gornor's Cove, and his high priest is a man named Kelez (CN male human cleric of Procan 5). However, the most important location in the

Principality for Procanites is the village of Stormhaven, also in Monne, a settlement populated entirely by Procan-worshippers. The faithful believe they reach a special communion with Procan during a storm, and when such weather occurs, they race out to the sea in their vessels. The strange practice was brought from Onnwal by their leader, Braiqem.

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.

Symbol: A gold and coral trident above or piercing a cresting wave.

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

Favored Weapon: Trident.

Stern Alia

LN demipower of the Material Plane. Oeridian goddess of Oeridian culture, law, and motherhood. The Shield Mother, the Mother of War.

Stern Alia is a maternal figure, fully armoured and armed to protect her family. She is the mother of Heironeous, Hextor, and an obscure, deceased deity named Stratis.

Stern Alia is mostly venerated in Medegia, where her faithful tend toward evil, and her faith is little-known outside it. Her clergy trains local militias to fight against threats, buying time for professional armies.

Stern Alia is a recent arrival in Naerie, and a her church has a very minor presence. Her only temple in the Principality is located in Adderstone, on the border with Sunndi, and is administered by Matron Nelrana (LN female human cleric of Stern Alia 9), a war veteran from Medegia, who bought a former temple of Wee Jas and reconsecrated it to the Mother of War.

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 reborn.*

Symbol: An Oeridian woman's face.

Domains: Inquisition^{CD}, Knowledge, Law, Protection.

Favored Weapon: Heavy mace.

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

The Velaeri

The Velaeri are the five Oeridian agricultural gods. They are the deities that common population pays

their respects, except for Telchur, whose worship is minimal and mainly by clerics in the army who revere his strength aspect.

In effect, while the five deities can claim significant number of worshippers, their church is still weaker than churches with wealthy sponsors like Heironeous and Zilchus.

Temples and chapels can be found in most villages and in every city and all five churches are allied with each other and every three years they choose a new leader to act as speaker for the church who then takes custody of the temple of the Velaeri in Naerie City. Currently this position is held by Aromund (NG male human cleric of Sotillon 9) whose term expires at the end of 599 CY.

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: Shortspear or shortbow.

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

Domains: Air, Travel, Water, Weather^{CD}.

Weapon: Shortspear.

Trithereon

CG intermediate power of Arborea. Oeridian god of individuality, liberty, retribution and self-defence. The Summoner.

Trithereon is a god of individuality and liberty and his clerics constantly battle against oppressive nations and laws. As expected, this puts the faith in direct conflict with United Kingdom of Ahlissa.

In Naerie, Idee Volunteers have embraced this faith after church of Heironeous acknowledged Ahlissan claims to the principality (before this, Trithereon was almost unheard of in

Idee) and now the worship of Trithereon is a severe offense in Naerie.

There are no established churches for obvious reasons but Idee volunteer safe houses and few other hidden places of worship do their best to dodge relentless pursuit of Ahlissan authorities.

There is no high priest or well established authority figure for the church in Naerie but few fugitives act as inspirational figures for others. Perhaps best know is Traneth Etali (CG male human fighter 6/Knight of the Chase 2), who spent years in the Okalasma labor camp before escaping and almost destroyed diplomatic efforts between Ahlissa and Keoland. As of 599 CY, he still evades capture.

Dogma: All deserve life and the ability to choose their own place in the world, and those who would place others in shackles or control them with oppressive laws must be stopped. 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.

Symbol: The Oeridian rune of pursuit.

Domains: Chaos, Good, Liberation^{CD}, Mysticism^{CD}, Protection, Strength, Summoner^{CD}.

Favored Weapon: Longsword, greatclub.

Wee Jas

LN (LE) intermediate power of Acheron. Suloise goddess of magic, death, vanity and law.

Wee Jas is the Suloise goddess of magic, death, vanity and law. Her clerics are much respected as their role in Suel burials.

In Naerie, the church of Wee Jas was the only one which sided with the Scarlet Brotherhood during the occupation. They later paid a heavy price for it as the priesthood was purged by vengeful locals and troops from South Province after the occupation ended. Only a handful of priests survived, most of them in hiding. The only established temple was in Poelitz, a run-down building tended priestess named Aroran.

In 598 CY another temple of Wee Jas reopened in Naerie City. However, the consecration ritual was targeted by Scarlet Brotherhood and Idee Volunteers simultaneously. Damage to the temple was extensive and the temple is again closed while it is being repaired.

The former adventurer Nheia Arkangel (LN female human cleric of Wee Jas 5/swashbuckler 1), is currently highest ranking priestess of the faith in Naerie while a Scarlet Brotherhood defector named Selnor is the nominal head of the church (under constant Ahlissan guard). The future of the faith in Naerie is a topic of great interest.

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; there will come a time when your life is over and those who come after you will honor your learning and memory.

Symbol: A red skull.

Domains: Domination^{CD}, Inquisition^{CD}, Law, Magic, Mind^{CD}, Repose^{SS}

Favored Weapon: Dagger.

Zilchus

LN intermediate power of the Outlands. Oeridian god of power, prestige, money, business and influence. The Great Guildmaster, the Money Counter.

Zilchus is the Oeridian god of commerce, depicted as well-dressed Oeridian man of plain appearance but great wealth.

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.

As expected, the main temple of Zilchus is in Naerie City, tended by high priest Yarleven (LN male human cleric 13), one of the most powerful men in Naerie.

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 recognise the 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 your more efficiently than your opponent.

Symbol: Hands clutching a bag of gold.

Domains: City^{RoD}, Knowledge, Law, Mind^{CD}, Pact^{CD}, Trickery.

Favored Weapon: Dagger.

Xerbo

N lesser power of the Sea, Sailing, Money, and Business. The Sea Dragon

Xerbo is a lesser Suloise sea goddess. Most people rever him as merchant's god and placate him as sea god. They watch over merchant vessels on trade routes or facilitate meetings in port cities.

In Naerie, church of Xerbo is small, having lost worshippers to both Osprem and Zilchus. As such the church has a bit of reputation for attracting people of questionable character to its rank who are willing to assist people other merchants would pass by. Indeed, several clerics have served time in prison for dealing with barely legal items important from as far as Greyhawk city.

Dogma: The law of the sea states that no sea creature should be favored 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 on the sea deserve no help unless they act to protect sea creatures or sea itself. Do not let one's emotions get in the way of making trade; no person should be favored over another.

Symbol: Hands clutching a bag of gold.

Domains: Animal, Knowledge, Pact^{CD}, Water

Favored Weapon: Trident

Common People

Commoners are reasonably content under Ahlissan rule. Eddri rulers, relatively nice as they were, still ran a feudal system in Idee, collecting taxes from farmers in the form of coin or produce. The Scarlet Sign was a shock to many people and troops from the South Province were seen as a return to the older system.

Barzhaan knows that it is not necessary to keep the people under an iron fist. While laws are harsh, as is common in Ahlissa, the authorities don't go after people unless there is a reason. Most people prefer the rule of Kalstrand to that of Hesuel Ilshar.

The scars of the occupation still run deep within the population. Anyone may sometimes meet situations with pure-blooded Suel which lead to conflicts when paranoid commoners see Brotherhood agents where there are none (though of course, there are exceptions).

Most rural people are farmers, working their feudal obligations in their fields, though in some parts of the Principality farmers have a great deal of freedom over their products. Many do simple secondary jobs as well. Some work in more specialized jobs such as charcoal burners or blacksmiths. Commoners in cities can be found doing nearly any job, from street sweeper to construction worker. More specialized ones generally work as assistants to experts such as shipbuilders or salt makers. Fisherman is also a common profession in coastal towns.

Clothing in Naerie

Oeridians typically favor checks and plaids. Those born in Ahlissa tend to wear plaids, while those of Ideean origin wear checks, often in diamond pattern or similar variations of standard squares.

Clothing tends toward tight-legged trousers, close-fitting upper garments, and capes or cloaks. Wealthy individuals wear clothes made out of high quality leather, either by local or dwarven craftsmen.

Suloise prefer solid colors. Nobles (whether they are part of an Aerdi House or not) usually have two or more such colors in their dress, so parti-colored garments are not uncommon. Naturally the colors of noble Houses are frequently used. Suel people also like to display emblems or tokens on their garments, typically of contrasting color to the basic one. They prefer loose pantaloons topped by a vest.

Hepmonaland Suel in Naerie generally prefer the same types of garments but they are of lower quality. Some might have older tribal tattoos but the practice of piercing and such customs have been abandoned, mainly because of the problems it causes with local people (the Hepmonalanders usually try to blend in). Those in labor camps also had them removed (sometime forcibly) by Ahlissans as bones, needles and such items were considered to be weapons.

Flan in Naerie, being quite civilized, dress very much in the Oeridian style. However, their garments are usually of solid primary colors with very bright hues (such as light brown) predominant. Flan druids still use body paints, but this practice is dying out among others.

Those few Olmans who remain in Naerie have adapted their clothing to suit the climate here, and it reflects a more pragmatic approach than any kind of fashion sense. Leather sandals are generally replaced by sturdy boots or suchlike if the wearer can afford it. Otherwise, shoes made of worked leather are used. Loose robes and knee-length garments are still preferred, but loincloth underwear is usually replaced by an Oeridian-style undergarment that reaches to the thigh. Likewise, a shirt is usually worn underneath the robes. Elaborate headdresses have been abandoned almost completely.

Dwur folk love shades of brown, red and gray, contrasted with bright colors. Those who can afford it usually decorate their clothing with as much precious metal as they can carry. Leather is the favorite material, with wool being popular as well. Much like with Oeridians, checks and plaids are preferred.

Wood olve dress much like the Suloise, except that their colors are pale tints of green, fawn, ecru and dove gray. High olve wear much the same but add blues, lilacs and purples to the more natural forest colors of their woodland kin. Gray olve wear complex and flowing garbs of pure white, sun yellow, silvers and gold lame, set off by polished leather or contrasting colors and highlighted by jewels (if possible). All olve wear

cloaks, especially when traveling. These garments are usually neutral gray or gray-green.

Noniz and Hobniz dress in similar fashion to olve, often replacing their trousers with knee-length breeches. Noniz favor more solid colors – brown breeches, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt topped off with a cap of green with bright yellow leather in it. Both races will often wear striped clothing. When hunting, adventuring or at war, they likewise favor garb of a curiously mottled sort, with greens and brown intermixed.

Material for clothes is produced in abundance locally and high quality textiles are imported from elsewhere as well.

Local Foods

Naerie is blessed with good soil and a warm climate. As such, even relatively small farms can bring in great yields. Much of this is lost to feudal obligations but because land can be farmed almost year-around, there is usually produce to spare. Of course, if some sort of disease, vermin or magical disturbance strikes, then famine is still a possibility.

The staple diet for many commoners is porridge made out of oats, usually with butter added to the mix. The poorest of the poor generally don't eat anything else. Bread is made out of rye and barley, with 'white bread' usually being a luxury and thus eaten by well-off people.

Vegetables are used a lot, with olives being perhaps the most frequently farmed (for food and oil). Cabbages, peas, onions, spinach and such are frequently used to make soups. Potatoes are eaten throughout the year because of the ease with which they can be preserved. Those who are able collect berries near the forests and squash them to jelly.

People in coastal towns have access to fish, which is prepared in numerous ways. A few lakes and ponds also offer rural farmers access. Some fishermen hunt sharks and this is considered a great delicacy among the well-off.

Commoners rely on chickens or sheep for their meat, whilst the well-off have access to beef or pork. Goats are used for their milk as well.

In addition to the usual apple, plum and chestnut trees, the Kara tree also grows within the Principality. This tree can grow to a height of 40 feet or more, has rough bark and its branches and leaves produce an irritating resin which causes itching. However, it produces a fruit in summer which, when ripe, is chewy and somewhat sweet, (at other times it's putrid and somewhat poisonous) and provides a welcome addition to many people's food tables.

Drinks

Water is a necessity of life. Towns have several wells and sometimes aqueducts (or rivers) to bring water into the town. Many people keep barrels near their houses to collect rainwater. Usually some sort of cover is kept to keep vermin or animals away from them, lest they contaminate the water. Many times water is sweetened with honey, as almost everyone can afford this.

In many places, junior clerics (even those of Hextor) are assigned to cast *purify food and drink* on water storages. This does not clean all the water, but it helps the general sanitation and keeps down diseases.

Ale made from barley is commonly drunk by commoners. Those who can afford it drink high quality ales, usually dwarven (usually made in the Iron Hills from Ahlissan grain). Wines are made locally or imported.

Preserving Food

Salting is used for meats, which is the reason only nobles eat it frequently, as it is quite expensive. Many commoners use a pot-in-a-pot system (a large clay pot with smaller clay pot inside, separated by sand and watered) to preserve food. Those with means and money (wizards mainly) could even bind an outsider (ice mephit usually) to a container to keep it cold.

The Menowood

It is known that some Brotherhood troops still live in the Menowood, estimated at a few hundreds at best. By now they have to use some ingenious means to survive, such as collection points for rainwater, foraging plants and various tree fruits and so on. Occasional, well-planned raids for supplies take place but because of a significant lack of numbers, any kind of direct confrontation with Ahlissans is avoided. With large portion of Brotherhood forces surrendering at the end of 598 CY, remaining forces are no longer assumed to form a threat, despite stories of remaining troops being extremely fanatical and using long-lost druidic secrets of Menowood.

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, unless the

person injured is an aristocrat, a person of influence or merchant of note, of course.

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 offenses 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.

Diplomatic Relations

Ahlissa has no allies. Every nation bordering it has been attacked by the Great Kingdom, and as such, if not outright hostile, wants to keep Ahlissa at arm's length.

Friendly Nations

Only two nations are on somewhat friendly terms with Ahlissa due to the Naerie Compact agreement. This treaty allowed Ahlissan merchants into Sunndi & Onnwal and made it possible for the Sunndian 11th army passage into Naerie City, where they were then shipped to Onnwal to fight against the Brotherhood.

Onnwal

Onnwal is to the west of Naerie, beyond the Iron Hills and the Free City of Irongate, on a peninsula known since ancient times as the "Dragonshead" because of its distinct shape.

Onnwal's full name, depending on whom you ask, is either the Free State of Onnwal or the Obedient State of Onnwal. A former fief of the South Province, itself part of the Great Kingdom, Onnwal was a founder member of the Iron League with Idee, Irongate and the Dwur of the Iron Hills.

The League successfully resisted the early campaigns of the South Province to regain its lost land, culminating in the Battle of a Thousand Banners, which raised the siege of Irongate and ended in a humiliating defeat for the South Province. Sunndi and the Lordship of the Isles further strengthened the League by joining in 455 CY. Nyronnd and Almor have traditionally supported the League, but Almor is now gone and much of Nyronnd's strength is spent in the wake of the Greyhawk Wars.

Prior to the Greyhawk Wars (582-584 CY) the Onnwalon were a proud people, protected by their formidable natural defenses and a powerful navy. These defenses availed them naught, however, as the Scarlet Brotherhood assassinated the Szek, Ewerd Destron, and took the capital Scant from within.

Jian, son of Ewerd, fled to Nessermonth in Southern Nyronnd and spent the winter of 584/5 CY gathering followers to his banner.

The occupation of Onnwal by the Brotherhood was a grim affair. Onnwalon of Suel descent were kidnapped and taken to the Tilvanot Peninsula to participate in the Brotherhood's selective breeding program. Kuranyie (the Brotherhood's appointed ruler of the region) also took hostages (known as the Disappeared), one from each family, to use as a safeguard to prevent their relatives fleeing.

The only effective resistance to the Brotherhood was the Wreckers (the Thieves' Guild of Onnwal) led by Rakehell Chert. He somehow discovered the Brotherhood's plans for Onnwal

just before Scant was attacked. Abandoning the city, he re-organized his Guild into independent cells in the countryside. After the burning of 34 farmers in Scant's Grand Market in Richfest 585 CY, Chert encouraged the populace to tacitly support their new rulers, but made clear that treason would not be tolerated and would be punished harshly.

This state of affairs lasted into 586 CY, when a dozen of Kuranyie's Herdsmen were slain in a magical attack of great ferocity, some say by Graf Reydrich of South Province. She survived by dint of arcane protections and prepared a genocidal sweep of the countryside in revenge. Warned of her intent, Chert called for a general uprising, which began on the first day of Brewfest.

The Present Day (599 CY)

At the end of 595 CY, forces of the Free State of Onnwal, along with their allies from Sunndi and Ahlissa finally reached Scant and assaulted it. While the city was eventually taken after a hard fight, the Scarlet Brotherhood (or so it is suspected) had prepared a magical reprisal which burned the city to the ground. Onnwal is now free of the Scarlet Sign but has paid a heavy price and with their mutual enemy gone, various factions have now started to lay claim on the spoils and some internal fighting has already occurred. Most worrying are the news of dwarven clans fighting each other in the Headlands.

Sunndi

The County of Sunndi was originally a fief within a fief, being granted to a loyal peer of the Herzog of the South Province when the Herzog was in favor with the Overking. After a long, miserable period of repressive rule, the Sunndians proclaimed independence and joined the Iron League shortly after its founding.

Though it was largely re-captured by the Glorioles Army of Ivid V in the Greyhawk Wars, Commandant Osson of Almor liberated Sunndi finally and truly from the yoke of the Great Kingdom. A monument in Osson Square in Pitchfield still makes sure that the people of Sunndi remember this great man who was lost during the Wars.

Sunndi has managed to remain free; the threat from the North has mainly been replaced by the threat of the Scarlet Brotherhood, whose "advisors" were apparently dispatched just in time to prevent Sunndi from going the way of Onnwal and Idee. With the formation of Ahlissa, offers to join the new Kingdom were rejected by Sunndi.

Sunndi has formidable natural protections: swamps to the south, and hills, highlands and woods in an arc to the west, north and east. The swamp is a mixed blessing, since disease and monsters both flourish there, but the Sunndians

are happy to have it as a defense and a buffer zone against the Scarlet Brotherhood.

Sunndi is most notable for the harmony between the different races that live there. King Hazendell (CG male elf wizard 8/cleric 4 of Trithereon/fighter 1) of Sunndi is careful to take plentiful advice not just from his own people, who prowl the woodlands, but also from the Gnomes and Mountain Dwarves who mine and man defenses in the Glorioles, the Hestmark Highlands, and the Hollow Highlands.

The Present Day (599 CY)

Only recently, through the Naerie Compact, did Sunndi start trading with Ahlissa, and this trade is expected to increase. Sunndi has no access to sea-ports, and attempts to incorporate the independent coastal area of Dullstrand into the kingdom have so far failed and are likely to continue so while Scarlet Brotherhood and Lordship of the Isles wish to keep it as buffer state.

In addition to Scarlet Brotherhood, a few others factions are also threats to Sunndi: bullywugs, servants of Wastri, and others such as the Bleak Academy (an alliance of Necromancers). Some giants also live in the Glorioles Mountains and sometimes raid into the lowlands of Sunndi, though usually they fight against the dwarves who live in those mountains.

In late 598 CY, Hazendel stepped down and Kestor of Corul was crowned as the new king. Many in Sunndi were unhappy with the choice but the people did not allow this to distract themselves from more important issues at hand, mainly the war in Ahlissa and possible threat from south.

Enemies of Ahlissa

There are many countries that consider Ahlissa their enemy, or who distrust it greatly. However, only those nations which border it take serious military interest in it. These nations are detailed below.

The North Kingdom

After the sundering of the Great Kingdom following the Greyhawk Wars, its northern lands formed an independent realm. Few members of the common races besides humans remain here, and while evil humanoids have lived in the North Kingdom for centuries, recent decades have brought a sharp and worrisome increase in their numbers, especially orcs from the Bone March. While the presence of orcs threatens the Kingdom, they may also help hold it together.

Every prince and lord in the North Kingdom realizes that crossing its ruler, Overking Grenell (Clr18 of Hextor), may bring down his wrath in the form of a raid from his Euroz allies.

Grenell himself is ruthless and cold-blooded. His secular authority is augmented by his

dominance of the Church of Hextor in the North. The line of succession in the North Kingdom is unclear, as Grenell has no children of his own.

Grenell considers his 'Great Kingdom of the Northern Aerdy' the true remaining Great Kingdom, and like Xavener of Ahlissa, he has claimed Rauxes as part of his Kingdom. Though Grenell could probably be a grave threat to Ahlissa, his orc allies (who would want to conquer Ratic instead), the possible inability to sustain long wars of aggression and internal politics keep him in check for now.

The Present Day (599 CY)

With the Flight of Fiends reversed, North Kingdom suddenly found itself reinforced by returning devils and their still unfinished pacts with church of Hextor, while Ahlissa was notably devoid of such assistance.

Almost overnight, overzealous clerics of Hextor marched over the border and engaged Ahlissan military units in combat. Elsewhere, orc soldiers rolled over the border of Bone March to help their brethren in destroying Knurl.

Xavener quickly mobilised his armies and opened all the coffers of his court but as of yet, the war continues undecided.

Nyrond

The establishment of Nyrond in 356 CY marked the beginning of the end of the Great Kingdom. Over successive decades however, Nyrond itself underwent an imperialist phase, seeking to bend both the Theocracy of the Pale and the Urnst states to its will. The great Council of Rel Mord, called by King Dunstan I, led to the recall of Nyrond troops from those lands and the creation of treaties with them, as well as with the nascent Iron League, which Nyrond supported with economic aid.

For over a century thereafter, Nyrond was a bastion of strength and good, the great protector of the Flanaess against the Great Kingdom. Its armies were numerous and strong, with legendary elven and halfling scouting troops, while its treaties with the Urnst states allowed it to call on great military strength. The Nyrond navy dominated Relmor Bay and the eastern Sea of Gearnat. Nyrond mages were of famed power, and the nation's artisans and scholars were renowned throughout the Flanaess.

The Greyhawk Wars cost the Nyrond armies dear, with almost 70,000 casualties, and it exhausted Nyrond's coffers, although its navy remains strong. Territory has been lost around the northeastern portion of Relmor Bay, and while the remains of Almor (claimed by Ahlissa, with parts held by both kingdoms) might be retaken by a sizable army, Nyrond has neither the strength nor

the will to do so, preferring to trade with Ahlissa instead.

Nyrond has spent much of its energy in rebuilding itself after the Greyhawk Wars, and another war would probably push it over the edge. Therefore, Nyrond has become isolationist, keeping to itself.

The Present Day (599 CY)

Nyrond has survived several internal troubles over the years, including an attempted coup by Prince Sewardnt, and is strong again. However, the wars across the border are a great concern to king and it appears almost certain that Nyrond will intervene in Bone March to help their beleaguered allies in city of Knurl.

The Scarlet Brotherhood

The Scarlet Brotherhood was, before the Greyhawk Wars, an apparently peaceful, introverted power on the distant southern Tilvanot Peninsula, west of the Lordship of the Isles. Inhabited by a race of Suel humans who pursue a strict monastic discipline, the workings of which they did not reveal to outsiders. It was apparently a peaceful nation of farmers who called themselves the Kingdom of Shar (an ancient Suloise word meaning "purity"), which seemed to have no interest in the outside world.

This, of course, was the image that the Brotherhood wanted to cultivate. In 573 CY, they began sending ambassadors to the realms of the southern Flanaess, offering their services as diplomats and trading partners to governments both good and evil. They and their followers wove their way into the societies of these nations, until such a time came when they were ready to strike.

Their goal was simple: To make all realms of the Flanaess dominated by the Suel, and to make them pledge allegiance to the Great and Hidden Empire of the Scarlet Brotherhood. Ruled and controlled by the Suel people, the new empire would be a re-creation of the ancient Suel Empire, destroyed in the Twin Cataclysms. The Suel would reign supreme - all other races would be used as slaves and second-class citizens, fit only to serve their superiors.

The Brotherhood used assassination, espionage, social stigma, and outright invasion to realize their twisted dreams. Bloodthirsty savages from the southern jungles, exotic tropical monsters, and strictly disciplined monks comprised the invading armies. Realms hard-pressed by war against other enemies would also have to deal with the Brotherhood's assault on their towns and cities.

Such was the fate of the Iron League. Three of its members (Onnwal, Idee and the Lordship of the Isles) fell to the Brotherhood, and with the destruction of Almor, the League was no more.

Idee was later liberated by the South Province and made part of the United Kingdom of Ahlissa. "Free" Onnwal is still fighting against the Brotherhood, and the Lordship of the Isles remains a vassal state of the Brotherhood.

Though the Brotherhood suffered setbacks in the years that followed (the loss of Idee, the rebellion in Onnwal and chaos in Hold of the Sea Princes), it was one of the few nations that emerged stronger from the Greyhawk wars.

The Present Day (599 CY)

Having lost their holdings in Onnwal, Scarlet Brotherhood has turned its efforts in fortifying it's lands against Ahlissa and war between the two Overkings suits them well. The Lordship of the Isles and Hepmonaland are also getting more attention as resources in Onnwal were freed. It is also known that the Brotherhood operates in the Pomarj, but the scope of their activities there is still unknown.

The Solnor Compact

The cities of Rel Astra, Ountsy, and Roland have much in common, though they certainly have their differences, too. They are all well fortified centers of trade and authority for the lands over which they lay claim. Each maintains its own small fleet of coastal defense vessels, and they loudly proclaim independence from Ahlissa. The cities have a firm alliance collectively know as the Solnor Compact.

However, Lord Drax the Invulnerable of Rel Astra is the definite leader of this alliance. His armies are large and well trained, and it is rumored that if he could get away with it, he would bring both Roland and Ountsy under his direct rule. Drax also claims the old lands of Medegia, and this puts him at odds with Ahlissa. Indeed, Medegia is the only place where Ahlissa is still engaged in open warfare. Forces of Ahlissa and Rel Astra clash here occasionally, and so far the Ahlissans have been largely victorious.

The Present Day (599 CY)

Lord Drax has withdraw his forces from newly arrived fiends to north-eastern portion of Medegia and is reinforcing his hold there. Additional troops from towns of Rolands and Ountsy have been called to fortify the northern border with Ahlissa and North Kingdom. Drax appears to be content to wait out the conflict between North Kingdom and Ahlissa and then reveal his plans, having already enlarged his holdings considerably with land taken from Medegia.

Various Rebel Factions

Certain separatist elements have emerged throughout Ahlissa. One is the so-called 'Idee Volunteers' who organize strikes against

Ahlissans interests in the Principality of Naerie. Another group is the humans and demi-humans of the Adri Forest (claimed by both Ahlissa and the North Kingdom) who are fiercely independent. They do not form a serious threat to Ahlissa, but are a nuisance nonetheless.

Grandwood Forest (claimed by Ahlissa and the Solnor Compact) and the Lone Heath (fully within the Solnor Compact) have also traditionally been safe havens to those who resisted the Overkings. These days their enemies are Ahlissa - and in the case of the Lone Heathers - the Solnor Compact. However, even if these lands are denied to Ahlissa, none of these factions pose a serious military threat to the kingdom.

The Army and Navy of Naerie

The forces that Graf Reydrich used to conquer Idee were part of the Southern Armies of the Great Kingdom, bolstered by many deserting elements of the so-called 'Glorioles Army'.

Knowing the fragmented lands to the east were no threat to him, Reydrich summoned all the troops he could to strike south at the Scarlet Brotherhood. Thousands of infantry and cavalry formed on the northern border of Idee. It had elements from existing armies, human mercenaries and half-orcs and even orcs from the eastern lands. In total, Reydrich's army was over 20,000 strong.

The line of fortifications along Idee's northern borders, the Eddri Line, had delayed previous Herzogs of the South Province, but Reydrich was content to circumvent most of them, striking in a concentrated spearhead. Using powerful magic, he quickly overran the fort of Ascalen and moved his forces into Idee, where he took Ekehold within days.

As his armies spread in all directions from Ekehold, the Brotherhood countered and sent nearly three quarters of their strength against Reydrich. However, while the Brotherhood's forces fought with fanatical ferocity, they did not have experience in fighting in open terrain against skilled, determined and mobile cavalry. The regiments of Ahlissa were not the tattered and disorganized defenders of Idee that the same Brotherhood forces had harried and massacred before. Reydrich sent his heavy cavalry (still several thousand strong) against the Brotherhood's main host, supported by a force of infantry held in reserve.

The savages of Hepmonaland outnumbered the Ahlissan horse three to one, but in the open plains of northern Idee, their numbers would not avail them. The heavily armored warriors of the South Province scythed effortlessly through the ranks of savages, scattering all before them and trampling their banners into the mud.

The Brotherhood learned their lesson, but it was too late for them. With most of their forces destroyed, they could only manage to delay Reydrich and hope for the arrival of reinforcements.

These delaying tactics proved moderately successful, especially in Ingmalt where it took a long time to clear the Sarwych forest of Hepmonalanders. Nonetheless, the only Barony that suffered extensive damage during the fighting was Foelt as the Brotherhood was forced back towards the Iron Hills after many bitter fights.

Within a year, the Brotherhood had been forced out of Idee, and all captured members were either executed or put in labor camps. Remnants of their armies fled into the Menowood, where they remain to this day. Fortunately for the

Brotherhood, they succeeded in assassinating Reydrich before he could attempt to follow, or he might have followed through with his plan of invading the Tilvanot Peninsula and the land of Shar itself.

When the United Kingdom of Ahlissa was formed, large numbers of Reydrich's army were sent north and east to ward the borders of the new realm against Nyron and the North Kingdom. Those who remained behind were tasked with the duty of guarding the new Principality and make sure the Brotherhood would never send its armies north again.

General Morres of House Oedil currently commands the Royal Army of the Principality of Naerie, which numbers about 10,000 soldiers, some 6,000 of which are Ahlissan veteran war companies loyal to Prince Barzhaan. Of these 10,000, 2,000 are elite heavy infantry, 4,000 light infantry, 1,000 heavy cavalry, 2,000 medium cavalry, and 1,000 are light cavalry.

Today's standing army is significantly larger than it was in the days of the County of Idee, which at its peak in 572 CY had 6000 men, and was much augmented with peasant militias and (many times untrustworthy) mercenaries. The bulk of this force was infantry. The obsession with defending against the Great Kingdom meant that the majority of the army was stationed in the border forts, leaving only a small force to defend coastal cities, a fact well exploited by Scarlet Brotherhood.

The fall of the armies was further helped by highly successful infiltration into the chain of command by Scarlet Brotherhood. This enabled Brotherhood to sow confusion and send Idean troops to ambushes or on futile patrols across the land. Some fortifications had their supplies poisoned while in others the gates were opened for Brotherhood troops. The collapse of Idean armies was swift and almost total.

The army of Naerie has been divided into four regular armies and a naval force. The exact composition of each army is not detailed as it's constantly changing with re-deployments, addition of new troops, etc.

It is usually assumed that 1000 troops are kept in reserve and available for other duties, such as augmenting the city guard or other armies, escorting diplomats, working as household guards for nobles and so forth. With the signing of the Naerie Compact, opinions were voiced about reducing the size of the army, which was quite overwhelming considering the size of Naerie. Prince Barzhaan did not agree to these demands but with the conflict erupting between Ahlissa and North Kingdom, it is estimated that some 5-10% of total military strength has been sent to north to assist Overking Xavener.

1st Army

Commander: Zedrinn of House Haxx (LG male human marshal 8). This army is stationed in the southern part of Derevendt, guarding the borders of the Menowood and southern coastline. Surrounding farming communities are tasked with keeping the men fed. This army still retains the old azure boar's head blazon of the old South Province. Their headquarters is in Fort Haxx. (Blazon: Or, a couped and crowned boar's head azure.)

2nd Army

Commander: Morres of House Oedil (LE male human fighter 12). This army is stationed in Menst, and is tasked with rooting out possible insurgents in the Stark Hills and routinely patrols the large area extending from the North Road to the borders of Derevendt. Their arms are the green and gold shield of Ahlissa, but Morres has replaced the sun and nightingales with a Hextorite gauntlet, though without the arrows. (Blazon: Vert, a fess or surmounted with a gauntlet sable.)

3rd Army

Commander: Astalam of House Lyrthi (LN female human fighter 2/warmage 7). This army is stationed in Monne and Schwente, and is tasked with patrolling the coastline. Their arms consists of blue and green stripes on a white field, surmounted by the Sun of Aerdy. (Blazon: Argent, two bars azure and vert with a Sun of Aerdy or.)

4th Army

Commander: Gilinor of House Arxx (N male human aristocrat 3/fighter 6). This army guards the border with the Iron Hills, from Castle Rishmar to Ekehold. It is rumored that Annarin of House Heshun has influence on Gilinor. Their arms are a grey shield and bull on a blue field. (Blazon: Azure, a bull in chief of a shield, argent.)

The typical Ahlissan soldier is well equipped and trained. With the emergence of the United Kingdom, a sense of purpose was restored to the entire Kingdom, and the morale of the soldiers is quite good.

Navy of Naerie

The sizable navy of Naerie is the only element of the armed forces where accurate count is kept on troop levels, as it is considered vital for the future of Ahlissa to have as large presence in the Azure Sea as possible. Ironically Ahlissan ships sometimes clash with old Ideean ships that the Scarlet Brotherhood managed to capture. At the beginning of 597 CY, the navy had the following ships and troops:

200 heavy infantry (Azure Squadron)
1000 light infantry
54 caravels
6 dhow troop transport ships

The re-building of the Grand Imperial Fleet of Ahlissa is under way at Prymp, Naerie and, more recently, at Pontylver. Wood is imported from other parts of Ahlissa and now also Sunndi since Naerie lacks large wooden areas near the coast that could be used. Menowood is notoriously a home to hostile fey and Brotherhood remnants, though occasionally some wood is cut down by the military for their own needs, always done from the edge of the forest and under effect of *magic circle against good, resist fear* and *see invisibility* to prevent fey creatures sabotaging the operation. Armed soldiers with crossbows and cold iron bolts stand guard over the work crews, along with warmages.

Caravels built on the old Ideean design of the scag has become the mainstay of the Royal Fleet of the Azure Sea, used for patrolling the coastal areas. Fast and maneuverable, these ships usually carry a complement of 20 soldiers, along with 10 crewmembers. Caravels usually operate in squadrons of three and at the start of 597 CY there are 13 normal and three elite Azure Squadrons. Caravels are typically armed with two ballistae, though some replace one with a light bombard.

200 heavy infantry soldiers from the 1,000 in the Principality as a whole, form three elite Azure Squadrons. They are all located in Naerie City and have 9 caravels. These well-trained and professional soldiers are needed to compensate for the limited number of crew the caravels carry. Naturally their heavy armor is replaced by leather armor and everyone carries weapons suitable for naval combat.

Other Troops

There are many other troops in the army as well than regular infantry, such as the Stalkers, an elite organization of rangers and scouts who are trained for operating independently in wilderness, fighting against bandits, evil humanoids or separatists. The lightest troops in the army are skirmishers, dressed in leather armor, carrying small shields, and armed with shortswords (or other simple weapons) and bows. Horse skirmishers traditionally use a lance or spear, shortbow, shield and studded leather. Ahlissan medium infantry is usually equipped with chainmail and carry either halberds, spears or heavy maces, morning stars or longswords and heavy wooden shields. There are of course many other troops but detailing them all would be impossible in this book.

Magic in the Army

A number of battle clerics accompany each Ahlissan army (usually classified as heavy infantry), and these operate in supporting duties by casting favorable spells such as *bless*. Many of them also carry partially charged *wands of cure light wounds* and rely on *sanctuary* to keep them safe from regular enemy troops. These clerics are normally from the churches of Heironeous or Hextor though other churches have also sent their clerics into armies. Unlike other Velaeri, church of Telchur concentrates to strength aspect of their god in Naerie and as such there are surprisingly many priests of Telchur in the army.

Ahlissan also use specialized anti-spellcaster units. Members of these units are minimum 3rd level Fighters led by veteran officer and accompanied by at least one spellcaster of their own (usually a cleric) with *scrolls of dispel magic* or other means of removing their enemies' magical protections. The regular soldiers are equipped with magical arrows to help them fight wizards with *protection from arrows* spells. One favored method is to use friendly spellcasters for intelligence gathering with divination spells and then use *dimension door* for concentrated attacks against spellcasters, escaping using the same method. Recovery of spellcasters' bodies is usually of the highest priority to prevent the use of *raise dead* on them.

Ahlissan armies also have a large number of arcane spellcasters in them. The ratio is approximately 40:1 when compared to normal foot soldiers. Their main task is to lend combat support to the troops in case of unusual enemies. When campaigning and expecting a large pitched battle, the army distributes them partially charged wands of *dispel magic* to counter enemy spells. Scrolls of *invisibility purge* are also given out against possible infiltrators, though many commanders like to put their faith in guard dogs. It's not unheard for battlemages to carry these staffs outside large campaigns as well.

All ship captains of the navy carry *feather token (fan)* for gaining advantage in combat as well. Most of them also have *feather token (swan boat)* for those situations when lifeboats cannot be lowered quickly enough. As the ship is already costing thousands of gold pieces, safeguarding it and its crew for few hundred gold pieces is seen as good investment.

Trade and Commerce

The Principality has three notable resources; foodstuffs, gold, and copper. The south of the country is extremely fertile and produces much of the foodstuffs that Naerie trades. Naerie has some mineral resources, mining copper in the northwest and gold in the northeast.

Banditry and piracy (mainly by Scarlet Brotherhood) are the two traditional scourges of trade in Naerie, and military is kept active by hunting them down. Letters of Marque are given out to ambitious privateers to hunt down pirates.

Cattle breeding is the trade of choice for House Haxx, and an ambitious program is underway to improve the cattle in Naerie by cross-breeding with strains brought from the old Haxx homelands in the heartlands of the United Kingdom.

The export of grain and the taxation of commoners are the two main sources of revenue in the baronies. When Prince Barzhaan came to power, general taxes were raised but trade tariffs were reduced. During the last few years taxes have been somewhat lowered since profits from grain export are once again up.

Nobles are exempt from tax in the Principality, but written agreements between the Prince and the Barons stipulate a yearly tribute to the Prince that can take the form of money, goods, land or soldiery. In reality this means that Barons who cannot muster enough soldiery or who have no surplus goods must tax their local population to pay the tribute.

Trade

The main overland trade route in the Principality is the one stretching from Naerie City to Minetha and from there to Ekehold, before ending in Zelradton. Routes to Sunndi pass through Adder's Pass while ancient roads still connect Poelitz to Iron Hills.

The coastal waters are plied by cargo ships transporting grain and other goods between local communities. This sea route extends north to Irongate and further. With Scant liberated, Naerie merchantmen can now travel to Hardby or Nyronnd without trouble (though Pomarj can still be a problem), as the Straits of Gearnat are not as efficiently blockaded as they used to be. In Onnwal the main port is Longbridge on Onnwal's Azure Coast, as Scant won't be receiving trade anytime soon.

The gog and the trireme are the ships favored by merchants. Less wealthy merchants settle for coastal barges.

Royal Guild of Merchants of Aerdy

Along with the House of Darmen and the priesthood of Zilchus, the Royal Guild of Merchants is part of the dominant power block in the United Kingdom of Ahlissa.

As such, the Royal Guild's wealth is legendary throughout the central Flanaess. Its members participate in and regulate trade throughout the United Kingdom. In addition, the Royal Guild is beginning to set up links with both the Free State of Onnwal and the Kingdom of Sunndi as part of a complex arrangement that guaranteed Onnwal Sunndian and Ahlissan aid in their fight against the Scarlet Brotherhood. Most members of the Guild are merchants in their own right, or officers of the Guild charged with seeking out new markets for development. Many are priests of Zilchus, and Guild offices can often be found in close proximity to places of worship dedicated to the Great Guildmaster.

Like elsewhere, all merchants are ultimately answerable to the Royal Guild. However, to preserve the stability of the Principality, merchants are forbidden to trade slaves while within the Principality, as it would increase support for the Idee Volunteers. Such trade was not practiced in Idee and most likely will never be a reality in Naerie either. Some illegitimate trading does occur in work camps, with Brotherhood captives used for projects they are not supposed to work in or bought as personal servants.

A sub-faction of the Royal Guild, the South Aerdy Trading Consortium, also exists. Heads of Noble Houses and a few wealthy traders/privateers belong to it. They managed to acquire special privileges from the Royal Guild by agreeing to invest in developing infrastructure of the Kingdom instead of paying taxes to the Royal Guild. While development does happen, this is also abused with bogus projects and other means. Those who belong to both guilds are called Golden Capons.

In general, members of the South Aerdy Trading Consortium pay a fraction of the usual fees required by the Royal Guild. A charter has been signed to last until 605 CY and it is unlikely to continue after that. Yarleven himself, the High Priest of Zilchus, is one of the Golden Capons, and he has profited greatly from this arrangement between the South Aerdy Trading Consortium and the Royal Guild.

Smuggling

Because the trade is so tightly controlled, it is no surprise that some people become smugglers. This trade mainly passes over the Hollow Highlands and the Iron Hills, with most running through the Hollow Highlands.

Members of the Thieves' Guild operate along with their Sunndian 'colleagues' of the Iron Band Contraband Cartel. A few Sunndians have infiltrated Naerie and set-up smuggling cells with help from the Naerie Thieves' Guild.

Not all smuggling is purely for profit. Sunndian sympathizers, especially servants of Trithereon, bring supplies to rebels hiding in the Stark Hills and Hollow Highlands. Clerics of Trithereon also bring healing aid to the Idee Volunteers.

It is suspected that Lord Mendaos Radoc is in league with smugglers and turns a blind eye to their activities for a share of their profits. The authorities have not yet investigated these rumors, but Prince Barzhaan has sent his own envoy to keep an eye on him.

Peoples and Races of Naerie

Members of most peoples or races can be found in the Principality of Naerie. A short description of each can be found here.

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 (including Hepmonaland Suel) and the occasional Olman who was brought as a slave to Idee.

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

Baklunish

The Baklunish people have golden-hued skin, gray-green or green eyes, and hair ranging from dark brown to blue-black. The lands of Ekbir, the Tiger Nomads, Ull, and Zeif around the Dramidj Ocean are home to this pure Baklunish strain. Farther east, racial mixing results in modified appearances: the Wolf Nomads are Baklunish mixed with Flan (from the Rovers of the Barrens), and have correspondingly darker features. In Ket, mixing with both Oeridian and Suloise folk gave rise to folk with pale yellow or golden-brown/tan skin.

Bakluns are almost never seen in Naerie.

Flan

The original human occupants of the Flanaess have 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 colors, but their hair color runs the range from honey blond to black, with brown and auburn the most common. Their eye colors are likewise variable. Pure Oeridian stock is thus less easy to spot with the casual eye than most races.

Oeridians are one of the major human racial groups in Naerie. People originating from the United Kingdom of Ahlissa are likely Oeridian.

Suel

The Suel 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, gray, 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 utterly incongruous in the steaming jungles can still be seen. Many of these so-called 'freckled savages' have been drafted into the Brotherhood armies.

Suel blood is common in Naerie. The Ideeans were predominantly Suloise, and the former members of the Scarlet Brotherhood are also, naturally, Suel. Hepmonaland Suel dwell in significant numbers Shar Hesiyevev as well as the poorer districts of Naerie City and Ekehold.

Olman

Olman skin tones are rich red-brown or dark brown in color. Their hair, always straight, is always black, turning white only in old age. Their eyes are dark and range from medium brown to nearly black. Olman all 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. Many Olmans have been kept in forced labor camps and released when they have been deemed no longer to be a threat.

Olmans are very rare in Naerie. While a few came with the Scarlet Brotherhood as slave warriors, the majority did not survive the war or the slave camps.

Rhennee

At a glance, some Rhennee might be confused with Oeridians. Rhennee skin color ranges in the tan to olive shades, and their hair tends to be black or dark brown. Curly hair is most common. Their eyes are most often brown, gray or hazel, but blue or green eyes are not unusual. The Rhennee are wiry and short, with males averaging about 5' 6", but they are exceptionally strong for their build.

Rhennee are actually descendants of extra-planar travelers. They have no nations of their own and live on giant barges and move around

the lakes and rivers the central Flanaess. Rhennee hate Ahlissa and don't travel there.

Rhennee are thus extremely rare in Naerie.

Touv

Touv originate in the jungles of Hepmonaland and have dark brown or black skin, blue or brown eyes, with black eyes being rare, and straight or wavy hair. They have rounded facial features and are typically shorter than most people of the Flanaess, with the tallest Touv reaching 5'10" in height. While most Touv males do not have facial hair, certain subgroups can grow narrow beards from their chins. Women's figures are often rounded and lush.

Touv are nearly unheard of in Naerie.

Dwarves

Dwarves of the Flanaess are strong and stubborn people. They can be found all across Flanaess in their own communities. The Dwur in Naerie are most likely from one of the following places: the Dwur Kingdom of the Iron Hills, the Three Citadels in the Headlands of Onnwal or from the Dwur Kingdom of Glorvardum in Sunndi.

Elves

The olve are not native to Naerie, though quite a few dwelt here before the Greyhawk wars, natives of Sunndi in the main. Many fled to Sunndi when the Brotherhood invaded. Others stayed behind and fought against Brotherhood. 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.

Noniz (Gnomes)

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

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 Burrows, their own community within Naerie City, or in agricultural communities.

Half-Orcs

Half-orcs are not native to Naerie. The County of Idee was intolerant towards half-orc, orcs 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, he had many orcs and half-orcs in his

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.

Languages of Naerie

The following languages are spoken or written within the Principality, as detailed.

Ancient 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 Colorless Fire over 1,000 years ago. Hepmonalander Savages speak a corrupted version of Ancient Suel called Rasol.

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.

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.

The Geography of the Principality of Naerie

This section outlines the Baronies of Naerie, their geography, important cities or villages, and important personae. Adventure hooks are also supplied for authors in the sections named Conflict and Intrigue. More detailed town descriptions and maps for towns can be found in Naerie website.

Note: All NPC levels presented in this section were current during 598 CY.

Also, NPC alignments, classes and their levels are written as they appear to the general public. This is generally accurate to one or two alignment steps or levels, unless the NPC is taking care to hide the truth. This may happen in the case of an LE NPC in a NG society, or a rogue trying to masquerade as a bard. Levels could differ significantly from those mentioned.

All population figures given are for the adult population. Depending on the dominant race of the community, the number of additional non-adults will range from 10% to 40% of this figure.

Barony of Derevendt

The Barony of Derevendt encompasses the narrow "neck" of the Principality, being a corridor of extremely fertile land that borders on the Hollow Highlands. Derevendt used to be part of the domain of House Eddri. However, with the advent of Haxx rule, the lesser nobles of Derevendt were given more control over local affairs. Several knights of the minor nobility have been awarded land and manors in the aftermath of the war with the Scarlet Brotherhood, earning Derevendt the name "the Patchwork Province". These nobles are highly loyal to the Prince due to their recent elevation.

Derevendt is by far the largest barony in Naerie. However, the vast majority of it's population (like elsewhere in Naerie) are farmers living in small hamlets. Terrain rises towards the Hollow Highlands, hindering farming slightly so cattle herding is a choice for many farmers. Fishing also generates revenue. There are also some mines located on the edges of the Hollow Highlands. Aside from this, taxation of commoners and merchants is the other main source of income.

The largest town in Derevendt, and indeed in the entire Principality, is Naerie City, or just Naerie as it's called. It is also the capital of Derevendt and of the Principality as a whole. It has a population of some 6,300 individuals, Oeridian and Suel being the most numerous human groups.

Naerie City (Small City): Conventional (Prince Barzhaan and his Advisory Council. The priesthood of Zilchus wields strong influence in the city as well); AL LN; 15,000gp limit; Assets 4,875,000gp; Population 6500; Mixed (humans O/S (5681), halfling (282), elf (174, grey/wood), dwarf (156), half-orc/orc (131), gnome (68), other (8).

Authority Figures: Prince Barzhaan, leader of House Haxx (LN male human fighter 14). Yarleven, High Priest of Zilchus (LN male human cleric 13).

Important Characters: Captain Belva (LN female human fighter 10), Commander of the Naerie City Garrison; Admiral Aente (NG female human fighter 1/rogue 2/cleric 6 of Osprem), Commander of the Navy; General Morres of House Oedil (LE male human fighter 12), Commander of the Army; Captain Loxley Corbett (LN male gnome beguiler 6/nightmare spinner 1), leader of the Nasranite Watch; Darvander of House Haxx, cousin of Barzhaan (NG male human bard 8); Taryl Silverwing (CG female elf cleric of Corellon Larethian 8), leader of the Olven community; Aromund (NG male human cleric of Sotillion 9), High Priest of the Velaeri; Frulhen (NG female human cleric of Osprem 8), High Priestess of Osprem in Naerie City; Towrin Ghan (LN male human fighter 5/expert 3), Head of the Royal Guild of Merchants of Aerdy in Naerie; Arem (LE male human cleric of Hextor 7/fighter 1/blackguard 1), leader of Hextor's Temple in Naerie City; Diordis (NG female human cleric of Lydia 6), head of Lydia's Temple in Naerie City.

Geography: Naerie City is divided into several districts, though the exact borders of these districts are unclear. Not much effort was ever made to separate them from each other with walls and these days people accept the fact that, for example, the Trade District is around the central square. Many places in the city are brand new, built using the Brotherhood troopers as labor force.

Other distinct areas exist in Naerie City. The Burrow is the local halfling community. Fey Circle is a small, round area, where most of the elves and half-elves in the city live. Their informal leader and spokesperson is the charismatic Taryl Silverwing. The Foreigners' Enclave is where outlanders with no friends, family, or business contacts in Naerie are assigned living quarters. Dog Alley is the red-light district - an area of narrow, lantern-lit passages where women cater to the jaded tastes of men named "wild dogs" in an old Oeridian euphemism. Derevendt and Naerie's main supply of income is taxation, extensive cattle breeding, being a trade nexus and few other means such as mining in Radoc.

The Nasranite Watch (the city guard) patrols the streets and are well trained, have good

equipment and excellent leaders. They usually move in groups of three to six guardsmen and one officer. They are typically equipped with a chainshirt, a shield, a longsword and a crossbow. In addition they have all the usual trappings of a city guard such as whistle, lantern, and so on. Nasranite Watch have grey tabards. Halfling and elf communities have a small number of their own guards that maintain security in their own communities if the need arises, though they are still under the authority of the Nasranite Watch.

Prince Barzhaan maintains his court in a massive mansion, surrounded by extensive walls and gardens in Noble District. It is the original building used by the Eddri rulers and subsequently, Elder Brother Vasiliek, but has been recently been expanded and improved with magical defenses. Two new statues (massive stone men carrying large *everburning torches*) are said to actually be stone golems or animated constructs under command of Prince Barzhaan. Further information on the nature of magical defenses is a closely guarded state secret but it is suspected that precautions against *teleport*, *scrying* and other such spells have been taken.

A labor camp named Okalasma for Scarlet Brotherhood prisoners and other undesirables is near Naerie City. Priests of certain chaotic deities have been known to incite rioting in the camp.

Okalasma and other, dismantled labor camps were a mixed blessing initially as they provided labor that was used to build fortifications and city walls around Naerie City. However, now its usefulness has more or less been exhausted. In 597 CY, a large number of Hepmonalander prisoners and other Suel prisoners were transferred to the ghetto of Shar Hesiyevev. Current population includes a mixture of Idee Volunteers and Scarlet Brotherhood prisoners.

Other Locations in Derevendt

Adderstone (Village): Conventional (Benrad Lyrthi); AL LN; 200 gp limit; Assets 11,200 gp; Population 568; Mixed (human O/S (503), dwarf (31), half-orc (22), gnome (11)).

Authority Figures: Benrad Lyrthi (LN male human fighter 7), commander of the garrison.

Important Characters: Witigan (LN male dwarf expert 6), overseer of the castle construction; Matron Nelrana (LN female human cleric of Stern Alia 9), High Priestess of Stern Alia in Naerie.

Adderstone is a large village that has developed quite a lot over the past few years. Prince Barzhaan was inspired after his visit to New Keep in Sunndi and decided that there should be a similar fortification to guard the Ahlissan side of the Adder's Pass. He awarded the rulership of this town to his younger brother Beddas of House Haxx.

The main source of revenue is the taxation of traders passing through Adder's Pass. Many forced laborers (old Scarlet Brotherhood soldiers) have been brought from the area around Naerie City to build a series of fortifications to the mouth of Adder's Pass. These construction works came to a successful close in late 596 CY Beddas died shortly afterwards and rulership was given to Benrad Lyrthi.

With the construction finished, workers have been returned to camps while Witigan still remains with his dwarves to assist Ahlissan garrison.

Radoc (Village): Conventional (Mendaos, feudal ruler with almost unlimited power within the village); AL LN/LE/CN; 200gp limit; Assets 8,760gp; Population 876; Isolated (human O/S (825), dwarf (26), half-orc (17), elf (8)).

Authority Figures: Mendaos of House Radoc (NE male human aristocrat 3/warrior 7).

Important Characters: Eremis (LN male human cleric of Kelanen 9), High Priest of Kelanen in Naerie; Lugomir Cranden (LN male human marshal 7), Envoy of Prince Barzhaan; Teban (LG male dwarf cleric of Jascar 5), leader of the miners.

Mendaos of Prymp was a down-on-his-luck noble when Graf Reydrich invaded Idee. Putting his remaining fortune at risk, he hired a large group of (cheap) mercenaries, some of whose main qualification was a fancy name, and thundered into Idee alongside Reydrich's forces with his rag-tag company.

While in southern Idee, he came across a settlement called Radoc, some 30 miles south-east of Naerie City, which was lightly defended by a group of Scarlet Brotherhood soldiers preparing to retreat. Thankfully, Mendaos' company outnumbered the Brotherhood four to one. He still lost nearly half his host when his mercenaries charged the town and engaged the Scarlet Brotherhood Hepmonalanders in vicious melee. Nobody really knows what happened next, but Reydrich awarded the town and its immediate surroundings to Mendaos, who immediately declared himself the head of House Radoc.

This state of affairs that has lasted ever since, Barzhaan being content to receive the normal share of taxes and profits from the village's copper mine (the main source of local revenue). Mendaos is not a very efficient or charismatic ruler, though not a tyrant either. Most of the time he is content to use his share of the tax money on pleasures such as cheap women, and it is rumored that he has bastard children all over the Principality.

Most of his mercenaries eventually left him or were sacked, but the most loyal were hired as his personal bodyguard, while others gained employment in the town guard. Drunken brawls occasionally break out between them, but

Mendaos does not seem to mind. General Morres once visited Radoc after Mendaos had offered some of his 'finest' for the Naerie garrison. Morres laughed in his face after seeing his half-drunk 'army', and neither man wants to have anything to do with the other anymore.

Regular people (miners mostly) in the village stay out of harm's way, and the mercenaries don't usually bother them. Until 597 CY, Barzhaan had assigned Gowre Haxx, a minor noble of House Haxx, to act as his envoy to Radoc. However, he was killed by roaming monsters (though other theories exist) and another envoy, Lugomir Cranden was sent into continue Gowre's work.

Another recent arrival in town is the grim priest of Kelanen, Eremis. The former adventurer founded a temple to his god, and remains a mystery to the townsfolk, endlessly speculated about by the town gossips.

There are many minor hamlets in Derevendt, but detailing them all or even marking them on a map would not be practical. One such place is sufficient to serve as an example.

Thurbrush (Hamlet): Conventional (the Village Council decide most of the affairs, but Vedica has a right of veto in some cases); AL N; 100gp limit; Assets 1,270gp; Population 298; Mixed (human O/S (241), half-orc (42), gnome (7), halfling (5), elf (wood, 3).

Authority Figures: Vedica (LN female human cleric 6 of Zilchus), purveyor.

Important Characters: Doghan (N male human expert 5), leader of the Village Council; Gu (LG female half-orc cleric of Stern Alia 7); Zarihat (N male human warrior 3), constable.

Thurbrush is not so much a village as a glorified supply camp for the Ahlissan army. It and dozens of hamlets in the vicinity are responsible for producing food for the Ahlissan army that guards the edge of the Menowood. A priestess of Zilchus named Vedica has been placed here to make sure the farmers sell at least one third of their produce (at a fixed price) to the army. She has a right of veto in village affairs, but she very rarely uses it, because as long as the villagers sell their produce to the army, she has no interest in their other affairs.

Recently, a clan of half-orcs led by the mysterious Gu, proclaiming to worship Stern Alia, migrated to Thurbrush and swiftly built a ramshackle compound slightly outside the village. While they are occasionally rowdy and create disturbances, it is rumoured they have the blessings of Prince Barzhaan – and in any case, nobody is willing to try throwing out forty half-orcs.

Menowood: This is an independent woodland, but the demi-humans within have ties with Sunndi.

The Scarlet Sign and their savage mercenaries were pushed back into this forest, and the forces of Reydrich were content to let them go, trusting to the forest to deal with them. This did not happen however, and they stayed as a thorn in the side of Ahlissans until 598 CY when most of the remaining soldiers accepted Barzhaan's offer of mercy. Few still stay behind, including large portion of experienced hobgoblin soldiers. Also, Reshes Fren (the only surviving Kesh of Idee) is still at large. Additionally, the mad druid Foldin Shortshanks (NE male halfling druid 12/blighter 1) makes his home here.

Hollow Highlands: These hills separate Naerie from the Kingdom of Sunndi. Naerie patrols cross the fringes of the hills looking for bandits and smugglers but do not advance deep within, because the inhabitants, Burrowers as they are known, are fiercely independent and hostile towards Ahlissa. During the Brotherhood occupation, locals began telling tales of mysterious disappearances and strangely colored lights moving atop the border hills at night. No one has been able to confirm the origin of these rumors, but fey magic is conjectured.

Gefjon Isle: Gefjon lies about 50 miles southwest of Naerie City, in the Azure Sea. The only settlement there is a small fishing village called Bandhar. There are many natural caves on the northern part of Gefjon. Some of the caves are noted for the basalt statues placed there in ancient times by an aquatic race. Aside from this, Gefjon is a small and uninteresting place, and even the Brotherhood did not bother landing here during the occupation.

Bandhar (Hamlet): Nonstandard (people generally mind their own business, coming together if the situation requires it); AL N; 100gp limit; Assets 505gp; Population 101; Isolated (human O/S (97), halfling (4).

Authority Figures: Sannin (LN female human fighter 3), local constable; Betto (LN male human expert 4), community leader; Fregn (CN male human cleric of Procan 4), religious leader.

Important Characters: Tarmet (N male human commoner 5), Harbormaster; Sirida Burrowfeet (NG female halfling expert 2) and her family (three members); Redasi of Sulward (LE male human wizard 4), refugee from the Lordship of the Isles; Severic (N male human warrior 5), militia leader, also a fisherman; Anig (CN female human expert 2), local barkeep; Edla Fickle (CN female human expert 1), manager of the general store, Fickle's Wares.

Fort Haxx: Fort Haxx was built to guard the small coastal strip between the Azure Sea and the

Menowood against possible Scarlet Brotherhood troop landings. 200 cavalry members from the 1st Army are stationed there. It also has a squadron of caravels stationed within, along with 100 soldiers from the navy to act in garrison duties. The fort itself sits on solid stone foundation and is built from trees cut from the edges of the Menowood. A road leads north, up the coast and along the edges of the Menowood to other parts of Naerie. The fort is under the command of Zentrinn Haxx, but as he is rarely here, his lieutenant Varnen (LN male human fighter 6) is tasked with the day-to-day running of the fort.

Important Characters in Derevendt



Prince Barzhaan of House Haxx: Prince Barzhaan is the head of House Haxx, a rising star within the United Kingdom of Ahlissa. Originally vassals of Chelors of the South Province and of Prince Reydrich, House Haxx began its rise to power when the Great Kingdom was nearing its end during the reign of the Ivids. Their first stroke of

luck was when Rachern Haxx, daughter of Darsem Haxx (the previous ruler) married a then relatively minor noble Xavener of Darmen. The other was when Graf Reydrich was assassinated. Darsem Haxx was the leader of the Oligarchy that took control after this. The Scarlet Brotherhood managed to assassinate him, but his son and heir, Barzhaan, assumed control and oversaw the conquest of Idee. When Xavener was made Overking, House Haxx was granted rulership of Idee, now known as the Principality of Naerie.

The Prince is married to Isabella of House Darmen (N female human aristocrat 7), further tying the two houses together. Unlike Overking Xavener, Barzhaan has been blessed with two male heirs; Garen (born 565 CY) and Heitius (born 568 CY). To reduce tensions within the Principality, Barzhaan has assigned members of all noble Houses to important duties to avoid being accused of favoritism.

Barzhaan turned 50 at the end of 595 CY, and though he is quite plain looking, he is an extremely tall and imposing person (almost seven feet tall) with a clear voice. While he is quite an accomplished diplomat, he uses his cousin Darvander in many social functions or as his agent when he needs to hire outsiders to do some work.

Yarleven: The High Priest of Zilchus in Naerie City. To Yarleven, religion is business, and business is religion. He loves the art of the deal, and is an expert negotiator.



One of the Golden Capons in Naerie, he wields great influence in all trading that happens in Naerie. In 588 CY he was together with Captain Belva and Damar Rocharion of the Nasranite Watch when they discovered

House Devnor's treachery, and together they caused their fall. Yarleven has been a target of several assassination attempts by the Scarlet Brotherhood, by agents of Devnor and once even by the Idee Volunteers.

Admiral Aente: A member of House Lyrthi, Aente patrols Naerie's waters, hunts pirates, escorts waterborne traders, and protects the capital and coastal communities from sea attacks. She is a known follower of Osprem.

Admiral Aente commands the veteran soldiers who are assigned to protect Naerie City. Only Prince Barzhaan is above her in authority. Her recent duties also included shipping the Sunndian 11th army into Onnwal.

General Morres: A member of House Oedil. He is charged with keeping the borders and land trade routes safe. A follower of Hextor, he is an efficient commander and a sworn enemy of the Idee Volunteers. He commands the 2nd army of Naerie, tasked with rooting out rebels in the Stark Hills and the Hollow Highlands.



Darvander of House Haxx: A cousin of Prince Barzhaan. Rumors say he works as the Prince's right hand and runs errands for him when it suits Barzhaan. A very charismatic man, known for his jokes and

easy manners, which nonetheless hides a razor-sharp mind.

Some rumors name Darvander as the next ruler of Naerie. In 593 CY, he married Theodora Hubalt, (supposed) daughter of the late Count Fedorik Eddri of Idee, born out of wedlock.

Captain Belva: Commander of the Derevendt Garrison, the army regulars placed in Naerie city. She was originally the commander of the Nasranite Watch but was reassigned after the death of the previous commander, Wanworth of House Oedil. She has close ties to Yarleven from church of Zilchus. Belva is slightly over 30 years old and has short, red hair that shows her Suel heritage.

Captain Loxley Corbett: Captain the Nasranite Watch (city guard) tasked in general peacekeeping duties. He was originally a mere Sertern (sergeant) of the watch but with death of Wanworth and disappearance of Damar Rocharion, was asked to take command of the watch. His closest assistants are Sertern Embric (LE male human warrior 4) and the bounty hunter Walennor (N male human rogue 3/ranger 4). Loxley himself is somewhat of an oddity, a gnome who acquired a noble title during the recent upheavals, and unlike normal watchmen, he is also a magic-user. Time will tell how effective his command will be.

Taryl Silverwing: Leader of the Olven community in Naerie City. A charismatic individual who has negotiated many freedoms for her community, she is directly responsible for the many elves staying behind instead of leaving for Sunndi. For this, she is rightly revered as a great leader in her community. She is also the highest-ranking cleric of Corellon Larethian in Naerie.

Towrin Ghan: Towrin Ghan heads the Royal Guild of Merchants in the Principality of Naerie. Some say he is very much a puppet for the priesthood of Zilchus. This may or may not be true, but he is bit inexperienced compared to many other people who could have become guild leaders.

Conflicts and Intrigues



Mendaos of Radoc is accused of being in alliance with the smugglers; Rumors tell that werewolves have returned to Menowood; The murder of the Heironean High Priest Remismund in 593 CY is still unsolved (and is assumed to remain so).

The Okalasma labor camp is even more dismal than before. Several cases of unrest have been reported recently and even few breakouts, including the escape of dangerous criminal Traneth Etali (CG male human fighter 6/Knight of the Chase 2).

Barony of Foelt

The Barony of Foelt takes up the northwest corner of the Principality. Farming and copper mining are the most significant industries in Foelt. House Heshun rules it from the ancient Castle Rishmar. Two-thirds ruined, this sprawling complex is a labyrinth of decaying architecture.

Over six centuries ago, Aerdy conquered the land now known as the Principality of Naerie. Their opponents in this conflict were Suel settlers who had left their homeland many years before to escape the Suel-Baklunish war. Many of the Suloise villages had been built in and around ancient, crumbling edifices. Even the local Flan, many of whom had been enslaved by the Suel, had no legends regarding the raising of these structures. Today the old masonry can still be seen in the Great Tower of Poelitz and, to a far greater extent, in the nearby Castle Rishmar. The infamous Wet Keep in Ingmalt also has structures nearby that resemble these edifices, and some traces of similar constructions have been found in the Hollow Highlands.

Suloise defenders in Castle Rishmar held out until -74 CY when forces under the Aerdi captain Heshun, stormed the fortification, slaughtering all the Suel occupants: men, women and children. After claiming the castle and its surrounding area as his fief, Heshun founded a new dynasty of nobles: House Heshun. It is whispered the defenders cursed Heshun as they fell, and that this curse still binds the House's members to Castle Rishmar. It is well known that undead monsters lurk in its abandoned parts.

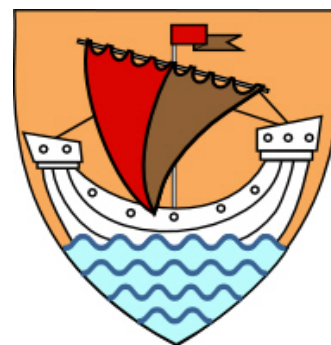
Since the Aerdi conquest, the site of Poelitz has always been occupied. For much of its history it was an inconsequential fishing village and port. Poelitz truly began to prosper from the mid-fifth century CY. In 446 CY, when the Barony of Foelt was ruled by Dostig Van Heshun (the great-grandfather of the present Baron Naudus), Idee joined the rebellion against the rule of South Province. After several years of unrest, Idee declared independence from the Great Kingdom of Aerdy and joined the Iron League in 447 CY. The leader of House Eddri was named Count of Idee and appointed his son the new Baron of Foelt, deposing House Heshun who had petitioned the nobles to remain loyal to the Herzog of South Province.

As sea trade became more vital to the economy of Idee, Poelitz grew in importance. At its height, the town had a population in excess of 2000 people. Without lands to govern and tax, House Heshun applied their resources to trade and commerce. They did not regain their former power, however, while Idee remained part of the Iron League.

Foelt was the barony that suffered the most during the Brotherhood occupation. The army of

Idee abandoned Poelitz, leaving large parts to be burnt by the vengeful Brotherhood. The Army, its senior commanders assassinated or dead on the field, was cut off before it could reach the safety of the Iron Hills, and it was slaughtered to the last man where it stood.

When Graf Reydrich liberated Idee in 586 CY, he sent hundreds of Suel and Hepmonalander prisoners to Foelt, organizing mass executions in the same places where Ideeans had fallen. Most people still avoid these places, considering them to be haunted by vengeful spirits of the dead. Only a few servants of Hextor have taken the effort of building shrines on these sites.



Coat of Arms of Poelitz

Poelitz (Small Town): Conventional (House Heshun rulers who are only responsible to Prince Barzhaan); AL LN/LE; 800gp limit; Assets 68,800 gp; Population 1726; Mixed (human O/S/F (1339), half-orc (145), dwarf (84), orc (55), halfling (35), gnome (34), elf (18), half-elf (16).

Authority Figures: Lord Naudus Heshun (LE male human aristocrat 6/cleric of Zilchus 3).

Important Characters: Lady Oerin Heshun (LN female human aristocrat 6); Seraster of House Heshun (LE male human wizard 8), son of Lord Naudus and Lady Oerin; Annarin of House Heshun (LN female human fighter 2/ranger 1/cleric of Hextor 3/pious templar 3), daughter of same; Standeu Shalworth (LN male human fighter 7), squire; Derren Darakson (LN male dwarf expert 9), dwarven "Ambassador"; Judragth (NE male orc fighter 5/barbarian 1), commander of the Brute Squads; Theusus (N male human bard 7), leader of the Aerdy Re-Enactment Company; Dermenes (LE male human cleric of Hextor 7/warpriest 4), High Priest of Hextor in the Principality of Naerie; Nheia Arkangel (LN female human cleric of Wee Jas 5/swashbuckler 1), presiding priestess of Wee Jas; Girash (N male half-orc commoner 12), harbormaster; Fenk Manaran (LN male human rogue 3/fighter 3), town executioner; Emion (LN male human cleric of Zilchus 5), the high priest of Zilchus in Poelitz.

Even from afar, it is clear that Poelitz is a town with a dual personality. The small town sits on the

shore of the Azure Sea, protected on the landward sides by an earth embankment and wooden ramparts. An impressive, new port and neat rows of grand town houses stand alongside the dilapidated buildings of the Poelitz slums. Paved roads dissect the small town and head out through the gates to the west, north and east. The scars of war, nine years past, are still evident in the blackened shells of buildings that make up the south-east quarter of Poelitz.

The town center is bounded by a stout, stone wall. Upon the battlements, armored half-orcs and humans walk side by side, keeping watch over the town beneath. But towering over the wall, in the heart of Poelitz, are the most imposing buildings of all.

Standing three or four stories high, the roofs of these structures are topped by minarets or covered in bronze so that the skyline shines like a sliver of flame. The town is a showcase for talent, ambition and wealth – if one can ignore the abject poverty beneath that veneer.

Law Enforcement: The streets are patrolled by the Heshun guard. They are quite well equipped, but not highly trained and compensate for it by moving in large groups of 6 to 9 with one officer. Heshun guards are equipped with hide armor, halberd, light crossbow and hand axe in addition to usual guard items.

The Heshun guard also has a small number of specialized 'Brute Squads' of orcs and half-orcs who are tasked not only with catching criminals, but also to keep the population under control. That does not mean they go around hitting people for the sake of it, but should anyone cause trouble, such as agitating against House Heshun, these brute squads are quick to arrive on the scene and deal with the troublemaker. Brute squads wear breastplate and carry "sticks" (orc term for sap), tower shields and light flails.

Punishment: Law in Poelitz follows Ahlissan law as it is written, with one exception - enemies of the State (Brotherhood members, Knights of the Chase, etc.) who are executed are animated as skeletons by clerics of Hextor so they cannot be returned to life, and then they are placed into the so-called 'Vault' (a chamber under the temple of Hextor). If the city is ever threatened, Hextorites will release them against the enemies, allowing them to absolve their sins by helping the people of Poelitz. Other Hextorite churches in Naerie have decided not to adopt this practice.

Overview of Poelitz: Poelitz is a small coastal town that is the main settlement and trade center in the Barony of Foelt. The town was badly damaged during the occupation by the Scarlet Brotherhood (584-586 CY). After the Brotherhood was defeated by the armies of South Province in

586 CY, rebuilding commenced in key parts of the town. Today, the principal exports from Poelitz are goods made from bronze and copper, grain, salt, fish, ships and shipbuilding supplies (mainly sail canvas and ropes), and some glassware. Imports include timber, iron, and precious metals.

The Burning of Poelitz: The burning of Poelitz occurred in 585 CY. A year before, in 584 CY, the Scarlet Brotherhood had massacred the routing Ideean armies in northern Foelt. Afterwards, the Brotherhood commanders turned their attention to the town. The ruling nobility at that time was House Eddri, a product of unions between great Suloise and Oeridian families. Ostensibly to prevent civilians being butchered, the nobles of House Eddri surrendered. Hundreds of townsfolk were enslaved and set to work upon the land, their goods and properties being given to part-Suel 'sub-citizens' who retained their freedom. Members of House Eddri even maintained some measure of influence in the town, serving as advisors to the new administration. The bulk of the Scarlet Brotherhood force was then re-deployed, leaving a detachment behind to administer this new 'estate'.

During the winter of 584 CY, small numbers of survivors from the massacre found their way to Poelitz. Under the noses of the occupiers, the tattered Ideean soldiers were given food and shelter by the free citizens. Remarkably, it was some months before an informer discovered and reported this betrayal, and thus the detachment was quickly mobilized to round up the Ideean soldiers and the traitorous townsfolk. To this day, no one knows the identity of the informer.

The Brotherhood troops were met in the streets by the so-called 'Patriots of Poelitz': a rag-tag assortment of Ideean soldiers and free citizens. After several hours of vicious street fighting the detachment regained control, but not before many slaves had been released, stores had been pillaged and countless townsfolk had fled the town to seek shelter in the Iron Hills.

The full wrath of the Brotherhood was then turned on Poelitz. From afar, one could guess the fate of the town by the columns of smoke that poured skywards during the day and by the red glare that danced upon the horizon at night. In Poelitz, any non-Suel caught outside of a slave pen was butchered, and those with Suel blood were interrogated at length. Many were never seen again. The worst atrocity was the burning of the temple of Heironeous, in which terrified townsfolk had barricaded themselves. Many victims of the Brotherhood's vengeance were tossed into a mass grave, known today as the Scarlet Barrow.

For the next year, the Brotherhood hunted down scores of citizens but, for some reason, did

not launch a full scale assault into the Iron Hills. A similar phenomenon was noted in the Headlands by the Sage Morrev. However, this was probably because the Brotherhood did not want to meet the Dwarven armies of King Holgi in a terrain which was severely disadvantageous to them.

The manhunts stopped early in 586 CY, when the Ahlissan army marched into northern Idee. By the end of that year the army of the Scarlet Brotherhood had been defeated.

A handful of Patriots are still alive today, and although many people consider them heroes, the Patriots are blamed by some for the burning of Poelitz.

The Rise of House Heshun: When the County of Idee was invaded by the Scarlet Brotherhood, the leaders of House Heshun found refuge in the South Province and quickly allied themselves with Graf Reydrich. In 586 CY House Heshun recruited a warband of orc mercenaries and participated in the successful conquest of the County of Idee. The County of Idee became the Principality of Naerie, part of the United Kingdom of Ahlissa. Due to their loyalty during the Iron League rebellion and their contribution to the conquest, House Heshun earned the attention and respect of the new Prince of Naerie, and were reinstated as the rulers of Foelt.

Despite his advanced years (born in 530 CY), Baron Naudus Van Heshun is in good health, and he approaches the task of rebuilding Poelitz with a vigor and a shrewd mind. Before the war, he became a renowned merchant and is not only a member of the Royal Guild of Merchants of Aerdy, but he also has shares and charters in the South Aerdy Trade Consortium (making him one of the merchant elite known as the Golden Capons). The favored position that Baron Naudus holds within the court of Prince Barzhaan has earned the town valuable trade charters and commissions.



The Merchants' Hall in the Merchants' Court

Baron Naudus and his wife, Oerin, prefer to achieve their goals through skilful manipulation rather than brute force. Their children are Seraster, aged 42, and Annarin, aged 34. Annarin is known as the 'White Lady', due to her blazing

mithral armor, and she is the Commander of the Household Guard of House Heshun.

It is quite fitting that in a town like Poelitz, the population have mixed feelings towards House Heshun. The mercantile class and the artisans regard the family with great respect. Commoners and those who loathe Ahlissan rule are suspicious or even resentful towards House Heshun. Almost 700 citizens still live in the slums, and these believe, with justification, that Naudus cares more about trade than about his own people. Rumors still persist about the family; there are tales of curses and illegitimate children, and many believe that House Heshun has some terrible secret regarding Castle Rishmar.

The Poelitz Tribunals: Baron Naudus personally presides over the Poelitz Tribunals, using the powers granted him by Zilchus (primarily *detect thoughts* and *zone of truth*) to make rulings in the cases brought before him. The Tribunals were established to deal with the aftermath of the occupation by the Scarlet Brotherhood and the annexation by the Great Kingdom. Ownership of land and property reclaimed from the Brotherhood had to be established, and accusations of collaboration and spying had to be tried. Over the years, captured members of the Idee Volunteers and other dissidents who oppose Ahlissan rule have also been brought before the Tribunals. Through these Tribunals, House Heshun has been able to seize a considerable amount of land in and around Poelitz where no clear right of possession could be determined, or following its confiscation from suspected spies and dissenters.

Scars of a deeper kind still fester in the community. There is no doubt that the Tribunals have been fuelled by prejudice, paranoia and personal vendettas. Some non-Suel who lost relatives, dignity or property during the Brotherhood occupation have leveled spurious allegations against those with Suel blood, claiming them to have been informers or collaborators.

Cynical observers might notice how House Heshun has profited from the Tribunals. Only a fool would voice that opinion, however.

The Rebuilding of Poelitz: It is ironic that the occupation by the Brotherhood laid the foundation for the present success of Poelitz. They built stone roads, began the fortification of the town and expanded the mining operations in the Iron Hills. After being proclaimed baron, Naudus focused his efforts upon increasing income from trade, his eyes upon the quality and quantity of the goods being produced. First and foremost, however, Naudus needed to rebuild key parts of Poelitz, and dwarves (from Sunndi and the Iron Hills) were hired by the score. Captured

Brotherhood troops provided the mindless, back-breaking labor that such endeavors rely on.

The foreman of the Iron Hills contingent, with whom the Baron negotiated, was a dwarf by the name of Derren Darakson. For work on the Poelitz docks, Derren arranged to be paid with two plots of land. One of these was built into a walled compound with accommodations, workshops and storage for the artisans. Upon the other plot the dwarves built an inn, the Path of Stone, and a small brewery. Derren has become, unofficially, an ambassador for the Dwur Kingdom of the Iron Hills. Merchants wishing to trade with the Iron Hills or hire dwarven artisans meet with Derren to negotiate the details. Anyone wishing to air grievances about the activities of Iron Hill dwarves or the quality of their work does so in audience with Derren. There are rumors that Derren is, in fact, a cousin of Holgi Hirsute and seventh in line to the throne of the Iron Hills.

The dwarves' first projects were to open a stone quarry in the Iron Hills and then to divert the Falen's Flow (a river that ran through the center of Poelitz) into a new, stone-lined channel around the east of the town. A peculiar, roofed tunnel was constructed along the old river channel and covered over with the debris from the ruined town, to form a sewer system and water course for the buildings that were subsequently built above.

With the river diverted, the old river mouth could be turned into a huge, new dock, and, at the same time, the port was rebuilt with a solid stone wharf and rows of warehouses. As early as 589 CY work started on building a fleet capable of fishing, trading and fighting. For the past two years, the baron has sold one ship each year, and he is paid handsomely by ship captains who use the town's facilities to repair or refit their vessels.

To ensure the success of his docks, Naudus requires each village to turn over one quarter of its fields to the production of flax and hemp. Although grain profits have reduced, Poelitz is now producing many miles of rope and acres of linen canvas each year.

A saltworks was built during the reconstruction of the port. Sea water is poured into shallow pans and left to evaporate in the warm climate. The salt that remains is collected and sold. On average, the works produces seven pounds of salt a week, and makes a profit of about 1,500 gp a year.

From 589 CY, Naudus was able to concentrate on erecting the townhouses, workshops and municipal buildings that would bring an air of modernity and culture to Poelitz.

From 590 CY, agents of House Heshun started luring skilled artisans to Poelitz with promises of fine accommodation and low taxes. Slowly the town stopped exporting simple ingots of copper and became a center for bronze and

copper work. Religious artifacts, candle sticks, fittings for saddles, bowls, and sculptures of all sizes, weighing scales – all manner of utilitarian and artistic pieces began flowing from Poelitz. Even a family of bell founders moved into Poelitz early in 594 CY. Huge bronze statues now greet visitors to Poelitz, and a number of key buildings are roofed in this metal.

Glass working in the town experienced a similar renaissance. In the Artisan's Court one can purchase vials, drinking vessels and even magnifying glasses and tubes. A number of collaborative projects between the bronze-workers and the glass-workers have proven extremely successful. If a visitor was so inclined, she could purchase the instruments for a complete alchemical laboratory. Together, the artisans are creating some exquisite artwork, from gilded bronze candelabras to enameled bronze caskets.

Not everyone is content with the progress of the town. Many Ideeans craftsmen and -women are unable to find work and resent the 'foreigners' who are, in their eyes, taking their livelihoods.

Some also think it odd that part of the old town still stands – burnt out ruins, infested by rats and haunted by memories. It has been kept standing for a purpose: To provide a daily reminder of the horror of the Brotherhood, and to be a stark reminder of what happens when a town resists their overlords.

Another curious feature of Poelitz is a small temple dedicated to the Suel goddess Wee Jas. The only one of it's kind in Naerie, her aspects of death and magic are both venerated here.

The Aerdi Re-Enactment Company: Over the past few years, Baron Naudus has been a generous patron to the Aerdi Re-enactment Company, building a theatre and hiring them to plan and perform at the local fairs. They have also been commissioned to produce a new work telling of the founding of House Heshun. A pair of bards had been undertaking detailed research for this production. Apparently they stumbled across disturbing tales about a power within the castle and were quickly sent away to Innspa (with a generous donation from House Heshun nonetheless).

The Company has been granted sole rights to perform in Poelitz, ostensibly to ensure that a high standard of entertainment is maintained in the town. The Company has sometimes used heavy-handed tactics to defend this right against freelance performers. Baron Naudus uses the Company as a thinly veiled propaganda tool, asking them to report and staunch 'inaccurate' rumors and circulate more 'faithful' accounts of events.

The head of the Naerie branch of the Aerdi Re-enactment Company is a bard called Theusus.

Other Locations in Foelt

Castle Rishmar: House Heshun rules Foelt from this castle. Two-thirds ruined, this sprawling complex is a labyrinth of decaying architecture. The infamous South Wing is more frequently dubbed the Raven's Wing after the colonies of carrion-eating birds that make it their home. Hungry undead are known to infest the cellars below the Raven's Wing, and mercenaries are contracted every few years to clear them out. Rumor has it that a powerful curse binds House Heshun to Castle Rishmar, even beyond death. Ghosts of deceased family members are said to haunt the ruined halls and on occasion speak with the living.

Falenthorpe (Thorp): Conventional; AL N; 40gp limit; Assets 114gp; Population 53; Isolated (humans O/S 53).

Authority Figures: Pol Unterson (N male human commoner 3), innkeeper, community leader.

Important Characters: Tommas (N male human ranger 1), tanner; Kaethyn (LN female human warrior 1), blacksmith; Johan (NG male human sorcerer 1), a child.

Falenthorpe is an example of the typical hamlet in Foelt, being a small thorp about 10 miles north of Poelitz. It is located next to the Sapling Wood, a small forest which was partially cut down during the occupation. A small stream, Falen's Flow, runs next to it from the Iron Hills, and on its way it passes near the ruins of Alymport which are quite a distance away from Falenthorpe. It runs into the ocean at Poelitz. Falenthorpe is an example of typical thorp in Foelt. Other thorps/hamlets nearby are: Otham, Hayfold, Fenross, High Buckham and Low Buckham.

Fenross (Thorp): Conventional (Elder Abner); AL N; 40gp limit; Assets 114gp; Population 53; Isolated (humans O/S 53).

Authority Figures: Elder Abner (LN male human commoner 3), community leader.

Fenross is an example of a typical hamlet in Foelt, being a small thorp about fifteen miles up the coast from Poelitz. It is located on the coast of the Azure Sea, and most of its inhabitants make their living by fishing. Other thorps and hamlets nearby are Otham, Hayfold, High Buckham and Low Buckham.

Iron Hills: This massive highland is the realm of the great Dwur Kingdom of the Iron Hills, ruled by King Holgi Hirsute (LG male dwarf fighter 15). Holgi is a close ally to the Iron League but not beyond dealing with Ahlissa (with grave reluctance) to further his interests. Idee supplied much of the food for the dwarves and Ahlissa is

only too happy to continue it, for a suitable price of course.

Intrusions by Ahlissan scouts stir the dwarves' not-unreasonable fear of invasion, but the dwarves and gnomes are numerous, heavily armed and armored, and unforgiving. Dwarf-run mines have produced high grade iron ore for centuries, in addition to precious metals such as gold and silver.

Alymport (Thorp): Conventional; AL LG; 40 gp limit; Assets 280 gp; Population 28; Mixed (humans 25, halflings 1, gnomes 2).

Authority Figures: Rohm (N male human expert 1), community leader; Puck Handyburg (NG male halfling cleric of Wenta 1), village priest.

Alymport should actually be called the ruins of Alymport. When Idee was independent, and even when the Brotherhood ruled here, it was a prosperous farming community. However, when Ahlissan forces were closing in, its local Brotherhood Overseer, Ker Spannek, ordered the villagers to be killed and the village burned before he fled with his troops. Only recently have people returned and tried to continue farming the lands here.

In 593 CY a journal was found in an abandoned dwarven burrow in the Iron Hills, detailing how Brotherhood troops, led by Ker Spannek, encountered a fearsome monster in the halls and lost most of their number to its wrath, before fleeing in terror. In 594 CY, agents of the Iron League managed to find and capture Ker Spannek, and he was taken to New Keep, in Sunndi. He was later sent back to Naerie and rumors abound of his current fate. At least no word has been given of him being executed and it is said he was somehow involved in recent military operations in the Hollow Highlands, against the bandits that escaped the Calling Mines in 593 CY.

Important Characters

Baron Naudus Van Heshun: Baron Naudus Van Heshun is the leader of House Heshun. A skilful merchant, he managed to continue his father's tradition of investing in the South Province, retaining some of his old family lands under the rule of House Eddri.

These days he is one of the 'Golden Capons' of Naerie, and the re-building of Poelitz and ensuring that House Heshun has a growing influence in Naerie are his most important goals in life.

Lady Oerin Heshun: Like her husband, Oerin is a skilled negotiator. However, her interests are not in business but in diplomacy. She was one of the members of the diplomatic envoy that negotiated trade agreements with Sunndi and Onnwal, and

thus she was one of the persons behind the Naerie Compact.

Only two years younger than her husband, she will assume control of House Heshun when Naudus dies, unless she chooses to pass the control immediately to her son Seraster.



Seraster Heshun: Seraster is an arrogant man. A powerful wizard who learned his skills in the South Province and who has been marked as the future ruler of House Heshun, he might not be the best one for the title, but local merchants favor him over Annarin, most likely because they think

Seraster will be more favorable towards them.

Annarin Heshun: Known as the 'White Lady' because of her mithral armor, she is the commander of the House Heshun troops. She is a follower of Hextor and proud of that fact. Her relationship with Seraster is not good (and vice versa), and rumors say she might be willing to lead Heshun troops against him if needed. Other rumors make her romantically involved with Gilinor of House Arxx, Commander of the 4th Army of Naerie, while others indicate she is seeking membership in The Knight Protectors of the Great Kingdom. Only the future will tell.

Standeu Shalworth: Standeu is a squire in service of Oerin Heshun, some might say he is her bodyguard. A charismatic young man who knows his way with the ladies, he prefers to avoid Annarin, though. Standeu accompanied one of the diplomatic missions to Sunndi (with Oerin Heshun and Kanghes Oedil), which secured the Naerie Compact.

Derren Darakson: The foreman of the Iron Hills contingent, with whom the Baron Heshun negotiated. Derren has become, unofficially, an ambassador for the Dwur Kingdom of the Iron Hills.

Judgrath: Commander of the "Brute Squads" of Poelitz, Judgrath is the brutally efficient commander of the Heshun orc/half-orc troops. He usually wears a breastplate and is rarely seen without his magical mace, said to been given to him by church of Hextor.



Theusus: Theusus runs the Naerie branch of the Aerdy Re-enactment Company. He is a charismatic man in his early 30s, but his lack of experience in politics has allowed Baron Heshun to use him and the Re-enactment Company to suit his own purposes.

Dermenes: Dermenes is the High Priest of Hextor in the Principality of Naerie. A young (born 561 CY), charismatic Oeridian man from Prymp, he is the head of the main temple of Hextor located in Poelitz and has the honorary title Keeper of the Vault, as reference to the underground complex where enemies of the state (when they have been animated) are placed after their execution. Dermenes is a brutally efficient man whose influence extends far beyond the walls of Poelitz, and it is said that many young officers of the army look to him for inspiration.

Dermenes was gravely disappointed when the main temple of Hextor was not allowed to be located in Naerie City (it is said Barzhaan feared it would lead to unrest), and he is currently trying to gain support in Barzhaan's court to correct this 'mistake'. The fact that the main temple of Heironeous was not placed in Naerie City, either, will not stop Dermenes.

Nheia Arkangel: Nheia is the new presiding priestess at the temple of Wee Jas in Poelitz. She comes from an adventuring background and commands strange powers. Shortly after taking a position in the official hierarchy of the church, she supplanted the former church leader, Aroran (LN female human cleric 3 of Wee Jas), who now serves as her second-in-command.

Conflicts and Intrigues

Rumors speak that there is already in infighting in house Heshun for succession. The strange Flan edifices are still a mystery. Though the person who betrayed the Ideean soldiers is still unknown, it does not mean people have stopped looking for him. The Church of Heironeous has asked permission to rebuild the burned temple in the slums of Poelitz. Dwarves in the Iron Hills have recently claimed ownership of the land that humans have been mining, and some miners claim the dwarves demand tax from them. Naudus claims dwarves are offering sanctuary to Idee Volunteers, and a breakdown in diplomatic and mercantile relations is feared. Baboons, a species of animal not native to Naerie, have been reported as attacking travelers near the Iron Hills.

Barony of Ingmalt

The Barony of Ingmalt makes up the northeast corner of the Principality. It has the main overland route north to the United Kingdom of Ahlissa. Farming and gold mining are the main trades here, as well as copper mining in lesser amounts. Copper contamination has resulted in the phrase "Ekehold red" being used in the gold trade. Ingmalt is the domain of House Oedil, ruled by Berik Oedil, a stern but fair noble.

Ekehold is a prosperous community with a highly skilled military force, dubbed Redswords as an honor to soldiers who fought against Hepmonalanders in Sarwych Forest, though the name originally referred to the aforementioned copper contamination of the gold mined here.

When the Great Kingdom still existed, Berik Oedil was the heir of House Oedil, but he lost his lands when the Brotherhood invaded. Prince Barzhaan returned his old lands after the war. During the war, his thankless task was to clear Ingmalt of Hepmonalanders. Nearly all of them fled to Sarwych Forest where the Ahlissan cavalry could not follow them easily. Casualties were high and no quarter was given in the following campaign, but eventually the Ahlissans triumphed. The Brotherhood retaliated, though, and succeeded in assassinating Berik Oedil's wife, and he has never been quite the same after that, even after marrying Aeslith Euric from House Arxx. The new symbol of House Oedil, taken into use CY 591 is a variant of Ahlissan coat-of-arms where the nightingales have been removed and instead there is a black wolf under the Sun of Aerdly.

Ekehold (Large Town): Conventional (House Oedil); AL LN; 3000gp limit; Assets 13, 694950gp; Population 4633; Mixed (human O/S (4295), dwarf (176), half-orcs (58), halflings (51), gnomes (33), elves (20).

Authority Figures: Baron Berik Oedil, Head of House Oedil (LN male human fighter 8/cavalier 2); Lady Aeslith Oedil (NG half-elf female expert 2/cleric of Sotillion 3).

Important Characters: Kanghes Oedil (male human aristocrat 4/fighter 2), son of Berik Oedil; Barzal (N male human expert 5), leader of the Miner's Guild; Cedrimond (NG male human cleric of Atroa 8), High Priest of Atroa; Zyric (NG male human cleric of Zilchus 7), priest of Zilchus; Tesho Beron (CG male human cleric of Phyton 6), priest of Phyton; Tharni (LN female dwarf expert 3/fighter 2), dwarven community leader; Jadale (LN female human fighter 5), Captain of the Guard.

Ekehold is the capital of Ingmalt and has a population of over 4,600, making it the second largest city in the Principality of Naerie. It has a garrison of 200 men, and the surrounding areas

can easily double this number. Many citizens and ex-Redswords can also be drafted into service, though only in an emergency such as a direct assault on the city by hostile forces.

Many people living in Ekehold are either craftsmen or traders. "Commoners" are usually miners whose house and family are located within the city, while they spend long days in the mines of the Iron or Stark Hills away from their families. Farmers usually sleep in small communities near their farms instead of in the city.

Ekehold has all the services one could expect from a city of this size. It has several inns, quality blacksmiths, and craftsmen. Ekehold also has a small Miner's Guild for the copper and gold miners, located near the craftsmen's district.

The walled town has two entrances, the main gate to the south and the smaller north gate. Small merchant enclaves have formed outside the walls as some of the merchants stay outside to avoid paying trade tax. The city guard does not frequently patrol in these merchant settlements, so many able-bodied men hire themselves out as guards of the merchants and their stock.

During the war, Ekehold did not resist the Scarlet Brotherhood invasion (whose forces nonetheless looted Ingmalt and caused much destruction), as the outcome was clear by the time war came to Ekehold. Instead, a lot of people fled to South Province, along with Baron Berik Oedil. When Reydrich invaded Idee, most people returned back with Berik. The demihumans of Ekehold made their way to Iron Hills, closely pursued by Scarlet Brotherhood, but the pursuit was stopped by a unit of dwarven soldiers from Iron Hills who came to the aid of refugees. After a brief and indecisive clash, both sides pulled back.

Law Enforcement: Law enforcement is handled by the Redswords. Originally Redswords were the soldiers who cleared Sarwych Forest and the surrounding lands of Hepmonaland warriors. They are trained to operate as well functioning teams of warriors and usually move in groups of six to nine Redswords and one Sertern. They will respond to any general disturbance quickly and efficiently. Fighting is not tolerated within the walls of the city, and the city guards will usually arrive quickly. The garrison is spread around the city in 10 barracks and guardhouses. All prisoners are held in small jails, of which there are several in each guard house. Redswords dress (unsurprisingly) in red tabards, carry large shields and short swords and wear scale mail or breastplates. They typically have either javelins or crossbows for ranged combat.

Other Locations in Ingmalt

Wet Keep: On an isolated crag among the foothills sits a ruin dubbed Wet Keep by the

locals. Of unknown origin, the tower and the dungeon below are home to numerous slimes, jellies and oozes, notably aggressive against any intruder.

Ruined Flan stone structures are found nearby, the same kind that as seen in the Barony of Foelt, but the Wet Keep does not appear to be a Flan structure. Ideeans never visited the place, thinking it to be haunted. Some adventurers have explored parts of it, but very few have returned, telling stories of great dangers and very little treasure.

There was one adventurer, however, a man named Cormac from the North Kingdom, who told the locals he had managed to infiltrate deeper into the Wet Keep through a secret entrance on the lower levels. Unfortunately, before he could give more details, he vanished from his tavern room.

Eragern (Village): Conventional (Guandrem I); AL LN; 200 limit; Assets 8,940 gp; Population 896; Mixed (human O/S (832), dwarf (55), gnome (9).

Authority Figures: Sir Guandrem I (LE male human fighter 7), Head of House Drien.

Important Characters: Dolrich (LN male human fighter 5), officer of House Drien; Rakor (LN male dwarf expert 10), leader of the Miners' Guild; Kajin (N male human commoner 8), Human Miner's Guild leader; Namelja (LG female dwarf cleric of Moradin 9), priestess of Moradin; Gahnar (LN male human cleric of Zilchus 5), priest of Zilchus; Yithral (LN male human expert 7), supervisor of the local smelter.

Eragern is a mining community on the northern edge of Ingmalt. It is ruled by House Drien, vassals of House Oedil. Their current leader is Sir Guandrem, an ambitious young noble.

As with other settlements in Ingmalt, Eragern is a law-abiding community that amasses its wealth from numerous mines in the Iron Hills. Gold is the thing that drives both man and dwarf ever deeper into the Iron Hills. Iron and copper are also mined.

Eragern does not support farming, and therefore such commodities come from other areas of Ingmalt. The hamlet of Osfelred supplies plenty of this, but other merchants from Ingmalt ply their trade in Eragern as well.

Osfelred is an example of typical hamlet in Ingmalt.

Osfelred (Greenrock) (Hamlet): Conventional (an elected Village Council decides important matters); AL NG; 100gp limit; Assets 850gp; Population 172; Isolated (human O/S (164), halfling (4), elf (2), half-elf (2).

Authority Figures: Varsarlol (male human aristocrat 1), eldest of the hamlet.

Important Characters: Felmeren (LN male human warrior 5), constable, Captain of the Guard and member of the Council; Zargarn (N male human warrior 2), deputy; Riannara, (LN female human warrior 2) deputy; Karlhaser (N male human commoner 11), Master of the Farmers and member of the Council; Fionoyan (NG female human cleric of Atroa 2), High Priestess of Atroa's shrine and member of the Council; Cranelarn "Beacon" Gyraldren (LG male human paladin of Heironeous 1); Saracern (N male half-elf ranger 1), Master of the Hunters and member of the Council; Ejuak Sverann (CG male human fighter 6), keeper of the Boar's Fortitude Inn; Westor Greenfeet (CG female halfling bard 2), keeper of Westor's Goods; Zamyrr Quillson (CG male halfling adept 1); Silquesar Casfelrath (female elf druid 4).

Osfelred is a small hamlet on the edge of a tiny stream, Rockpath (Esselfern). The hamlet is an agricultural community of ordinary hard-working people. The layout of the hamlet is scattered, and the center only contains a few public buildings. Osfelred's more familiar name is Greenrock, after the green-mossed rock in the Rockpath stream. Osfelred is next to Sarwych Forest, and many residents use a small trail that goes through it to take their seasonal good into the market at Eragern.

In recent times (594 CY), Greenrock attracted attention after a group of adventurers discovered a hidden tomb of Pyremius worshippers in the Sarwych Forest and Ahlissan army later posted guards around it. In 597 CY it was revealed that a glazrebu was imprisoned within but had been killed by adventurers and army.

Border Forts: The old Ideean border forts of the Eddri Line are found north of Ekehold. Several of them were ruined first by the Brotherhood and then by Reydrich's armies. Some have been rebuilt to guard Iron Hills and Hollow Highlands, but since there is no threat of invasion from north, it is expected that a large number will be left to ruin or demolished.

It is also rumored that Overking Xavener does not wish all forts re-built because it would mean Naerie would have means to resist Ahlissan armies in the future.

Sarwych Forest: This large, old forest is located between Osfelred (Greenrock) and Eragern, and a well traveled trail leads through it. It is abundant with wild game, but trolls, fey creatures and various monsters have been detected nearby, most likely having wandered down from the Iron Hills. A hermit named Gresham (male human druid 4/cleric of Beory 1/divine oracle 3) also lives in this forest.

Other features in Sarwych include the distinctively shaped hill named Satyr's Horn, which is located near the north-western corner of the forest, and a small lake simply named Forest Lake by locals on the western side of the forest.

Ker Bazainn: For more than two centuries before the Greyhawk Wars, this grim fortress guarded the land passage between the hills south to Idee. Now it marks the border between the Principality of Naerie and the rest of Ahlissa, ruled by Prince Reydrich of House Naelax. With the Scarlet Brotherhood gone, it now guards the strategic north road extending from Ekehold to Zelradton. Around the castle two keeps and curtain walls were constructed under orders from Reydrich to form a defensive bastion.

Ker Bazainn is a six-towered castle which is both evil and magical in itself. During its construction, the blood and ichors of many creatures - human, humanoid, magical monsters and (so it is said) fiends - saturated the limestone blocks used for building. Certainly, the castle has powerful defenses against fire, acid, impacting siege weapons and the like. One tale tells of a powerful priest of Beory using an *earthquake* spell to afflict the castle after a deranged noble there had sacrificed hundreds of souls on its grim stones, only to find that the castle levitated and then resettled on safe ground. This is probably just another tall tale.

Before the conquest of Idee, it was known that 2,000 troops were stationed here, though the current strength is unknown. There were also fiends in Ker Bazainn said to have been summoned by Reydrich himself, but what became of them after the Flight of Fiends, is not known. It is highly possible that they are still there.

The castle is now commanded by Tarrak, a one-time apprentice of Reydrich who lives full-time at Ker Bazainn. Before the wars, he took part in extensive research to harness the magic of the place. Broiling acidic mists and fetid *stinking clouds* were seen rolling southward, but stopping short of penetrating too far into Idee. Tarrak's true nature is unknown to most, for the mage enjoys using alteration spells to appear as a drow, an orc, a male human, or even as an ogre. She is known to have captive charmed monster companions, including a pair of leucrotta which she uses as hunting animals - sometimes even for humans or demi-humans.

Ker Bazainn is further defended by a large pack of 40 or so wolfhound/worg crossbreeds. They are superbly well-trained and utterly ferocious. The strength of this place is a testimony to how deeply Reydrich once feared the Scarlet Brotherhood.

Ker Bazainn is also a prison. Reydrich generally did not (and still does not) execute those

who oppose him, considering that they might be useful as hostages, for ransom, or that their loyalty might after all be gained through "encouragement" in the dungeons of this place.

Important Characters

Baron Berik Oedil: Baron Berik Oedil is the leader of House Oedil. He was born in 548CY and is a fine example of an Oeridian gentleman. A soldier by heart, the task of House Oedil was always the maintenance of the Ideean border forts and staying vigilant against the South Province.

When the Brotherhood invaded, Berik fled north with his family and household troops as the fall of Idee became obvious. He took refuge in the South Province. Reydrich did not mind having such a valuable asset on his side, and allowed Berik to join him in the invasion.

As the armies of Ahlissa won their last victory against the Scarlet Sign, Berik's wife Trea was assassinated by the Brotherhood (Berik survived and killed the assassin), and he has never been quite the same afterwards.

Berik is a stern but fair ruler, but he can sometimes appear emotionless. In recent times he has become very pro-Ahlissan, which has earned him the disfavor of the Idee Volunteers. In 595CY he married Aeslith Euric from House Arxx, tying the two noble houses together in alliance.

Aeslith Oedil: First child of Baron Euric Arxx, Aeslith, was born after a brief romance with a grey elf when he was much younger. She fell in love with Berik Oedil and married him in 595 CY. Her half-elven heritage means she will probably outlive all living members of House Oedil and is possible she could become a head of two different noble houses in the future.

Kanghes Oedil: Kanghes Oedil is the son of Berik Oedil. He is a friendly, if a bit reckless young man who is certainly not a politician, despite Berik's best attempts to make him one. He was part of a diplomatic mission to Sunndi once, and immediately got into trouble with the locals. In 596 CY he was sent into Kalstrand to learn some leadership skills and has recently arrived back to Ekehold to take command of one of the border forts.

Guandrem I: Leader of House Drien, an ambitious young noble who inherited his title when his father passed away in 590 CY. Before that, he was Berik Oedil's guard captain. He is very happy to control the main source of wealth in Ingmalt, and is looking for opportunities to elevate House Drien's standing in Naerie.

Conflicts and Intrigues

Berik Oedil is considering hiring adventurers to clear out Wet Keep. Monsters have been seen in Sarwych Forest. Unlawful elements from the northern Ahlissa (and even further) try to infiltrate themselves across the border and into Naerie. Fiend activity near old fortress of Ker Bazainn is feared.

Barony of Menst

The Barony of Menst lies at the navel of Naerie, sharing borders with all the other baronies, except Derevendt. House Arxx received Menst in fief after being the first House to take an Oath of Loyalty to Prince Barzhaan. The previous rulers, House Devnor, were all executed or banished during 588 CY after their treachery to the Scarlet Brotherhood was discovered.

House Arxx, ruled by Lord Euric, has ambitions to become rulers of the entire Principality, and for this reason they try to stay on good terms with all the other noble houses. They rule from a grandiose mansion in Minetha, once owned by House Devnor.

Minetha (Small Town): Conventional (Lord Euric. Miller's Guild also holds power in the city); AL N; 800gp limit; Assets 58,520 gp; Population 1463; Mixed (human O/S (881), dwarf (215), gnome (149), half-orc (73), orc (65), halfling (52), elf (28).

Authority Figures: Baron Euric of House Arxx (N male human aristocrat 8).

Important Characters: Kerith the Bard (NG female human bard 9); Chanee (NG female human cleric of Lydia 6), High Priestess of Lydia in Naerie; Gauterit (LN male human fighter 5), servant of Lord Euric; Ramo Wadell (N male human expert 8), leader of the Farmer's Union; lldat (LN male human cleric of Zilchus 7), representative of the Royal Guild of Merchants of Aerdy in Minetha; Din'rayo (CG male elf bard 7), operative of Kerith the Bard; Konarin (N male, human aristocrat 6), son of Euric; Rakyar (LN male human warrior 11), leader of the Minethan Guard; Sazell (CG female human cleric of Phytton 10), High Priestess of Phytton in Naerie.

Minetha of the Mills is the capital of Menst, the central province of Naerie. The large town stands at a great crossroads where the agricultural goods of the Principality pass south to the port at Naerie City. Some even call it the breadbasket of the Principality (though other parts of the Principality produce huge quantities of agricultural goods as well).

Not surprisingly, the Millers' Guild is very powerful in Minetha. Their leadership is known to be hidebound and repressive. However, this might change. Recent disputes between the millers and farmers guilds led to a few clashes. However, old guild leader (Sonuna) disappeared mysteriously and one of his underlings, Ramo Wadell took over. The Royal Guild of Merchants is quite happy with these new developments. Their representative in town is a young cleric named lldat. In addition, sheep herding for meat and wool is large business in Minetha.

Minetha is a very beautiful town, with many parks and old mansions. A river, Minfel, runs from

the Iron Hills through it and towards Lake Felten. A popular pastime among the citizens is to travel some distance upstream and swim in the river.

The town has a grandiose temple dedicated to the Velaeri, named the Temple of the Seasons. The largest shrine of Phytton in Naerie is also located in Minetha. Aside from these, the priesthood of Zilchus is also quite strong in Minetha.

Law Enforcement: The Minethan guard is made up from House Arxx household troops who maintain order in the town. They are efficient soldiers with good equipment, usually moving in groups of 4 to 7 led by an officer. Minethan guard prefers green and grey tabards. They wear scale mail, carry shields and prefer flails as their weapon. For ranged combat they favor crossbows.

House Devnor: The original rulers of Menst, the Devnors were actually quite popular among the population of Idee. The house secretly declared for the Scarlet Brotherhood, and their treachery was fully uncovered by Yarleven, a cleric of Zilchus, and two Nasranite Watch officers. Full details are not available, but one night in 588CY House Haxx troops marched to Menst and apprehended all nobles of House Devnor they could get hold of, who were then executed without trial. At least six members of the House managed to escape, though, and are thought to be hiding in the Stark Hills/Hollow Highlands, or even in Sunndi or Onnwal.

Certain people in Sage Keep have theorized that some members of House Devnor were controlled by 'Overseer' parasites of the Scarlet Brotherhood, while others could have done it voluntarily. Only the surviving members of House Devnor, Prince Barzhaan and the three people who uncovered the treachery know the whole truth.

Other Locations in Menst

The Baronetcy of Copperfeld: Where the Barony of Menst meets the Stark Hills, to the east, is the Baronetcy of Copperfeld. Dwarves, gnomes and humans originally settled in the region in mid-300 CY when copper-rich veins were discovered in the region. The area's wealth is considerable, but it has gone through several changes in rulers (some good & efficient organizers, some not quite so good), and the rulership of the Baronetcy has been subject to much political double-dealing for nearly three centuries. For the last century or so House Devnor counted these areas as their own, but this only lasted until their treachery was exposed and the Barony of Menst passed to House Arxx. Latest ruler was one Zaren of House Arxx, who was not so competent. Fortunately Zaren had been blessed with a skilled seneschal

named Selnor who ran things smoothly. Unfortunately, Zaren was also a Scarlet Brotherhood double agent. While he later defected, Brotherhood reprisals killed Zaren and Ahlissans took Selnor into custody. In all this confusion, Vorek, the supervisor of local smelter was appointed as custodian. How long this state of affairs lasts is anyone's guess.

The baronetcy itself has a large number of people, but large numbers of them are concentrated to small mining communities, some would say clans, of about 10 to 20 families (up to 100 people in one community), around its many mines. Each community is racially homogenous (100% human, 100% dwarf, and so on) and ruled either by a Patriarch, Matriarch or a group of respected Elders. Currently there are 11 major copper mines and 4 gold mines of any importance active in the Baronetcy of Copperfeld.

Copperfeld Keep (Village): Conventional (Vorek, custodian); AL N; 200gp limit; Assets 5,200gp; Population 523; Mixed (human O/S (317), dwarf (78), gnome (52), half-orc (26), orc (24), halfling (16), elf (10).

Authority Figures: Vorek (N male human expert 8), supervisor of the smelter.

Important Characters: Delaine Mae (LG human female fighter 5), Captain of the Guard.

Copperfeld Keep is the seat of the Baronetcy of Copperfeld and is named after the small keep where its rulers hold court. The center of the economy are large smelting works which pressurizes miners to bring their ores here to be refined, barred, counted and taxed. Taxation of peddlers and taverns is also possible for the ruler.

Woodlet (Hamlet): Conventional (mayor); AL N; 100 gp limit; Assets 1,190 gp; Population 238; Mixed (human O/S (212), dwarf (5), gnome (7) half-orc (6), halfling (8).

Authority Figures: Whait (N male human commoner 10), Mayor.

Important Characters: Cheyri (LN female human warrior 6), leader of the men-at-arms.

Woodlet is a hamlet next to the road leading to Minetha. Zaren posted a group of men-at-arms here to 'show his authority' and make sure the road stays somewhat secure for travelers. The overworked guards got their relief when adventurers destroyed bandits in surrounding area during 594 CY.

Most of the people in Woodlet are farmers. Two decades ago Woodlet was a prosperous community of loggers who profited greatly from the Minwood nearby. However, the forest is now almost gone, reduced to an area of a few miles in diameter, and Lord Euric of House Arxx imposed a strict limit on logging when he took over. This is purely to retain some small haven for wild animals

and to make sure hunters of the county will have some game to hunt also in the future.

Shar Hesiye (Village): Standard (village leader Sahar Regor Kan); AL N; 200gp limit; Assets 4,270gp; Population 427; Isolated (human, Suel 427).

Authority Figures: Sahar Regor Kan, (LN male human monk 7), respected elder; Orden of House Haxx (LN female human fighter 7), Ahlissan overseer.

Important Characters: Berhen Eren (LE female human monk 3), Brotherhood warrior; Obersh Esh (CN male human barbarian 1/cleric of Llerg 5), priest of Llerg; Hekalra Van (LN female human cleric of Bralm 7), priestess of Bralm; Ker Kamackee (CN male human barbarian 6), inn proprietor; Ka Leara Madi (LE male human monk 7), former leader of the Brotherhood forces of Menowood; Dar (LN male human ranger 2/scout 6), proprietor of the Black Spear Inn.

Until recently, Shar Hesiye was called Nahuatl and it was the main ghetto for Olmans in Naerie, though it still housed some Hepmonalanders. This hamlet is situated by the small lake of Kinnan. The Ahlissans tolerate the community's presence - after all, released prisoners must be put somewhere. Nonetheless Orden of House Haxx has been ordered to keep a close eye on it, along with a sizable Ahlissan garrison. They do not stay within the village, being content to maintain a position outside it.

Early in 597 CY, a large contingent of House Arxx troops marched into this community, rounding up all Olmans. Apparently they were sent away from Naerie by magical means, leaving only Hepmonaland Suel behind. After the troops left the village, several Hepmonalanders have entered the hamlet, bringing in a number of religious artifacts. The hamlet now has two small temples for Suel gods within it. The current population of the hamlet consists mostly of Hepmonalanders, with a sizable minority of pureblood Suel. Most of the Brotherhood remnant forces that recently came out of Menowood have also been relocated here. A former soldier and sometime adventurer named Dar has recently also opened a middle-range inn named The Black Spear, named after the adamantine long spear hung over the bar in the taproom.

The previous community leader Izcoatl, a cleric of Hurakon, was rounded up with the rest of the Olmans, and one of the recently released Suel prisoners called Sahar replaced him. With the Olmans gone, the Suloise renamed the place with an ancient Suel expression that roughly means "Pure Together". Ahlissan officials, of course, raised some eyebrows over this. It remains to be seen how House Arxx will be viewed by their subjects for allowing the deportation of the

Olmans and the establishment of the Suel temples.

Stark Hills: This small, rugged highland is ill favored and connected with a rich lore of fell happenings. It is known that great labyrinthine warrens of goblinoid origin exist under the hills. It is rumored that Devnor refugees and other rebel forces hide in the Stark Hills caverns.

Important Characters

Baron Euric: Baron Euric is an old man (Born 520 CY) with gray hair, and he thinks politics is life and vice versa. He was the first to swear loyalty to House Haxx, in return for the Barony of Menst. Euric's wife died five years ago, and since Euric knows he will die sooner rather than later, he has assigned more and more duties to his son Konarin who will inherit him.



Kerith the Bard: Minetha is home to Kerith the Bard and her small group of apprentices. They reside in a gardened manor in Minetha's wealthy quarter. Kerith's singing and harp strumming are famed throughout the southern

Ahlissa, and attendance at her yearly feasts is a must for the elite. Of course many deals and political alliances are made during the festival, but such is life in Naerie.

Kerith was a staunch supporter of the Idee Rebels during the Brotherhood occupation and declared support for Staceus when the Idee Volunteers were formed. She has since publicly foresworn all political activity to be allowed to continue her teaching, but rumors indicate she maintains support for the Idee Volunteers through her connections in Minetha. Chanee, the High Priestess of Lydia, is one of these.

Chanee: A strikingly beautiful woman, many men have made the mistake of not taking Chanee as seriously as they should have, which she has often used to her advantage in furthering the cause of her church. Her long blonde hair covers a very good head, and she is a skilled politician and an efficient leader of one of the smaller faiths in Naerie. She is also a staunch ally of Kerith the Bard.

Ramo Wadell: This Oeridian man rose through the ranks after a recent dispute in the Millers' Guild. He is a well-mannered man with short black hair and has expressed his wish to let bygones be bygones with the Farmers' Guild now that his predecessor is gone. Some suspect that he must

either be an ally to the Royal Guild or to some other faction.

Conflicts and Intrigues

Kerith the Bard is rumored to be organizing cells of Idee Volunteers in Minetha. Goblins in the Stark Hills have become more active recently for reasons unknown. Devnor refugees might still be hiding in the Stark Hills or the Hollow Highlands, along with Idee Volunteers. Baron Euric is expected to die within a year or two and alliance of Arxx-Oedil appears more than likely.

Barony of Monne

The Barony of Monne lies northwest of Naerie City and follows the coastline of the Principality until it meets the Shimmering Stream, which marks its border with the Barony of Schwente. Monne encompasses much of the coastland in Naerie. House Lyrthi, headed by Eberic Lyrthi, controls the barony.

After the signing of the Naerie Compact, Gornor's Cove received its share of traders from surrounding lands, and many goods pass through it, diverting funds from Naerie City, which is still the most popular place for foreigners to trade. The barony is quite low on other resources, though, as result fishing is popular along the coast. Some farming goes on near the border with Menst. A couple of ore mines near Bird Tower supplement these resources. In addition the local dry dock keeps it's prices deliberately cheaper than elsewhere in Principality to attract ship captains. A large-scale salt works has also recently been built, inspired by House Heshun's work. These bring much needed capital into the town.

Gornor's Cove (Small Town): Conventional (House Lyrthi and Nuran both wield strong influence in town); AL LN/N/CG/CN; 800gp limit; Assets 69,680gp; Population 1740; Mixed (human O/S (1437), halfling (155), elf (118), half-orc (16), gnome (14).

Authority Figures: Eberic of House Lyrthi (LN male human aristocrat 7/fighter 4), official local ruler and Head of House Lyrthi; Arabella Vilo of House Lyrthi (LN female human aristocrat 1/fighter 2); Nuran (NG female human cleric of Osprem 5/divine oracle 2/contemplative 2), Overseer of Saint Idee's burial site and leader and High Priestess of Osprem's faith in Naerie.

Important Characters: Thriendril of Prymp (LE female human fighter 7/marshal 4), commander of the Ahlissan garrison; Mudoric (LN male human cleric of Zilchus 8), priest of Zilchus; Captain Saron (N male human warrior 9), leader of the City Watch; Qita (CN female aarakocra wizard 9); Harbormaster Tedin (LN male human expert 9); Ordog (N male human cleric of Xerbo 8), High Priest of Xerbo in Naerie; Kelez (CN male human cleric of Procan 5), High Priest of Procan in Naerie; Raziel Whitewind (NG male half-orc cleric of Pelor 6/radiant servant of Pelor 3), High Priest of Pelor in Naerie.

The Priesthood of Osprem is strong in Monne and has a shrine in Gornor's Cove. Nearby, the burial site of Saint Idee of the Sails is a popular pilgrimage site for worshipers of Osprem. The High Priestess of Osprem's faith, Nuran, lives in the burial site and is much more popular than the current rulers.

Other large temples in Gornor's Cove are for Procan and Xerbo.

Gornor's Cove is a busy town when it comes to commerce, but under the surface the disapproval towards the Ahlissans is barely kept under control. Residents don't like Count Fedorik's heir, Coriell, that much, either, thinking he abandoned Idee much too easily.

Law Enforcement: Law is enforced by local constables, called Gornorites, who are lightly equipped and not highly trained, but who know how to deal with the local population and keep the situation under control. The Ahlissan garrison likes to stay outside the walls of the town, except for those who guard the temple of Osprem within the town. They move around in groups of 2 to 7, usually accompanied by an officer. Gornorites wear blue tabards.

Current Situation

In 598 CY, Gornor's Cove was hit by a number of magical terrorist attacks and civil unrest, instigated by a member of House Devnor, who had been living in town for years. Eberic lost his male heir Endonius and has slipped into alcoholism, while Endonius' widow, Arabella Vilo takes care of House Lyrthi's day-to-day affairs. Meanwhile, Nuran, who was also targeted but survived, has essentially taken control of the town and rules it with the blessing of the local population. It is unclear how the situation will resolve itself and it right now threatens the very stability of Naerie.

Other Locations in Monne

Bird Tower: Bird Tower lies atop a tall hill and is the home of the wizard Qita. Large flocks of birds nest by the tower, and some giant varieties act as guards and scouts. Originally the tower was an old abandoned guard post, but Qita acquired it a few years before the Brotherhood invasion. During the invasion she took her possessions and teleported herself away, returning only during the closing phases of the invasion. Qita says she is an aarakocra, and most people take her word for that.

Burial Site of Saint Idee of the Sails: The body of the Saint is not actually here, resting instead somewhere in the Azure Sea. Nonetheless, this place is a popular pilgrimage site for worshipers of Osprem, and is overseen by the priesthood of Osprem. Many previous rulers of Idee are buried here, including Fedorik Eddri, the last Count of Idee (whose body was hidden during the occupation). During the Brotherhood occupation, the burial site was razed (though the graves themselves were left undisturbed). Prince Barzhaan had the burial site restored and reinstated Osprem's priesthood as caretakers. However, the public are no longer allowed to visit

the burial site of the Saint. After several riots in CY 591, a force of Ahlissan guards were permanently posted in Gornor's Cove to enforce this unpopular edict.

Nuran, High Priestess of Osprem, spends most of her time here, actually having living quarters in the burial site itself.

The burial site also has its own defenders, called the Followers of the Wave. This is a group of monks who train themselves for unarmed combat in the vicinity of the burial site. They are led by Ranshek, a Suel who learned his skills from Brotherhood monks in Ahlissan labor camp before he converted to the faith of Osprem in 590 CY.

Coast Road Inn: More like a thorp, Coast Road Inn is a very popular tavern about 15 miles east of Gornor's Cove. It is run by a man named Butor (N male human expert 7), and it is a popular place of rest for merchants and adventurers traveling along the coast. It has large areas for horses, wagons and so forth, and Butor employs over 20 people in his Inn.

Stormhaven (Hamlet): Conventional (Braiqem); AL CN; 100gp limit; Assets 540gp; Population 108; Isolated (humans O/S (104), half-orc (2), half-elf (2).

Authority Figures: Braiqem (CN male human ranger 13), leader of the Stormseekers.

Stormhaven is a strange place. Located in a natural cove much like Monne's capital, it is composed entirely of Procan worshippers. They have formed a special community and believe that to feel close to their deity, they must be able to feel his anger. Therefore, whenever a storm blows in the Azure Sea, they set sail as an act of worship. This community is led by a man named Braiqem, a ranger from Onnwal who brought this strange practice to Naerie.

The community trades very little with outside world, lacking the resources or people to compete with surrounding areas. However, the cove is a popular breeding ground for sea crabs, considered a great delicacy by nobles of Naerie, and this resource allows the community to continue its existence. A community of Aquatic Elves dwells nearby on Eilean isles.

Eilean Isles: These small isles are home to a community of aquatic elves. So far they have retained a neutral stance on Ahlissa, but people in Stormhaven sometimes deal with them.

Important Characters

Baron Eberic Lyrthi: Eberic (born 552 CY) is the unpopular ruler of Monne. He is constantly trying to keep the population under control and is also fighting a popularity battle against Nuran, a fight he seems destined to lose. He is not unskilled, but



winning over the population of Gornor's Cove is near impossible. Eberic's wife died several years ago and his male heir, Endonius, was murdered in 598 CY by agents of House Devnor. The loss of his son unhinged Eberic's mind, and he has been drinking heavily ever since, neglecting his duties.

Nominally, the heir to the title is Eberic's brother Benrad, but he is content to govern Adderstone in the Barony of Derevendt. This has allowed Arabella Vilo to step in.

Arabella Vilo: Originally from a merchant family, Arabella managed to win the hand of Endonius with help of a group of adventurers. She is an ambitious and skilled woman but has no popular support in Gornor's Cove. However, with the alcoholism of Eberic, she is now the *de facto* leader of House Lyrthi.

Nuran: Nuran (born 554 CY) is the leader of the faith of Osprem in Naerie. She was captured by the Brotherhood during the invasion but later released by the Ahlissans.

She is on good terms with worshippers of other sea gods, especially Xerbo, and there is a yearly ritual in Gornor's Cove where servants of both deities celebrate together and ask their deities to bless the sailors and merchants of the town. Nuran also has in her possession a unique magical item, the *Eye of Osprem*, powerful artifact with divination abilities. It is kept in the burial site of Saint Idee.

Raziel Whitewind: Raziel Whitewind is another of Naerie's retired adventuring clerics. Born a Suel human, he was reincarnated later as a half-orc after perishing in battle. He is an accomplished warrior and a deeply compassionate man, who, upon retiring, founded the first temple of Pelor in Naerie. Raziel is known to have Ideean political leanings.

Qita: It is a mystery where this aarakocra wizard came from, but she is on good terms with the residents of Gornor's Cove nonetheless. She is also a frequent visitor in Sage Keep in Schwente. Many hopeful young wizards flock to her tower to receive guidance.

Conflicts and Intrigues

The situation in Gornor's Cove is always strained. The wreck of the She-Devil, the ship of a famous pirate named Colico, was sunk somewhere near Stormhaven decades ago, and treasure seekers are still looking for it. Pirate ships from as far away

as the Pomarj have been spotted near the coast. Riven, the Devnor agent responsible for the recent upheavals, is still at large.

Barony of Schwente

The Barony of Schwente lies between Foelt and Monne on the coast of the Principality. It is the domain of House Eddri who were once the rulers of all Idee.

Felten (Small Town): Conventional (House Eddri); AL LN; 800gp limit; Assets 520,40gp; Population 1301; Mixed (humans O/S/F (1105), halflings (69), gnomes (57), elves (55), dwarves (10), half-orcs (6).

Authority Figures: Lady Tanariell (LN female expert 5/aristocrat 7), the head of House Eddri.

Important Characters: Ottolon (LN male human warrior 12), leader of the Felten Guard; Chanit (CG female human cleric of Phytan 7), priestess of Phytan; Mishktolan (CN male human druid 8), leader of the Druidic Circle; Maros the Learned (N male human wizard 7/lore master 2); Venderun (LG male human marshal 5/paladin of Heironeous 3), leader of the Heironean Sword School; Tejabus (LG male human cleric of Heironeous 10), High Priest of Heironeous in Naerie; Ernut (N male human cleric of Fharlanghn 8), High Priest of Fharlanghn in Naerie.

Felten is the capital of the Barony of Schwente. It is a small town built on the marshy shores of the lake bearing the same name. Lake Felten is fed by the rivers Minfel, which flows through Minetha from the northeast, and Ramswash, which drains from the Iron Hills in the north. The lake is the breeding ground of the grenak bird, a waterfowl distinguished by its pale blue or gray feathers, and a long, bright yellow or orange beak. Thousands of these birds winter over on the lake, then find mates and lay eggs in the spring.

The water of the lake is slightly saline as Lake Felten is drained by a tidal river (the Shimmering Stream) that flows seven leagues to the Azure Sea. The river's name comes from its peculiar, yet attractive appearance, the result of its shallow depth and the glistening sandbars that are exposed at low tide. These features make the river difficult to navigate by sea-going vessels. Many anchor at Jarlstun at the head of the Jarlstun Estuary, their goods then being taken by smaller boats to Felten.

The southwestern quarter of the barony is dominated by the Jagged Hills, a range of steep hills and scarps some ten leagues in length. These hills are known to harbor dangerous creatures, and the Barons of Schwente have paid mercenaries to mount expeditions into them from time to time. The western fringes of the Jagged Hills mark the border between the Baronies of Schwente and Foelt.

The Distant Past: In ancient times the site was a Flan village, their huts built upon stilts or artificial

islands amongst the marshes. These fens provided the Flan with everything they needed: fish and fowl to eat, protection, and access to the watery highways across the lake.

Many centuries ago, Suel refugees led by Zellif Al-Zol discovered Lake Felten. They forcefully settled in a number of Flan villages, including one they called Feln Othen. Over time, that name has been contracted to Felten, and, as the settlement grew in importance, Felten gave its name to the lake.

When the Oeridians arrived in Idee, they conquered Felten and began building a temple to Fharlanghn upon an island in the center of Lake Felten, as thanks for that god's protection on their long migration (or more likely as trophy of their victory over Suel, but that's the official story). The Flan wise men warned the Aerdi that the island was sacred to their own gods and cited numerous myths and prophecies regarding a mysterious orb of great power that the gods had hidden upon it. These warnings only served to heighten the Oeridians' interest in the island.

One day, the isle simply vanished. Years of work and hundreds of lives were lost in an event that awed the Aerdi. It was only last century that an explorer discovered the ruined remains of Fharlanghn's temple in the bottom of the lake.

This tragedy scarred the consciousness of the local Aerdi. Ever after, they paid great respect to the Flan shamans. To this day, a community of druids has been allowed to live in peace in their enclave, Minnac, upon the southern shore of the lake. Some of them have foretold that the island will one day reappear.

Felten has small temples to every major human religion worshipped in Naerie, except Hextor. These include the Velaeri, Phytan, Osprem, Procan and Heironeous.

Law Enforcement: The Felten Guard has been formed of old Ideean soldiers and local people. As such, their loyalty to House Eddri is unwavering. A few Flan have also joined it, some even making it to an officer's rank. Felten guards are kept well equipped by Tanariell, and they typically move in groups of four to seven, with one officer. Interestingly enough, even a few paladins can be found among their ranks. The Felten Guard wears light blue tabards and is equipped with studded leather armor, shield and shortspears. Felten also has several giant eagles to defend the town.

The Growth of Felten: Felten is little more than a collection of artificial islands. The town appears to be a maze of canals, bridges and narrow streets. However, it is considered by many to be quite beautiful. Each year there is a carnival, apparently echoing back to the rituals of the Flan shamans, when the townsfolk go about dressed in masks

made from the plumage of the grenak bird. The reputation of the town and the carnival attracts many visitors (including the Prince of Naerie). The carnival became increasingly debased, excessive yet extremely popular under the patronage of the former baron, Andariell Eddri.

Only a handful of merchants have an interest in Felten, as it produces little else than foodstuffs. However, the Felten tobacco, which is harvested around Lake Felten is famous throughout the principality and fetches a high price among nobles. Good relations with the druids of Minnac have been crucial for the townsfolk, as without the assistance of druidic magic, parts of the town would have long ago subsided back into the marsh. The whole of one small island is owned by the church of Heironeous, which has built a chapel and the Heironean Sword School upon it.

For centuries, Felten and the surrounding lands have been in the possession of House Eddri. In 446 CY, the County of Idee successfully revolted against the rule of the Great Kingdom and joined the Iron League. The new Count, Havershall, was the Head of House Eddri, and the family also took control of the Barony of Foelt.

The fortunes of the family were to change again during the Greyhawk Wars. Count Fedorik's nephew, Coriell, fled to Irongate where he remains to this day, while his brother, Contill Eddri, the Baron of Schwente, was assassinated by Brotherhood agents, as happened with many other members of House Eddri. However, local resistance managed to free Andariell Eddri, Coriell's half-brother, and his family from a Brotherhood prison before they were executed. The family managed to flee to Sunndi by following the coast. Even then, there were rumors that Andariell had become mentally unstable by his imprisonment.

The Rulers of Schwente After the War:

Schwente was temporarily leaderless after the Greyhawk Wars, but a paladin of Heironeous, Staceus, stepped forward and agreed to govern the Barony for a year and a day. In 587 CY, Andariell was named Baron of Schwente by the new Prince of Naerie. Very soon, Andariell started making bizarre and draconian edicts. He raised statues of himself across Felten (in which he was disingenuously depicted as the liberator of Schwente), and his patronage of the annual carnival saw it become an extravagant, debased spectacle. These excesses so disgusted Staceus that he petitioned Prince Barzhaan to intervene.

The Prince did not act, and Staceus realized that Barzhaan actually wanted to have this dangerous fool in power. Staceus finally decided to rebel and formed the Idee Volunteers to resist Ahlissan rule.

Then, in 591 CY, harsh taxation across the Barony funded a lavish wedding in which Andariell was betrothed to his own eldest daughter, Clemena. Within a matter of months Clemena was no longer seen at public functions and, soon after, Andariell married his second daughter, Tanariell. In 592 CY, Andariell was stabbed to death during the carnival, his murderer escaping in the crowd. Tanariell was pronounced the new Baroness of Schwente, but instead took the title of Lady. Her first act was to tear down all of the monuments raised by Andariell and instead build a large statue of herself near the front gate of Felten.

Lady Tanariell is regarded with some degree of suspicion by the nobility of Naerie. Some have not forgotten that her forefathers led the revolt against the Great Kingdom and wonder whether Tanariell could repeat such a feat. Others watch for signs that she has inherited the unstable mind of Andariell. Yet others marvel that she was unscathed by her imprisonment and wonder whether she might have made some sort of bargain with the Brotherhood.

Other Locations in Schwente

Garnsford (Village): Conventional (Lord Fhalren); AL LN; 200gp limit; Assets 7,420gp; Population 742; Mixed (humans O/S (653), Halflings (30), elves (22), gnomes (37).

Authority Figures: Lord Fhalren Haxx (N male human fighter 6), Lord of Garnsford.

This settlement stands at the place where the Baronies of Foelt, Menst and Schwente meet, making it politically important. Garnsford is also strategically significant due to its defensible position between two rivers, at the point where the North Naerie Highway crosses these waterways. Consequently, Prince Barzhaan has placed the settlement and surrounding lands under the direct control of Lord Fhalren of Haxx. Lord Fhalren is aided by a number of minor officials who help monitor and advise the four Barons (Eddri, Oedil, Heshun and Arxx). Typically, these officials are members of Barzhaan's court who have fallen into disfavor and are sent to Garnsford as punishment. It is thus of little surprise that these bureaucrats are rumored to be either corrupt or ineffectual. Traditionally, the four Barons travel to Garnsford to discuss common concerns or have audiences with the Lord or his officials.

Travelers are charged a toll for crossing the two bridges. Since the end of the Greyhawk Wars, the monthly Garnsford market has become increasingly popular. Traders and common folk from all surrounding baronies come here to sell and buy goods.

Diresby (Hamlet): Conventional (Garth Yarris); AL N; 100gp limit; Assets 1,560gp; Population

312; Mixed (humans O/S (268), halflings (19), elves (16), gnomes (9).

Authority Figures: Garth Yarris, (N male human warrior 4), bailiff.

Diresby is a sprawling lakeside community dominated by the baronial hunting lodge. At certain times of the year, the nobles of Schwente (and sometimes nobles from other baronies) gather here to hunt game and shoot the grenak. The villagers are called upon (with minimal compensation) to serve as beaters to flush out the animals, but over the years, a number have died in hunting accidents.

Nearby, one can find the so-called Folly of Andariell, which was built by Baron Andariell during his years of madness and power. The Folly consists of an ornate tower surrounded by a high-walled, circular maze. The Baron filled the maze with all manner of traps and creatures. During the hunting season he would amuse himself with ordering those who displeased him to retrieve an item from the tower. Inevitably, these efforts ended in fatal failure. Although the Folly had fallen into disuse after Andariell's death, Lady Tanariell has recently ordered it to be refitted.

Sage Keep: It is speculated that it was the catastrophe with the temple of Fharlanghn that led to a local fascination with ancient lore. What is certain is that in 215 CY a number of Royal Astrologers, who had been exiled from Rauxes, successfully petitioned the leader of House Eddri to build an observatory upon his land. In 257 CY, the sage Merusel Esk, a famed Suel scholar, founded Sage Keep on the site. It became the greatest repository of knowledge in Naerie. House Eddri are the patrons and guardians of this center of learning. It is known that Lady Tanariell has offered particularly large sums of money for those who may shed light on the nature of the orb hidden upon the island in the lake.

The Keep also has many other valuable or interesting items, such as the head of the snake cult leader who was killed by Gillax of House Lyrthi, or the swords of Colico, a famous pirate captured by Fedorik Eddri himself.

When they captured Schwente, the Brotherhood began looting Sage Keep, sending choice items back to Tilvanot. However, some of the most valuable books and scrolls had been hidden before the invaders arrived, and these now form the core of a new and growing library. The sages are concerned that a few tomes, containing esoteric lore, were 'lost'. This included old research into Oerthblood magic done by Zelrad sorcerers. Few of the tomes have re-surfaced, sometimes in hands of bandits.

Jarlstun Estuary: Jarlstun is a small village of slightly over 400 people, many who work on the

river barges that bring cargo up to Felten as shimmering stream is not suitable for large vessels. A small inn, Quay House, has been built upon a jetty close to the mouth of the river. It is a safe haven for sea vessels that ply their trade up and down the Azure Sea; ships often anchor in these calm waters during a storm or rest here overnight. Rumors suggest that it is also a base for local smugglers.

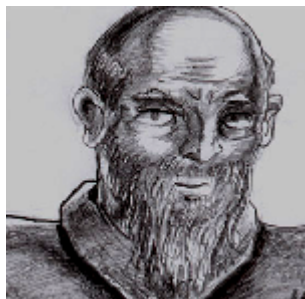
Hornrock: This strangely shaped rock marks both the western extent of the Jagged Hills and of the Barony of Schwente. Living beneath it is a community of gnomes, organised in extended clans, such as the Feuermachers and the Nerminens. The Nockmottins of Poelitz also hail from Hornrock. Little else is known about this rather insular settlement.

The Twilight Caves: This extensive range of natural caverns, located close to the south-eastern border of the barony, has not been fully explored. Their name comes from the glowing moss that coats the walls.

Important Characters



Lady Tanariell: Lady Tanariell is young (born 564 CY), but all other heads of noble houses acknowledge she is dangerously cunning and intelligent, which is probably the reason she is not trusted. It is said that while her late sister spent all her free time around other nobles, Tanariell spent her time in Felten's library or in Sage Keep, learning about history, nobility or other things. Many suggest that she was involved in or actually committed the murder of Andariell, though almost as many rumors indicate it was Barzhaan who had finally grown tired of his incompetence.



Maros the Learned: Maros is the current head of Sage Keep. He was born in 546 CY and his passion is the old history of the Great Kingdom. This is so strong that people actually say that if he would have a chance to go to Rauxes to salvage anything from there, he would take it.



Lord Fhalren Haxx: Lord Fhalren of Haxx is the current ruler of Gamsford. It is said that Barzhaan sent him there after he made some grave 'errors of judgment' during a diplomatic mission to Sunndi in 593 CY. He might actually

be the ideal ruler of the place since he has displayed little, if any, ambition in politics, and he is therefore unlikely to hold a grudge against Barzhaan. Only he knows the truth of this, though.

Ernut: This elderly cleric of Fharlanghn runs a humble temple dedicated to the Dweller on the Horizon. He believes that Lake Felten is sacred ground of both Fharlanghn and the Flan and maintains good relations with the druids.

Conflicts and Intrigues

Many people are spreading false rumors that Tanariell is in league with the Scarlet Brotherhood. Smuggling in the Jagged Hills is a problem. The fate and whereabouts of Clemena is still a mystery. Relations with Hornrock have to be improved as it remains isolated from rest of Naerie.

Dramatis Personae

In this section we detail the people of note in our immediate political and geographical area who have not been detailed earlier.

Bigby: A one-time resident of Scant and a member of the Circle of Eight. He is a native of Oldridge, a town in the western portion of the old Great Kingdom, to which he had to flee in 573 CY.

Cobb Darg (Lord Mayor): Surprisingly little is known about the background of the Lord Mayor of Irongate. Unmatched as a politician and in his understanding of intrigue and deception, Cobb Darg was not fooled by the aides sent to his realm by the Brotherhood. His subjects, both humans and dwur, are extremely loyal to this old man who has kept Irongate independent for the last 15 years.

Coriell Eddri (Count): Last ruler of the independent Idee. He fled to Irongate during the Brotherhood invasion, where he still remains in exile. Coriell is seen as a potential leader of an Ideean rebellion, hence Prince Barzhaan's refusal to let him return.

Ehlissa (Queen): The famed ancient enchantress said to have owned a marvelous magical bird of subtle enchantments. She reputedly lived 17 centuries ago, when she ruled a Flan kingdom in the vicinity of the present-day Kingdom of Ahlissa, from which the Oeridian kingdom gets its name.

Father of Obedience: The mysterious ruler of the Scarlet Brotherhood. Nothing is known of this individual.

Frolmar Ingerskatti (Prince): Leader of the Lordship of the Isles after a coup during the Greyhawk Wars.

Jian Destron (Szek of the Free State of Onnwal): Jian Destron is the leader of Onnwal. His father Ewerd Destron was assassinated by Scarlet Brotherhood and Jian is the last of his line. He is struggling to keep his nation together after victorious war against Scarlet Brotherhood.

Karasin of House Garasteth (Princess): Ruler of the Principality of Innspa. She was 'convinced' to join Ahlissa by Xavener, apparently after a direct threat of invasion.

Kuranyie (Sister): Exalted Sister Kuranyie was the leader of the Brotherhood in Onnwal and a dangerous and vicious woman. Her present whereabouts are unknown.

Molil of House Naelax (Prince): Ruler of the Adri Marchland, which is only partially under his control.

Rakehell Chert: Leader of the Wreckers, the Thieves' Guild of Scant, which fled to the countryside mere days before the Brotherhood invaded Onnwal. Currently he is the Marshall of Onnwal's army and essentially the second ruler of Onnwal.

Reydrich (Prince): A powerful archmage who seized control of the South Province at the end of the Greyhawk Wars. Responsible for the liberation of Idee from the Brotherhood and for the death of many of Sister Kuranyie's Herdsmen in 586 CY, he himself was apparently slain by the Brotherhood, but subsequently reappeared several months later to reclaim the rulership of the Principality of Zelradton. He is known to hate the Circle of Eight.

Reynard (General): One of the finest military minds to come out of the South Province in many years, he is a master strategist and historian. He has led the forces of the South Province for over 15 years, and during that time he has not aged! Some whisper that he is a vampire, or a disguised fiend. The truth of this is unknown.

Staceus of Felten: Founder of the Idee Volunteers in 589 CY, he was killed in an Ahlissan ambush in 592 CY. His body was burned along with others who were killed in that battle. Despite evidence showing otherwise, rumors persist that he survived.

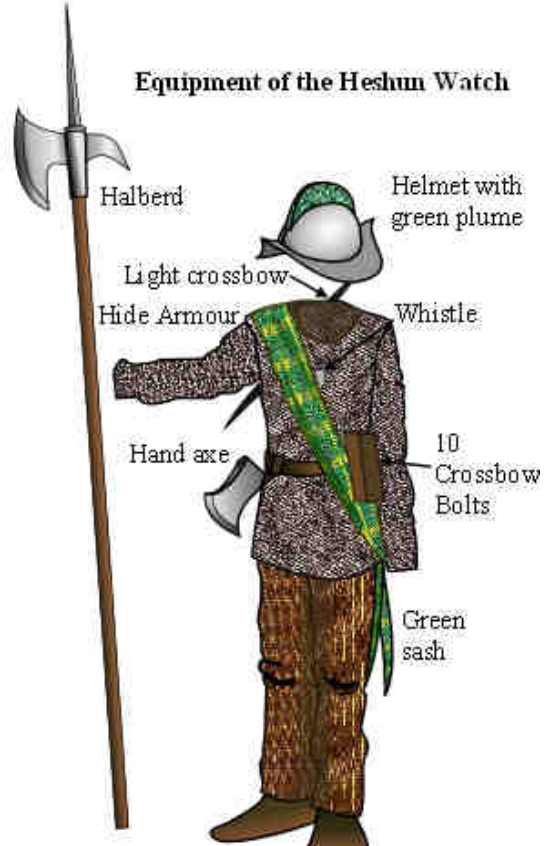
Xavener I (Overking): The first Overking of the United Kingdom of Ahlissa and the Head of House Darmen, he has virtually complete control of all mercantile activity in his empire. House Darmen formed the Royal Guild of Merchants of Aerdy to manage its far-flung business assets, and today the Guild pours vast amounts of wealth into Xavener's treasury. Little is known of him personally apart from what his court lets slip: By all accounts he is a superb leader and extremely charismatic, but it is apparent that some of his aides fear him greatly and that his enemies do not survive long in Ahlissa.

Illustrations

The Equipment of the Heshun Guard

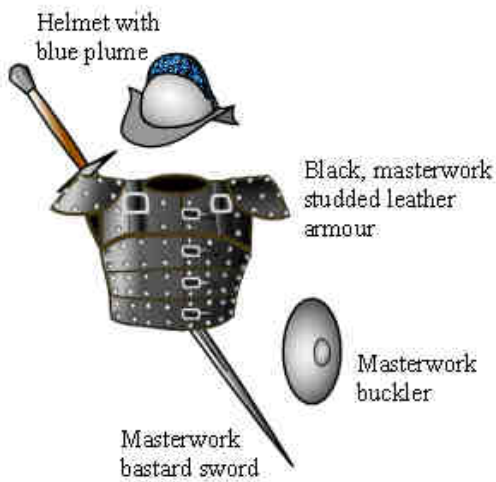


Coat of Arms of House Heshun



Equipment of the Heshun Watch

Equipment of the Heshun 'Sea Orcs'



(Different equipment is carried by the human, Heshun Marines)

Equipment of the Heshun Brute Squad

